

Waterdeep: Troglodytes Attack!

An Adventure for 5 5th level adventurers

Inspired by: Troglodyte raid on Waterdeep by Dylan Jade & arro_532

https://www.dmsguild.com/product/250037/Troglodyte-raid-on-waterdeep?term=waterdeep+raid+troglydyte%20&affiliate_id=1452639

&

Dael Kingsmill's Hunting Displacer Beasts video:

<https://www.youtube.com/watch?v=aV1-VNRqTtA>

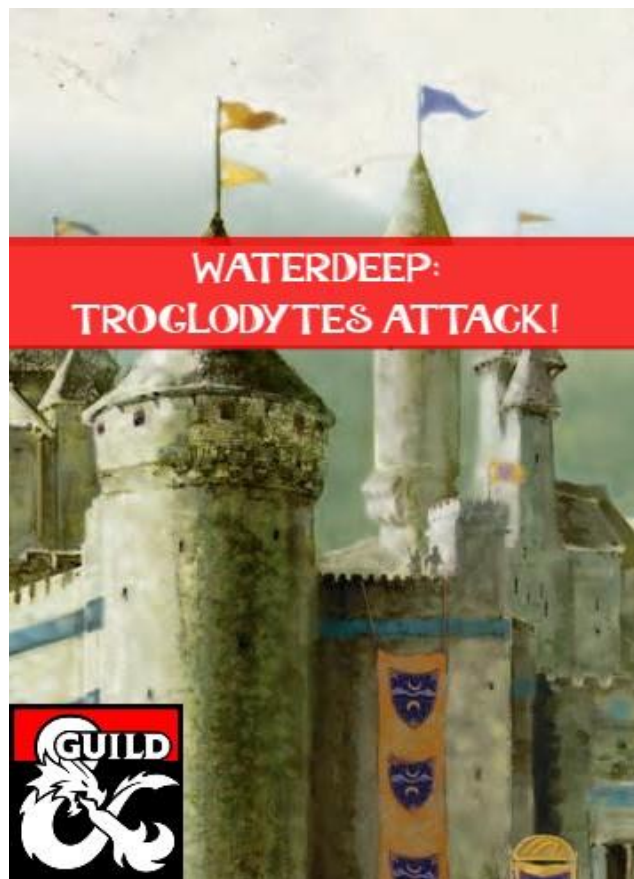


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Running This Adventure

This adventure is written to be used as a one-shot set in the City of Splendors, to act as a bridge between Waterdeep Dragon Heist and Waterdeep Dungeon of the Mad Mage, or to be used as a hook into the Waterdeep Dungeon of the Mad Mage.

I have written several main "scenes" to go through, and there is a bit of a time crunch to rescue the captives before they are potentially taken too deep into the Underdark to save, but feel free to let your party spend some time getting organized moving into scene 2 before entering the cave system.

I have written the villain of this one-shot to be a beholder who seeks to destroy the Xanathar Guild and take over Waterdeep (in a more direct way than the criminal guild), but feel free to substitute them out with your own campaign's BBEG if that works better for you. This villain doesn't actually appear in this adventure, but could certainly be used as a jumping off point for future adventures.

The cave system that most of the adventure takes place in that is somewhere between the surface and the Underdark is home to some dangerous creatures that lived there before the inciting incident of this adventure that are likely to be unhappy to have intruders in their homes (the party as well as the force they are hunting down). This means that they may (at the DM's discretion) appear during encounters between the party and the Troglydte, Duergar, Drow crew that they are going after and won't be there to only fight the party. As mentioned in the Tomb of Annihilation text feel free to have a denizen of the cave system appear in combat if it is going too easy - or too difficult - for the party.

If you deem it necessary, the end of each Scene would be an excellent opportunity for your players to take a long-rest if needed.

Adventure Hooks

The adventure begins with the party attending a grand event hosted with the attendance of many important people from around Waterdeep. The party can be in attendance for pretty much any reason that makes sense in your game, but here are a few plot hooks to get you rolling.

Hired by an anxious guest. Maybe your party was hired to act as body guards for an anxious guest. Whoever hired the party is not a high-profile individual (at least in comparison to the other attendees), but they are incredibly concerned for their own safety and have hired the party to protect them. They are wealthy and willing to negotiate, but would start by offering each party member 500 Gold to go to the party and protect them (half up front and the other half after the event). The bombastic Volothamp Geddarm would be a good example of someone who might be looking to hire body guards and would be invited to attend the party. Renaer Neverember may also seek to hire guards to protect himself and keep an eye out for his father's spies (no spies make an appearance at the event).

Member of Gray Hands/Force Grey. The party are sent by the Blackstaff to keep an eye on the event and act as additional security for the Open Lord. Blackstaff Vajra is unable to attend (and much of the rest of Force Grey are occupied elsewhere), but she has a bad feeling and feels that a little extra security never hurt.

One or more party members are invited. It might be that a portion of the party is deemed important enough to attend such an event. Maybe their deeds in and around the city have earned them an invite, maybe a party member is related to one of the city's noble families, or maybe their connection to a guild/ownership of Trollskull Manor have landed them on the guest list.

Spying for their faction. It isn't uncommon for adventurers around Waterdeep to end up associated with some faction or another. If this is the case they may be hired by their faction (be it Bregan D'aerthe, Emerald Enclave, Harpers, Lords' Alliance, Order of the Gauntlet, Xanathar Guild, Zhentarim, or whatever other faction they have aligned with) to keep an eye on the events of the evening and report back with their findings.

Alternate Ending to Dragon Heist. If the party finishes Dragon Heist and you want an alternate way to tie them into *Waterdeep: Dungeon of the Mad Mage* consider having the note at the end of Chapter 4 (under Onward and Downward) be inviting them to this event rather than a meeting at the Yawning Portal.

Session 0: Managing Expectations

Like in all tabletop games it is important to manage expectations, make sure everyone is on the same page of what a "fun" session will look like, and very importantly make sure that everyone's boundaries have been appropriately discussed. I have included a few products from other DMsGuild authors in the additional resources section of this product to help get the conversation started at your table if that is something you are interested in taking a look at.

An important aspect I would suggest discussing with your players before beginning Scene #1 I would suggest discussing railroading with your party. The way the adventure kicks off potentially involves some minor railroading surrounding the capture of some VIPs from the party they are attending. Make sure you know how your party feels when it comes to this before starting the game. If they are intent on following quickly after the pursuers allow them to do so, but it will mean the party won't be able to get out and make any last-minute purchases until after the adventure (or at least until the collapsed tunnel is opened back up again).

Scene #1: The Party

A party! You have been invited to attend a party hosted at Castle Waterdeep by the Open Lord Laeral Silverhand herself.

The event is sure to be a large and grand event beyond the wildest imaginations of most people of the realm.

It could be your chance to get in with the elite of the elite within the City of Splendors.

The Open Lord's party is where this adventure begins, but it is where the players will be spending the least amount of time.¹ The event is big and busy, so it is unlikely that the party will get more than a few words in passing to Laeral Silverhand. A list of NPCs your party may run into are included in Appendix A. The list includes at least one member from each of Waterdeep's guilds outlined in Dragon Heist and many of the key NPCs (some of which your party may have come across, or not). Of course, feel free to add in any other NPCs that are important your campaign that would make sense to be attending a party hosted by the Open Lord.

Depending on the time of year you may want to have the party to be held for some reason or another. The Dragon Heist adventure has a list of holidays that take place in the city, and because this adventure is inspired/potentially tied to Dragon Heist I won't be outlining a specific reason for this party - allowing you the freedom to do what you'd like.²

There are a few things to do at the party. First and foremost, the party can chat up guests, allowing them a chance to connect with people of importance from in or around Waterdeep. If your adventuring party collected the gold at the end of Dragon Heist, there are events where certain characters may come to the party seeking a portion of the treasure. If you haven't already done so, this party could be an excellent occasion for these events to take place.

Another thing the party can get up to is playing the game 21. If you have a deck of cards handy, feel free to play the game as you would in the real world. Another option is you could have players roll 2d10 to be their hand. You would roll as the dealer behind your DM screen (if NPCs decide to join, you can roll their hands in view of your table. If a player is looking to shift the game in their favor, feel free to have them make a Sleight of Hand check against the highest Passive Perception at the table. Each player is allowed to "hit" for extra cards, but if they go over

¹ Unless your group is really into parties and social events then who am I to stop you from letting the party last 7 game sessions? I have included a few resources from the DMsGuild you can check out under additional resources with more NPC options you can include to enhance your Scene #1 if that is your thing.

² I will probably say this a few times throughout this adventure, but I can't really stop you from doing

21, they automatically lose. The dealer must hit on a 16 or lower and stand on a 17 or higher. At the end, anyone who gets a hand that is below 22, but higher than the dealer's (unless the dealer busted by getting landing above 21) gets all of the coin they bet, plus 50% back. Anyone who happens to get exactly 21 (I know that this isn't exactly how the game works in the real world but it is close enough for a dicey alternative), gets their wagered coin back, plus 100%. The minimum bet is 10 gold coins (feel free to go higher, but that feels like a good starting point for gambling at an event hosted by and for the rich and famous of Waterdeep).

Another option available for the players is racing. I have included the rules for racing under Appendix B, including all of the information on betting and the like.

If the PCs are looking to gather information or listen to some rumors at the party, feel free to invent your own. Alternatively, I have created a table (found in Appendix C) that provides adventure hooks to many of the existing 5E adventures by Wizards of the Coast, as well as some general rumors that they might hear that just relate to the city of Waterdeep.

Assault on Castle Waterdeep!

Your players may want to drink and enjoy the party, feel free to track this and determine if they are poisoned at your discretion.³

Once the party starts to really get up and moving, the drow mercenaries attack from below. Depending on how you run things this might be an excellent time to have your players roll initiative. The attacking force get a surprise round before anyone at the party is able to react (since no one would be expecting an incursion from below ground in one of the safest buildings in the city of Waterdeep).

It is up to you who the Duergar capture. If the party was hired to protect a merchant, or has a friend that they would willingly head underground to protect, those are excellent choices. The Open Lord would also work in a pinch as well. It may seem weird that the Open Lord, a powerful magic user, is captured during this, but given her weakened state, the surprise of the assault (and perhaps a spy managing to poison her, causing her to fall unconscious as the battle begins) it isn't an impossible set of circumstances.

The assault begins with a series of explosions rocking the building, forcing everyone inside to make a DC 12 Dexterity save or be knocked prone. At the same time a poison haze quickly fills the room from the newly created holes in the ground. Anyone in the room must make a DC

anything you want within your own personal game, but what I mean is I won't add flavour text or anything like that that will potentially add conflicting details to what you are potentially running in a different season.

³ If it were up to me, I would start with a DC 8 Con save (increasing the DC by 1 per drink they have after their third). On a failed save they are poisoned for the rest of the night.

15 Constitution or fall unconscious for the next 10 minutes. Anyone who succeeds their Constitution saving throw is still conscious, but they are poisoned for the next 10 minutes. The majority of the Open Lord's guests fail both their saves automatically, causing the floor to become difficult terrain for the 10 minutes following the explosion.

A Note on "Railroading"

This whole adventure essentially hinges on the party being unable to save the guests that are taken prisoner in the assault. As mentioned under the section on Session 0, make sure your expectations and those of your party are on the same page. If your party is likely to try and save the captured guests, be prepared and willing to allow them to save the day.

If this happens have an NPC (possibly the Open Lord herself) request that the party delve into the ground and try to track down who/what sent the assault force.

Have your players make Perception checks at Disadvantage while your roll a Stealth check for the Duergar that are capturing the party's guests. If any of your players manage to roll a higher Perception check than the Duergar's Stealth check, they notice something odd as the invisible figures bring their captives back down underground.

Once their explosive entrance is made, the assault force enters the castle. Most of the guards within the room are incapacitated as a result of the explosion/poison combo used to make an entrance. The castle is large enough that several battles can take place at the same time. I recommend having the noteworthy NPCs who remained conscious taking their own battle separate from the PCs allowing your game to run smoothly without having too many characters in initiative to keep track of.

The first creature to catch the party's attention is a **Spectator** that bursts from one of the holes in the ground that will begin to initiate combat with the players if any of them begin to move. If the fight against the **Spectator** is going too easy for your party, it can be reinforced by some **Troglodytes** that come out of the ground after it.

While the party battles the **Spectator** and the conscious NPCs deal with other strike forces consisting of Duergar and Troglodytes, a group of invisible Duergar make their way back down into the tunnels with their prisoners in tow. They have a sled pulled by **Troglodytes** waiting for them below ground to carry their prisoners. There are enough **Troglodytes** pulling the sled that they can move at full speed.

If the party tries to go after the **Duergar** they encounter a group consisting of 1 **Duergar** plus 2 **Troglodytes** per PC that will break off of the escaping force and try to slow the characters down, and give their allies a chance to escape. Between this fight and the previous fight in the castle, your

⁴ If your players ask why can't the guards or other characters go. The simple meta-gamey answer is that of course that would be a pretty boring adventure for the players. The real "in-game"

party is likely to want to rest before pursuing the remaining enemies and rescue the captives. If they do somehow manage to quickly take out the group sent to stall them, they are able to try to take on the group of enemies that is attempting to escape, which would consist of 2 **Duergar** and 6 **Troglodytes**. Winning this fight means that they can save the captives of these **Duergar**.

If the party manages to save the captives that they have chased down, another group of **Duergar** and **Troglodytes** that entered/exited through a different hole and still managed to escape with their captives.

If the players chose not to pursue (or didn't notice) the invisible **Duergar** the escaping enemies are able to detonate a second series of explosives that close off the path behind them preventing immediate pursuit.

Once it is realized that some guests were taken captive, the castle's guards immediately begin digging out the collapsed tunnel, which will take about 8 hours. Someone (likely either the Open Lord or Volo), would approach the party and ask them to go on a delve to rescue the captive prisoners.⁴ Giving the PCs just enough time to take a long rest before heading down below.

Unless the PCs charge off into the tunnels immediately, a member of Castle Waterdeep's staff brings each PC two *potions of healing* and one *potion of greater healing*, to help them on their journey ahead.

Scene #2: The Chase

THE TUNNELS BENEATH CASTLE WATERDEEP SMELL HEAVILY OF DAMP GROUND. As you travel down the path carved out by the invaders, you begin to realize that you are entering the weaving web of tunnels that are the Underdark. The world you know seems to fall away behind you slowly, until, seemingly out of nowhere, you realize you have entered it. The Underdark. Gone are the sounds, as faint as they might have been, of the lives being lived in the bustling city above. The silence around you is some of the loudest you have ever heard. Yet, as you continue, you begin to pick up new sounds. The faint dripping of water from stalactites, the flow of a stream somewhere off in the distance, and maybe even the low growling of an angry predator. The winding mess of a seemingly endless number of tunnels in front of you might feel overwhelming, but none of that matters now, you are here to track down and save the missing guests from the Open Lord's party, and you don't intend to fail.

The Underdark chase follows a bit of a different style of play than most. Because the Underdark is made up a huge number of tunnelling paths, I thought it would be best to

answer is that the guards must stay and defend the castle in case there is another attack, and the other NPCs are all too busy for this.

use an abstract map. The player handout for the Chase contains a blank 6 by 6 square grid.⁵ I have included a filled version in Appendix D. Alternatively, you can create your own path through the Underdark that the captors took.

If you decide to use my pre-planned map, the party starts in square 2A.

At the start of their hunt, have the party all roll stealth checks with a DC of 14. Record the number of successes, and the average number rolled, but don't tell the players about the DC, or what it is for. At the end of each hour make a Perception check using the stats of a **Drow Elite Warrior** who is the one that was in charge of this attack. The party has a number of chances equal to the number of successful Stealth checks they had. Every time the **Drow Elite Warrior** rolls a Perception that is higher than the average Stealth check of the party, mark off one success for her. Once her successes are equal to the number of successful Stealth checks the party made previously, she becomes aware of them and will break off from her group with another **Drow** and the two will each now get to move 1 square per hour. They are aware of the party's movements. Their main goal is to keep the party away from the **Duergar** long enough for them to escort the prisoners to where they were asked (the end point on the map). The **Duergar** start 8 hours/squares ahead of the party (so square 5D if you are using my pre-made map), and they move one square per hour. Once they make it to their end point (1F), the **Drow** will leave the pursuit of the players and head off to get their payment for a job well done, and the party will be forced to continue to Scene #3 if they wish to save the prisoners.

Travelling from one square to an adjacent square takes 1 hour of time. Traveling to a square that is connected diagonally does not take any additional time. Included in that travel time is one skill check to attempt to track the **Duergar**. Each skill check covers one direction from the current square. So, for example if the first check your party wishes to make is to the left (from square 2A), it includes both 1A and 1B.

If your party makes a check that yields no results (like the example above), they can choose to either make another check (taking another hour of time to complete before they can move from their current square), or they can choose to move to another square and try their luck.

If your party looks in a direction that isn't where the **Duergar**'s trail leads next, (for example if they were to check to the right of square 2A), they would still be able to pick up the trail from another direction.

Every second hour of in game time you can roll a d20. On a 15 or higher, the party experiences an encounter. I have included random encounter tables in Appendix E.

Once the **Drow Elite Warrior** begins making her moves

to take down the party, she can also begin setting traps that the party can trigger. Example traps that you can use are included in Appendix F. If your party travels into a square where she has laid a trap, they have a 50% chance of encountering it (since they may travel down another tunnel and by-pass it). She may also choose to set a trap and then engage the party in combat once the trap has been triggered. If she chooses to do this, then there is 100% chance the party will encounter the trap.

If the party get into a fight with the drow, they will not fight to the death. Once the **Drow Elite Warrior** drops below 35 hit points, or the **Drow** is killed and the **Drow Elite Warrior** drops below 50 HP, the surviving drow will try to escape with their lives.

If the party encounters the duergar caravans before they make it to their boats, they encounter two groups separately.⁶ The first group consists of 1 **Duergar** plus 2 **Troglodytes** per PC. The second group is the same, but it also includes both the **Drow** and the **Drow Elite Warrior**.⁷ The **Duergar** in each group has a map leading to their destination, as do both of the drow.

Stopping the prisoner caravans before they reach their destination allows the party to cut this adventure short. However, one of the prisoners (who happened to take a few classes in Undercommon), overheard their captors speaking about them being taken to a fortress in the middle of an underground lake. With this knowledge, the party can choose to continue to Scene #3 on their own to proactively eliminate the threat of future incursions into the city.

Scene #3: The Tower on The Lake

AS YOU EXIT THE NETWORK OF UNDERDARK TUNNELS YOU HAVE BEEN TRAVELING THROUGH, A MASSIVE CAVERN OPENS UP BEFORE YOU.

Filling the cavern, for as far as you can see, is a large underground lake without so much as a ripple across its serene surface. From the shoreline you cannot even begin to make out how far the lake and cavern go, but thanks to the boats resting comfortably on the shore nearby you know this is where the prisoners were taken. Maybe it is a trick of the everlasting darkness surrounding you, but you can almost will yourself to believe you can see faint signs of movement, and maybe even a faint green light, out some unknowable distance ahead of you. You are unsure of what lies ahead, but you do know that, like the rest of your trek in the Underdark so far, it will be dangerous and a test of your strength and resolve.

⁵ Although the map appears simplistic it is just the easiest way to “gamify” the various interconnecting tunnels of the Underdark, rather than trying to build a more intricate map, that I don't think would be as enjoyable as this for players or DMs.

⁶ This will make it easier for the party to contend with, but it also helps protect some of their prisoners by not keeping all of their “eggs” in one “basket”.

⁷ The drow will also run if the majority of their non-drow allies are taken down.

500 feet out into the lake, there lies an island with a tower built atop it. Players with darkvision who gaze into the crystal-clear water of the lake, once they are on boats, and succeed on a DC 13 Wisdom (Perception) check spot the remains of other buildings, implying that this was once a settlement that was flooded some time ago.

The beholder that hopes to overtake the city of Waterdeep and the Xanathar Guild is planning to use this tower as its base of operations once more of its minions move into the area to terraform for it. For now, a **Mind Flayer Arcanist** that works as a Lieutenant for the beholder after being cast out from its peers is currently taking up residence in the tower and beginning the process of making the area suitable for its boss.

The lake itself is currently devoid of life (the **Mind Flayer Arcanist** and the beholder's other minions cleared out any naturally occurring inhabitants to allow their boss to bring in water dwelling denizens of its own choosing.

There are numerous rowboats scattered along the shoreline around the party - more than enough to transport them across the lake to the island. Any player who succeeds a DC 12 Wisdom (Perception) check can find a storage box with 7 *potions of healing*. Using the rowboats, it only takes a couple of minutes to get to the island.⁸

Once the party reaches the island, anyone with a passive Perception of 15, or succeeds a DC 15 Perception check, notices a faint trickle of smoke coming out of a small chimney at the top of the tower.

The land surrounding the tower is littered with the beginnings of traps that will eventually be expanded on to protect the beholder overlord in its new lair. For the time being however there are sporadic and minimal traps across the beach. Your players must successfully make three Wisdom (Perception) checks that have a DC of 15 to navigate the land leading up to the tower. If at any point they roll a 20 or higher, they are able to discern the path the **duergar** and other minions have taken and do not need to make any more checks to make it to the door. If the party triggers any of the traps (including the trap in the lock of the door) the **Mind Flayer Arcanist** is alerted to their presence. If the party triggers a trap before reaching the door, the **Mind Flayer Arcanist** is able to alert the minions within and setup an ambush on the far side of the door.

Succeeding on the first check allows the party to sidestep a pit trap. Failing the first check causes the party to trigger a 20-foot-deep pit trap. When the trap is triggered, roll a d100 to determine the percentage of the party (rounded up) that is above the pit trap when it collapses. Anyone caught above the pit when it falls in on itself must make a DC 12 Dexterity saving throw. On a successful save, they manage to avoid falling into the pit. On a failed save the creature falls into the pit, taking 7 (2d6) bludgeoning damage from the fall.

⁸ Using the rowboat's speed from *Ghosts of Saltmarsh* of 15 ft. per round (2.5 feet per second) it takes exactly 200 seconds to reach the island.

Succeeding on the second check, the party notices some tripwires hidden in some debris scattered on the ground that they can now sidestep. Failing the second check causes the party to trigger a tripwire that causes a series of crossbows built into the wall of the tower to fire at the party. The trap makes two attacks against members of the party (of your choice). Each attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit.

Succeeding on the third check, the party notices the presence of ash and faint burn marks in the area affected by this trap. A successful DC 15 Intelligence (Arcana) check enables a creature to destroy the trap by defacing a key rune on the perimeter of the trap that is within reach. Failing this check causes the trap to activate. A successful *dispel magic* (DC 15) cast on the runes destroys the trap as well. Failing the third check causes the trap to activate as the party steps onto it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 13 (4d6) fire damage on a failed save, or half as much on a successful one.⁹

The door to the tower is made of old wood grown from a plant native to the Underdark., with a large heavy metal lock barring it shut. Opening the door requires either a successful Strength (Athletics) check with a DC 15 to knock it off its hinges, or a successful Dexterity check made with thieves' tools with a DC 15 to unlock it. Failing the check to pick the lock triggers a poisonous needle to strike out at the creature that triggered it. The target takes 1 piercing damage and must make a DC 15 Constitution saving throw or take 2 (1d4) poison damage. Knocking the door off its hinges causes the minions within the tower to be alerted to the party's presence.

⁹ Unlike the other traps on the beach, this trap cannot be avoided as it fully blocks the entrance to the tower, and it must be dealt with or triggered before entering.

Tower Level 1

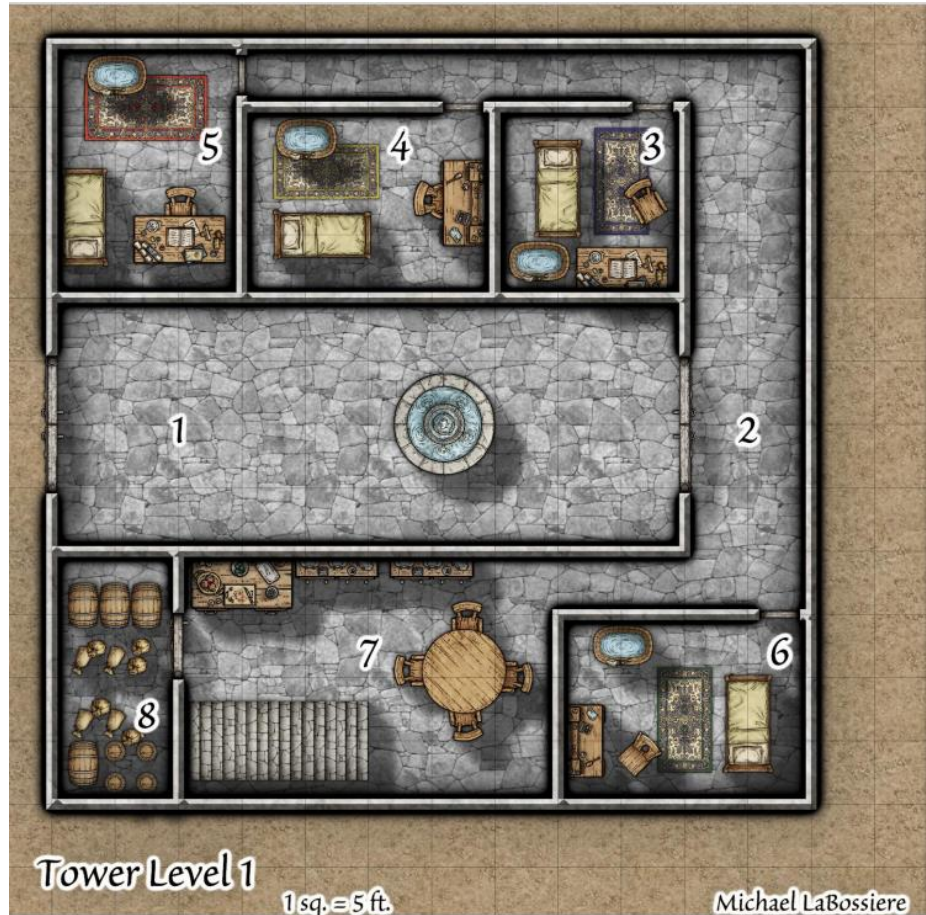
1) Entryway. The entry to the tower is devoid of life, unless the foes within were alerted and able to setup an ambush. If they were able to setup a trap then the **duergar** and the **troglydites** from this level are waiting for the party in ambush.

Each end of the hall has a pair of reinforced double doors. The walls on either side were once artistically decorated with imagery of what appears to be a drow settlement in a hilly cavern in the Underdark. Faint bits of ancient fading *faerie fire* can be seen faintly throughout the imagery, casting the whole room in a faint ghostly blue light. A little over halfway into the room there is a heavily damaged water fountain that has run dry.

2) Hallway. There is not much of interest in the hallway, but similar to the entryway there is still some faintly glowing blue *faerie fire* that gently illuminates the hallway.

3) First Bedroom. All of the walls in this room are made of simple stone. On the Western wall there is a painting of a heroic looking drow wielding a massive battleaxe, engaging in combat with a group of clearly outmatched hook horrors. The painting is imbued with multicolored *faerie fire* that has mostly faded. At the top of that wall is a piece of heavily deteriorated cloth and a simple mechanical device that seems to be designed to lower the cloth over the painting - to allow the occupant to sleep in a dark room. The furniture in this room is made out of a similar wood as the doors that barred entry to the tower. Everything here appears to be quite old, except for a bedroll that has been lazily tossed onto by its current occupant. If the tower's denizens were not already alerted to the party's presence, there is a **duergar** sitting at the desk in this room sharpening their pickaxe. In addition, if the party checks the desk, they find 20 CP. If they succeed an Intelligence (Investigation) check or Wisdom (Perception) check, with a DC of 14, they find a hidden compartment in one of the desk drawers that contains an *Identify Spell Scroll*. The individual sized bath in the corner is full of hot water that is in the process of cooling (as though the room's occupant had been planning to take a bath prior to the party's disruption).

4) Second Bedroom. This bedroom does not contain much of value. The **troglydite** that had been bunking here has torn out the remains of the ancient mattress and converted the bath into personal sized nest. Players who make an Intelligence (Investigation) check with a DC of 12, they find 19 CP in the nest. The desk in this room also has a



hidden compartment in it, but it has already been opened when the party arrives. There is a lamp on the desk that if a switch is flicked lights up with faint and flickering *faerie fire*.

5) Third Bedroom. This bedroom currently belongs to a **duergar** that has brought what appear to be a bed set made from fine silk¹⁰ to sleep in. If the **duergar** has not already been alerted to the party's presence, they are sitting in the ancient chair in the room and reading a book of **duergar** poems written in Undercommon. The room contains 13 SP if the players look for it. They can also find a hidden compartment in the desk if they succeed a Wisdom (Perception) or Intelligence (Investigation) check with a DC of 14. If the party doesn't check for traps (DC 14 Investigation), and just open the hidden compartment, they trigger what remains of the trap that the original owner of this room left. If the trap is triggered, everyone in the room must make a DC 12 Dexterity saving throw or take 3 (1d6) fire damage. Anyone who is familiar with magic recognizes that this trap should have detonated a *fireball* spell in the room, and the magic has clearly faded since it had been set. Inside the hidden compartment is a note written in Undercommon that reads "*I told you to stay out of must*

¹⁰ Fun fact, the bed set is made from the silk of giant spiders from the drow city of Menzoberranzan.

stuff Jereck! Hopefully this will teach you not to mess with your younger brother anymore!" There is also a heavily faded sheet of paper with an image similar to the one decorating the wall of the first bedroom. It also has written on it "*The Adventures of the Dynamo Drow! Volume 1*"

6) Fourth Bedroom. This room belongs to two **troglodytes** who, if they have not been made aware of the party's entrance to the tower already, are engrossed in the process of ripping strips of old paint from the furniture in their room. Their bed is covered in a significant number of mushrooms. Any player who makes an Intelligence (Nature) or (Survival) check recognizes the mushrooms as a species native to the Underdark that cause troglodytes to experience a phenomenon similar to what humans experience when drinking alcohol. To any other species they are just disgusting to taste but have no positive or negative effects. Players that search this room find 17 SP.

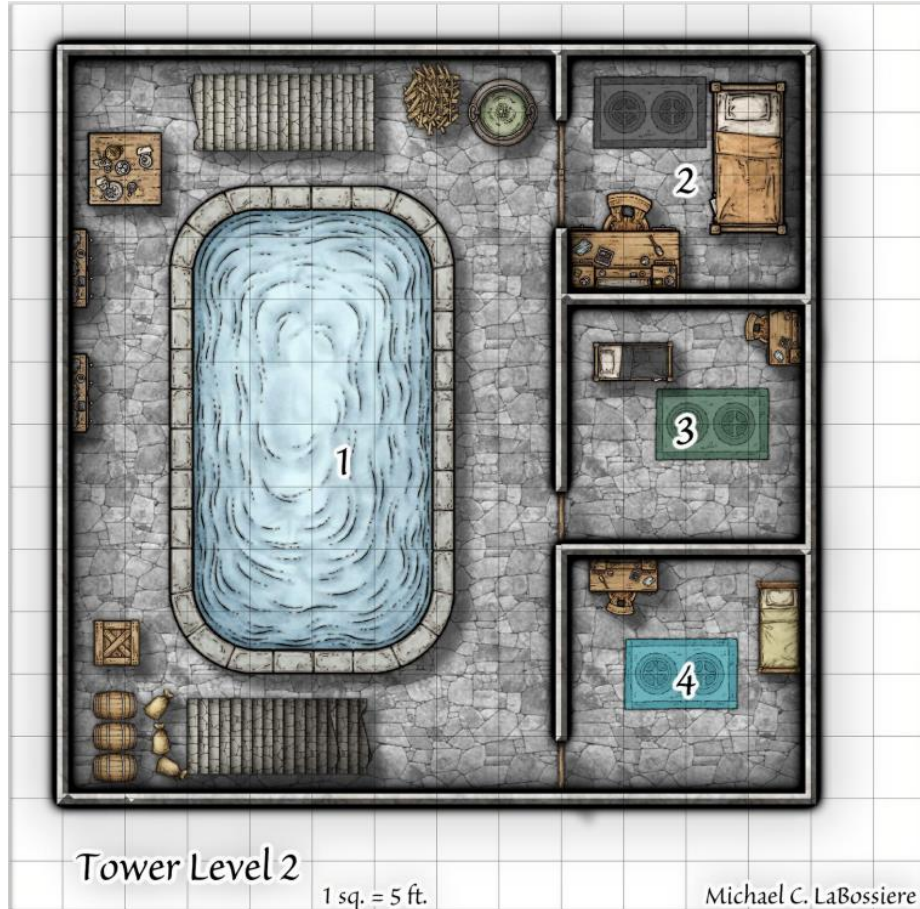
7) Kitchen & Dining Area. The faint traces of *faerie fire* from the hallways continues in here. This room contains a staircase that leads up to the second level of the tower. The cupboards in this room are filled with a mixture of cooking utensils belonging to duergar, as well as older drow designed utensils as well.

8) Kitchen Storage. The storage behind the kitchen is not lit by *faerie fire*, but it does contain a significant amount of food supplies (the equivalent of 100 days' worth of rations). If a character decides to search through this room, they find a bottle of drow mushroom wine from several centuries ago (worth quite a bit to the right collector).

Tower Level 2

1) Main Room. The majority of the main room on the second floor is filled with a large pool. Any area directly adjacent to the pool's exterior edge is only about ankle deep, but it drops to be 3 feet deep (creating difficult terrain) for the center of the pool. If the creatures on this level have not been alerted to the party's presence. They will all (3 **duergar**) be just about to remove their armor and begin bathing when the party arrives on this level. Waiting will allow the party to engage the unarmored **duergar** in combat. The walls on this level all have faint flowing patterns of purple *faerie fire* that provide dim light.

2) First Bedroom (Second Floor). The Northern bedroom on the second floor is somewhat crowded with a bigger desk and bed than the other two rooms on this floor. The room is full of anything any of the other denizens of the tower was looking to get rid of. The **duergar** that lives in this room believes it better to keep things in case you need them - rather than getting rid of it. The players can find 18



CP by looking through this room and an additional 5 GP if they succeed a DC 15 Investigation check.

3) Second Bedroom (Second Floor). This room belongs to a **duergar** that is a bit of a minimalist. All of the debris and ruined objects have been removed from the room, leaving only the functional furniture (desk, chair, and the bed). Players that search the room find a small sack of coins tucked into the corner of one of the desk's drawers with 9 SP.

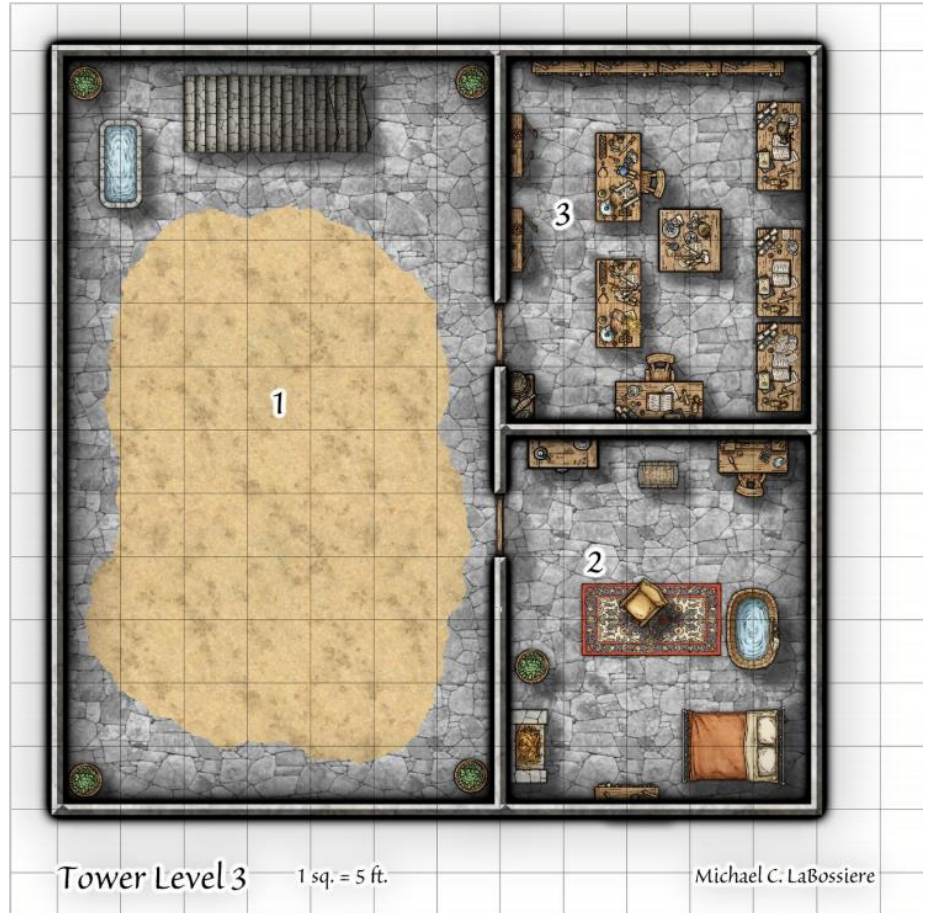
4) Third Bedroom (Second Floor). Looking in this room, the party will find the belongings of a **duergar** who has a passion for alchemy. Looking in the desk of this room they find enough supplies for two sets of *alchemist's supplies* and under the bed they would find two *potions of healing*. In addition, they can find 6 PP.

Tower Level 3

1) Sparring Field. The walls of this room are adorned in *faerie fire* enhanced imagery of dueling drow, but otherwise is mostly empty aside from a potted plant in each corner. By the time the party arrives at the top of the tower, the **mind flayer arcanist** very likely already knows that they are here. If this is the case, it will be waiting for them in this room. If not, it will be in its room below. If your party ends up fighting the **mind flayer arcanist** and the fight seems to be going too easy for them, the plants on this level can join the combat as **twig blights** that will aid the arcanist somewhat. If the party has not yet alerted the **mind flayer arcanist** have them make Stealth checks against its passive Perception once they reach this level to determine if it hears them rescue the prisoners (if they attempt to get them without alerting it in its room).

2) Arcanist's Room. This room smells of arcane power, and components. It is also the only room in the tower that has a light source that has not been here as long as the tower. The **mind flayer arcanist** has slaw made of a mixture of brains and bioluminescent Underdark fungi that it had been planning to eat, just before the party interrupts it (assuming they do). There is also a faint wood fire burning in a hearth in the South West corner of the room. The room contains the following treasure 190 SP & 40 GP.

3) Prisoner Storage & Interrogation Room. The final room on the top floor of the tower is where the prisoners from the party have been taken (assuming that they were able to get here before the party). There is at least one prisoner here (more if you choose), and they are tied up to a broken desk in the center of the room. If you choose to have more than one prisoner, they are each tied to separate desks so that they cannot help each other escape. Other than the prisoner(s), this room seems to have been used for general storage for anything that the **mind flayer arcanist** has deemed important enough to save for its boss the beholder, but that it currently has no use for. This room contains the following treasure: 500 CP, 8,000 SP, 2,300 GP, 800 PP, a carved bone statuette (25 GP), a cloth-of-gold vestments (25 GP), 2 small mirrors set in painted wooden frames (25 GP each), a silver ewer (25 GP), 2 copper chalices with silver filigree (25 GP each), a black velvet mask stitched with silver thread (25 GP), and a *potion of healing*.



Conclusion

Once the party has defeated or snuck past everything in the tower, and found the prisoners, you can have their trek back out from the Underdark be a "handwave" so as to save your time. Although they might encounter creatures on their travels back to the surface, the tower was the "end" of the adventure and unless your group really enjoys combat there is no need to add random encounters on the way back.

Once the party is back to the surface, they are free to continue on however they choose, but the threat of the beholder boss still looms. There is a good chance that they are not even aware of the beholder's presence, making it an excellent opportunity for you to add some investigation elements to your game, or to bring the beholder back as a threat again in the future with a new plot.

Wherever you and your party choose to take your adventure next, I hope you enjoyed what I've written here.

~ FIN ~

Appendix A: NPCs

A list of NPCs who might be attending the party that your players might run into. This includes many NPCs from the Dragon Heist book - depending on which storyline your party followed they may not have met all the characters.

Laeral Silverhand *Open Lord of Waterdeep, Lords' Alliance, and Daughter of Mystra.* A CG cis-woman that uses she/her pronouns¹¹, Laeral was born the fifth of seven daughters of the goddess Mystra. Like her sisters she is a powerful and ageless beauty with a penchant for arcane magic. She was once married to Khelben Arunsun, who was at one point the Blackstaff, the Lord Mage of Waterdeep. After her husband's death, Laeral retired from public life. She resurfaced after the Spellplague and the Sundering, weakened by Mystra's death, rebirth, and withdrawal from the world. Her magic isn't as great as it once was, though she does her utmost to hide this fact. Only Elminster, her trusted friend and advisor, knows the extent of her decline. Despite her diminished abilities, she is still a formidable, clear-headed wizard with plenty of magic at her disposal. After the previous Open Lord, Dagult Neverember, was ousted several years ago, Laeral reluctantly stepped into the role at the request of the Masked Lords. Laeral's relationship with the current Blackstaff (Vajra Safahr) is strained due to Laeral being much older and more experienced than Vajra, who she views as an insecure child. In addition, Vajra wields the *Blackstaff*, which contains the soul of Khelben Arunsun. Laeral covets the staff because it contains all that remains of her husband. Not surprisingly, the two mages avoid each other as much as possible.

Volo *"Volo" Geddarm.* Volo is a CG cis-man that uses he/they pronouns. He is a world traveler who is enjoying some downtime in Waterdeep following a successful book tour promoting their latest work, *Volo's Guide to Monsters*. He spends most of his free time in the taproom of the Yawning Portal, reuniting with old friends and mulling over his next book project. Volo has an inflated opinion of himself and his importance in the world, but he's not without his charm. There is nothing he won't do to help a friend in need.

Broxley Fairkettle *Fellowship of Innkeepers.* A LG cis-male strongheart halfling **commoner** that uses he/they pronouns, Broxley is a laid-back, law-abiding halfling, and father of nine, with mutton chops and bushy eyebrows. If your party has reopened (or plans to reopen) their tavern on Trollskull Alley, they may have already met Broxley as he attempted to convince them to join the Fellowship of Innkeepers.

Hammond Kraddoc *Vintners', Distillers', and Brewers' Guild.* A cis-male N Illuskan human **commoner** that uses he/him pronouns, Hammond doesn't like adventurers, but he likes their coin. He is an effete, well-dressed man who is always seen in the company of his young scribe, Jinny (NG cis-female Tiedfling **commoner** that uses she/her pronouns), who wears spectacles and silently records notes and conversations in a small book as Hammond speaks.

Justyn Rassk *Guild of Butchers.* A NE cis-male Illuskan human **thug** that uses he/him pronouns, he grew up in the toughest neighborhood in the Field Ward and has the scars to prove it. The guild doesn't pay him enough to afford a residence in the North Ward, and going to that part of the city fills his heart with resentment.

Ulkoria Stonemarrow *Watchful Order of Magists and Protectors.* A NG cis-female shield dwarf **archmage** that uses she/her pronouns, she has defended Waterdeep with her magic more times than she can recall. She's known as "the Gargoyle" because her face is frozen in a scowl that frightens adults and children alike. Normally, she is never seen without her **shield guardian** close by, but such a powerful construct would not be allowed into the party and would be required to wait somewhere outside of the castle.

Emmek Frewn *Business Rival.* A NE cis-male Illuskan **commoner** that uses he/him pronouns. If your players took over the tavern in Trollskull Alley in Dragon Heist, Emmek is introduced as their rival, and he is the owner of Frewn's Brews on Trollskull Alley. He has gotten into trouble with the Carpenters', Roofers', and Plaisterers' Guild and the Cellarers' and Plumbers' Guild. The stingy man has also never been a fan of the League of Skinners and Tanners due to his family's history with them.

¹¹ Although the text doesn't actually state that Broxley (or any of the other) cis NPCs are actually cis, I feel like it must be assumed when any NPCs whose gender doesn't align with what they were assigned at birth is explicitly mentioned (Fel'rekt Lafeen of the Bregan D'aerthe for example), which feels weird to me that only those who fall under the trans umbrella would have that pointed out. So, I have added "cis" to all of the canon NPCs that aren't explicitly mentioned to be trans. *With that being said you can make whoever you want trans I can't stop you it is your game – and neither can anyone else come to think of it.*

Ahmaergo Xanathar Guild. A LE cis-male shield dwarf that uses he/him pronouns, and the second most influential member of the Xanathar Guild. The unflinchingly loyal, devious, and corrupt dwarf would be able to attend the party thanks in large part to his connections through the Xanathar Guild. (Stat Block available in Dragon Heist).

Ammalia Cassalanter Lady of House Cassalanter. A cis-woman worshipper of Asmodeus, who uses she/her pronouns. She is schooled in the arcane arts, and who made a deal with the archdevil trading their children's souls for power, good health, and long life. Ammalia is well mannered, well read, well-traveled, and exceptionally shrewd. She is known for driving a hard bargain. Her hobby is lepidopterology (the study of butterflies and moths), and her estate has the most beautiful butterfly garden. She allows her youngest children to play in the garden under her supervision. (Stat Block available in Dragon Heist).

Victoro Cassalanter Lord of House Cassalanter. A LE cis-male half-elf, is devilishly handsome and likes coin and power. He is a priest of Asmodeus, though this secret is known only to his wife and his closest friends. Most Waterdavians know him as a successful banker, philanthropist, and worshipper of Lathander. Some of his business profits go toward feeding and sheltering the poor, but behind this veneer of generosity, Victoro is a self-serving beast. The soul of his eldest son, Osvaldo, is forever lost and can't be saved, but he has forged a plan to win back the souls of his young twins, Terenzio and Elzerina. Under the terms of the contract, their souls will be forfeit on their ninth birthdays, and that day is fast approaching. But Victoro can buy his way out of the obligation by providing, as the contract states, "one shy of a million gold coins and the sacrifice of one shy of a hundred unfortunate souls." Victoro is well schooled, suave, slow to anger, and blessed with good health, long life, and immunity to disease. He dresses in the latest fashions and walks with a ruby-tipped cane. This cane has the magical properties of a *rod of rulership*.

Barnibus Blastwind Watchful Order of Magists and Protectors. A LG transman human that uses he/him pronouns, who investigates crimes that involve the use of magic. He comes across as prickly and secretive, confiding only in Saeth Cromley, a retired sergeant of the City Watch who assists in many of Barnibus's investigations. A lifelong bachelor, Barnibus spends his free time reading and writing in books in the library of his small, tidy, estate in the Sea Ward, that he inherited from his grandmother. He finds violence appalling and would never use his magic to inflict harm - even against those who harm him.

Saeth Cromley City Watch - retired. A LG cis-man and a retired sergeant of the City Watch that uses he/him pronouns. Saeth is a likeable fellow with a sharp, sarcastic wit. He occasionally comes out of retirement at the request of Barnibus Blastwind, and he assists the mage in investigating unusual crimes in the city. Cromley helps Barnibus relate to the common folk, and he is good at coaxing information out of them. Though Cromley was once a strict proponent of Watch regulations and dress codes, he has become a bit lax in both matters now that he's officially retired.

Esvele Rosznar Secret Identity of The Black Viper. The Black Viper was a notorious burglar, pickpocket, mugger, and assassin who died a century ago, after a long and nefarious career. Esvele, a brash young cis-woman noble that uses she/her pronouns, has recently adopted the Black Viper's persona to lead a secret life of crime. The Rosznar family was convicted of slave trading - highly illegal in Waterdeep - and banished over a hundred years ago, but they have since returned. The slave trade has continued in Amn and elsewhere, and it's not like other noble houses don't have skeletons in their closets. But just because of a little family squabble that went public, the Rosznar name has been said with a sneer for over a century. As part of the family's constant effort to prove this conception wrong and win others' respect, Esvele has been brought up to be the most proper noble possible, partaking in lessons of etiquette, dance, and poise as befits someone of her station.

Davil Starsong Doom Raiders & Zhentarim. A cis-male N sun elf that uses he/him pronouns, within the Waterdeep division of the Black Network, Davil is accorded the title of Master of Opportunities and Negotiations because he is good at discovering lucrative business deals, and he makes friends easily. Like many sun elves, Davil has an affinity for magic and is gifted with the kind of patience that comes with a long lifespan. Unlike the stereotypes given to sun elves, he isn't the least bit pretentious or aloof. He keeps a room at the Yawning Portal and does all his business in the establishment's taproom. He negotiates with grace and aplomb, even while drunk, and uses an elven lute as his spellcasting focus.

Istrid Horn Doom Raiders & Zhentarim. A cis-woman NE shield dwarf that uses she/her pronouns, Istrid is regarded as the Black Network's Master of Trade and Coin in Waterdeep. She operates an illegal lending operation out of a heavily guarded warehouse in the Dock Ward, offering loans to those in need of coin. Her interest rates are comparable to those of her competitors (including noble families of bankers such as the Cassalanters and the Irlingstars), but the penalties for not paying back Istrid's loans are severe. Istrid worships Vergadain, the dwarven god of wealth and luck. She likes having others indebted to her, and she employs thugs and enforcers to collect on her loans. If those resources prove inadequate, Istrid can call on her old adventuring party for assistance.

Skeemo Weirdbottle *Doom Raiders & Zhentarim*. A cis-male NE rock gnome that uses he/they pronouns, he became the Master of Magic for the Black Network in Waterdeep, setting up a cover in the Trades Ward in the form of a cramped little shop called Weirdbottle's Concoctions. Most of their potions and elixirs are nonmagical, but he crafts magical ones for his Zhent friends. Skeemo can add "sellout" to his credentials, with his services having been bought by House Gralhund and the Black Network operatives loyal to Manshoon. Skeemo uses *paper birds* (appendix A of *Dragon Heist*) to send messages, both to their new and old friends.

Tashlyn Yafeera *Doom Raiders & Zhentarim*. A cis-woman N human that uses she/her pronouns. Tashlyn is the Master of Arms and Mercenaries for the Waterdeep Zhentarim. In this role, she provides armor, weapons, and training to sell swords on the Black Network's payroll. Tashlyn has established a useful cover as a bodyguard to Vorondar Levelstone, a dwarf magister stationed at the South Gate. She likes the dwarf and has earned his confidence, allowing her to reach the rank of captain in the City Guard. In that position, she watches over traffic that passes through the gate - and ensures that her associates in the Black Network can come and go freely. Born to a well-off family in Calimshan, Tashlyn is quick to anger, and she hates to back down from a fight. She respects anyone who can best her in melee combat.

Ziraj the Hunter *Doom Raiders & Zhentarim*. A cis-male NE Half-Orc that uses he/him pronouns, Ziraj wields an oversized bow that shoots correspondingly large arrows. He is the Master of Assassination for the Black Network. If Ziraj sets out to kill someone, it's because one of his friends (Daviil, Istrid, Skeemo, or Tashlyn) asked him to. He is the strong silent type. The City Watch has received reports of a figure who haunts the rooftops of Waterdeep - a hulking shadow that glares from its perch, rains down death in the form of long black arrows, and slinks off without so much as a whisper. Where he comes from - if he even has a home - remains a mystery, as does the question of where he might show up next.

Doom Raiders Note

The Doom Raiders were five unscrupulous adventurers who liked to plunder lich lairs (called "dooms" by some). They gave up adventuring and joined the Black Network, and they came to Waterdeep three years ago with plans to establish a Zhentarim foothold in the city. In that time, they have forged alliances with various nobles and guilds and run afoul of others, all while fending off Harper spies.

Vorondar Levelstone *Watchful Order of Magists and Protectors*. A cis-male LN dwarf **bard** who uses a handaxe instead of a shortsword, and a handcrossbow instead of a shortbow. Vorondar uses he/him pronouns. Vorondar is smaller than most dwarves, and he prefers to wear his facial hair in a curled moustache rather than in the traditional dwarven beard. Over their time working together he has come to trust Tashlyn Yafeera and has no knowledge of her involvement with the Zhentarim. He grew up in Baldur's Gate, but he chose to move to Waterdeep due to his interest in the city's giant statues. On his time off he loves to paint - mostly beautiful views from around the city that include at least one of the giant statues.

Fergus Crabwater *Bregan D'aerthe*. A cis-male NE **drow mage** that uses he/they pronouns, in the guise of a human ship captain, Fergus's real name is Velgos Ephezzrin and he captains the *Hellraiser*. He enjoys wine a little too much, and characters have advantage on Charisma checks made to interact with them while they are intoxicated. Fergus/Velgos has the spell *sending* prepared in the place of *fly*.

Klarr Besham *Bregan D'aerthe*. A cis-male NE **drow mage** that uses he/him pronouns, in the guise of a human ship captain, Klarr's real name is Tylan Ilueph and he captains the *Heartbreaker*. He is a humorless taskmaster whose tarantula familiar is always on his shoulder. He has the spell *sending* prepared in the place of *fly*.

Tarwind Arryhook *Bregan D'aerthe*. A cis-male NE **drow mage** in the guise of a human ship captain that uses he/him pronouns. His real name is Llorath Pham, and he captains the *Eyecatcher*. He loves games of chance and can't resist a good wager. He has the spell *sending* prepared in the place of *fly*.

Fel'rekt Lafeen *Bregan D'aerthe*. A NG **drow gunslinger**. Fel is a trans-male drow that uses he/him pronouns.¹² Unhappy with the treatment of males in his society, he petitioned to join the Bregan D'aerthe. Jarlaxle took a shine to Fel'rekt almost immediately, and the young drow has since become one of Jarlaxle's most loyal lieutenants. Because he is one of the newer members of Jarlaxle's inner circle, Fel'rekt is eager to prove himself by volunteering for tasks and throws himself into combat with verve. Fel'rekt and Krebbyg Masq'il'yr are close friends and work as a team, trading banter and jokes at their enemies' expense. Fel'rekt lacks the cruelty common to most drow who come from Menzoberranzan, and he won't kill an adversary unless he is left with no other choice. In addition to his weapons, Fel'rekt carries four packets of *smokepowder* (see appendix A of Dragon Heist) and a pouch containing twenty pistol bullets. When out in public (such as at the party), Fel'rekt uses illusion magic to appear as a human bodyguard of Zardo who simply goes by the name Thelonius.

A Note on Elves & Pronouns

While not all elves identify as non-binary, I feel that because of their connection to the elven god Corellon Larethian who is neither male nor female, many elves are more than comfortable to be referred to by the singular they pronoun even if they identify as either male or female (whether they are transgender or cisgender).

With that being said, because they were abandoned/neglected by Corellon I am not sure that drow would follow this trend and would likely be less comfortable being referred to by the singular they pronoun. Also, because he is explicitly written as a trans drow I would not use they to refer to Fel'rekt in my game.

Krebbyg Masq'il'yr *Bregan D'aerthe*. A cis-male CN **drow gunslinger** that uses he/they pronouns. Kreb's house was destroyed long ago, leaving him with no connection to his old life in the Underdark. They are young and rash. Krebbyg works closely with Fel'rekt Lafeen, and the two collaborate well. Kreb prefers to follow Fel's lead, letting him do most of the thinking and talking. In addition to his weapons, Kreb carries four packets of *smokepowder* (see appendix A of Dragon Heist) and a pouch containing twenty pistol bullets. When out in public (such as at the party), Kreb uses illusion magic to appear as a human bodyguard of Zardo who goes by the name Kreeg.

Soluun Xibrindas *Bregan D'aerthe*. A cis-male NE **drow gunslinger** that uses he/they pronouns. Soluun is a sadistic, fanatical bully who is fiercely loyal to the Bregan D'aerthe, and to Jarlaxle in particular. His younger brother, Nar'l has infiltrated the Xanathar Guild. Soluun considers Nar'l a weakling who turned to arcane magic by way of compensation, and he has never had much faith in his brother or his abilities. Soluun's indoctrination in the evil sect of drow society in Menzoberranzan was quite effective, and he still to this day has a burning hatred of surface elves and half-elves. When not engaged in Bregan D'aerthe operation, Soluun spends their nights haunting the darkened streets and alleys of Waterdeep, looking for solitary elves or half-elves to pick off. He conceals his nighttime escapades as well as he can, but Jarlaxle, Fel'rekt, and Krebbyg know what he is up to. Soluun wields a scimitar instead of a shortsword, they wear a pair of drow-made *boots of elvenkind*, he carries four packets of *smokepowder* (see appendix A of Dragon Heist), and a pouch containing 20 pistol bullets.

Jarlaxle Baenre *Bregan D'aerthe*. A CN cis-male (he/they) drow. He is a flamboyant, swashbuckling drow iconoclast. They lead a renegade drow faction called Bregan D'aerthe, that is made up primarily of disenfranchised male drow, most of them culled from destroyed or disgraced houses. Gifted with a sharp mind, a sense of humor, puissant skill with a blade, and a wealth of useful magic items, Jarlaxle infiltrated the city of Luskan, brought a kind of order to its lawlessness and declared himself its secret lord. Jarlaxle likes to weave a tangled web of schemes that leave their enemies baffled - the latest of which is a plan to legitimize Luskan by making it a member of the Lords' Alliance. Jarlaxle aims to persuade Laeral Silverhand to champion Luskan's cause - even if that means losing other alliance members in the process. Tying Luskan's fortunes to those of Waterdeep would increase Jarlaxle's political and economic power on the Sword Coast. They have come to Waterdeep in the guise of an Illuskan human named Zardo Zord. "Captain Zord" is the master of the Sea Maidens Faire, a carnival that travels up and down the Sword Coast in three ships: the *Eyecatcher*, the *Heartbreaker*, and the *Hellraiser* (all words that describe Jarlaxle). He spends most of his time aboard the *Eyecatcher*, his personal ship. Jarlaxle's loyalties are to himself first and foremost, and to the Bregan D'aerthe second.

¹² The term transgender man feels weird to use for an elf since the words man and woman feel like they relate specifically to humans.

Durnan Yawning Portal. A N cis-man (he/they) and the owner and proprietor of the Yawning Portal. Durnan looks like a simple middle-aged barkeeper, and he has a sharp mind and can still swing a sword with skill when they must. Durnan may be attending the party, serving drinks and food to guests representing the Yawning Portal. They don't like to talk about their past, and he won't reveal anything about his time as an adventurer. He has a dark sense of humor and spares no pity on those who take the certain risk of adventuring. He has been 'blessed' with a seemingly endless life span by treasures he brought back from their expedition nearly two centuries ago. **Personality Trait: Isolation.** It's a cruel world. All people have to fend for themselves. Self-sufficiency is the only path to success. **Ideal: Independence.** Someone who can stand alone can stand against anything. **Bond: The yawning Portal.** This place is my only home. My friends and family are long gone. I love this place, but I try not to get attached to the people here. I'll outlive them all. Lucky me. **Flaw: Heartless.** If you want sympathy, the Temple of Illmater is in the Sea Ward. No matter how bad things are, you'll be gone in a blink of an eye.

Floon Blagmaar unaffiliated. A CG cis-man, that uses he/him pronouns, in his early thirties. He is a handsome fellow, but he is not very bright. He used to work as an escort in fest halls, but he is currently unemployed. Several months ago, he came upon a married noble engaging in some indiscreet behavior, and now he lives off the generous bribe he is being paid to keep him silent. With friends all over the city, Floon spends most of his time drinking and carousing. He gets by on his looks and doesn't know what to do with his life, and he has shown little interest in working for a living. Floon is a **commoner** with an Intelligence of 7 (-2) and a Charisma of 13 (+1).

Jalester Silvermane Waterdeep & Lords' Alliance. An earnest LG cis-man in his mid-twenties, that uses he/him pronouns, Jalester hails from the distant land of Cormyr, where he earned his spurs working for a mercenary company called the Steel Shadows. A few years ago, Jalester left the Dales and traveled to Waterdeep with several other members of the company, one of whom - Faerrel Dunblade - would become his best friend and lover. The wizard Elminster befriended the two young men and brought them to the attention of Laeral Silverhand, who put them to work as deputies and spies. Jalester and Faerrel helped the Open Lord expose a plot to overthrow the government, but Faerrel was killed while helping bring the perpetrators to justice. Jalester remained in Waterdeep afterward, becoming one of Laeral's field operatives in the service of Waterdeep and the Lords' Alliance. He has been romantically unattached ever since Faerrel's death, but he longs again for love.

Meloon Wardragon Xanathar Guild. A NE cis-man, Meloon is a handsome and formidable warrior in his prime, who serves the goddess Tymora and loves a good fight. Meloon uses he/they pronouns. Until recently, he was a member of Force Grey and reported directly to the Blackstaff. In the recent months, Meloon has spent much of their time at the Yawning Portal. Three months ago, out of boredom, they accompanied a fledgling band of adventurers into Undermountain, where his luck ran dry when they were attacked by monsters unleashed by Xanathar - including a number of intellect devourers. One of the creatures succeeded in magically devouring and replacing Meloon's brain, turning the champion of Tymora into a puppet that serves Xanathar Guild as a spy.

Mirt. A CG cis-man that uses he/him pronouns, Mirt was once known as Mirt the Merciless and the Old Wolf. He made a fortune and carved out a reputation as an adventurer and philanderer. Today an older and wiser Mirt serves as one of the city's Masked Lords, a Harper, and a close advisor to Laeral Silverhand. The years have not worn him down, and though he has grown soft in the flesh, he remains strong and vigorous, and his mind remains clear. He has survived the passing of centuries by means of magic, and of all of the Masked Lords, he is the least concerned with concealing his identity. His wife, Asper, passed away several years ago, and his rambling mansion has seen better days. Mirt spends his days embroiled in politics and whiles away his nights in drink and debauchery.

Orond Gralhund House Gralhund. He is a NE cis-man **noble** that uses he/him pronouns. The Gralhunds are nobles who trade in arms and mercenaries, and whose family motto is "We see both sides." Orond is the patriarch, but he's not a quick-thinking or cultured sort - and deep down, he knows it. He leaves most of the plotting and socializing to his wife, Yalah, to whom he is devoted. After several Masked Lords were assassinated years ago, Orond expected his wife to fill one of the vacancies. However, despite many promises and bribes, that never happened. After she was passed over, Orond became incredibly angry, and he has remained that way ever since. Less than a year ago, he and his wife accepted an offer from the Zhentarim loyal to Manshoun to form an alliance. In exchange for coin and the use of their noble villa as a safehouse, the Zhents provide House Gralhund with information. Orond is a short and stocky man who dresses well and is easy on the eyes. When he opens his mouth, his boorish nature, inflated sense of self-importance, fragile ego, and despicable opinions on "the common rabble" come to the fore, and any charm he seemed to have when quiet quickly vanishes. When not in his wife's presence, he is prone to excessive boasting and temper tantrums. When talking to strangers, he keeps his half-orc bodyguard Hrabbaz close by for fear that others might attack and rob him at any moment. While in his wife's presence, he becomes an altogether different person: quiet, almost timid, and happy to let his wife have the spotlight.

Yalah Gralhund *House Gralhund*. She is a NE cis-woman **noble** that uses she/they pronouns. She has a keen mind and the wisdom to discern friend from foe. They also have a husband who worships her, and a house that has the resources of the Black Network at its disposal. Yalah stay abreast of events in the city, keeps a tight rein on their children, and uses their station and family's wealth to pry secrets from the lips of nobles, guild masters, and commoners alike. Though her previous attempts to become a Masked Lord have been thwarted, they believe it is only a matter of time until that honor is bestowed upon her. Once she knows the identities and secrets of enough Masked Lords, Yalah is confident that they can bribe, blackmail, or extort her way into their ranks. From there, they plan to effect changes in government that will ensure House Gralhund's prosperity for generations to come. Yalah shares the services of a half-orc bodyguard with her husband, although Hrabbaz is more loyal to her than to her husband. She also uses the Zhentarim who are based in House Gralhund as her personal spy network, not realizing that the Zhents' true master is Manshoon. Most of her dealings are with the Zhent master assassin Urstul Floxin, whom she treats as an underling.

Hrabbaz *House Gralhund*. A NE cis-male half-orc with a cleft palate that uses he/him pronouns, Hrabbaz serves the lord and lady of House Gralhund as a bodyguard. He is well mannered and dresses impeccably - a disarming appearance that belies a murderous heart. Though he has great respect for Lady Yalah Gralhund, he is less fond of her moody husband, and wouldn't be sad to see Orond knocked down a peg or two.

Urstul Floxin *Manshoon's Zhentarim*. A LE cis-man **assassin** that uses he/him pronouns, Urstul is the highest-ranking member of the Zhentarim squad stationed at House Gralhund. He is a glorified thug with all the charm of a snake, but the Gralhunds tolerate him because he feeds them useful information culled from his spies throughout the city. Urstul gets his orders directly from Manshoon's current simulacrum, which comes and goes from House Gralhund by way of a *teleportation circle* (connected to the circle in Kolat Towers). He is a large, heavyset man in his forties that storms about House Gralhund like he owns the place.

Remalia Haventree *Harpers*. A CG cis-female sun elf, that uses she/her pronouns, who goes by Remi to her friends. She is the lady of House Ulbrinter and a guiding light for the Harpers in Waterdeep. She became an active force for good in the city after assassins killed her husband, Arthagast Ulbrinter, and destroyed his remains. She has two children: a half-elf son named Arthius who is studying music in Silvermoon, and a half-elf daughter named Serenore, who lives on the Moonshae island of Alaron with her husband and daughter. Lady Haventree retains a handful of loyal servants and spies. Remi holds secret Harper meetings in her villa, which are warded by all manner of spells. She uses a silver raven *figurine of wondrous power* to deliver messages to Harper spies scattered throughout the city.

Xenia Rodrivun *Seneschal of Castle Waterdeep - Waterdeep City Guard*. She is a LG human cis-woman who uses she/her pronouns and the **veteran** stat block, however she uses a beautiful intricate shield and longsword instead of the longsword, shortsword combo outlined in the base stat block. Her weapons while beautiful and intricate symbols of station, are not magical. As Seneschal of Castle Waterdeep Xenia oversees the guards and other staff working around the castle. As such, she will certainly be in attendance at the party. Her position requires constant vigilance, and she will likely not spend much time chatting with guests, but is happy to listen to concerns, complaints, and the like (and promptly delegate any required tasks to keep the well-oiled machine that is Castle Waterdeep running efficiently). Xenia's skin is a dark umber color, and her friendly demeanor is a welcome sight to any member of the castle's staff and guests that come across her.

Talved Vildimzi *Defender of the Harbor - Waterdeep City Guard*. He is a NG human cis-man who uses he/him pronouns and the **veteran** stat block, however he uses a Trident in place of a longsword. Although he has naturally light skin, he prefers to "lead by example" and spends most of his time patrolling the Harbor causing his skin to resemble old tanned leather. In his day-to-day duties, Talved dresses as little more than a simple member of the City Guard, however all members of the Guard working in the Harbor know him on site (as do many of the sailors who frequently stop in Waterdeep). During social events that require spending more time with nobles than sailors, Talved has a beautiful, crisply ironed dress uniform and ceremonial Trident he brings with him.

Theo *Master of the North Towers - City Guard*. He is a LN human cis-man who uses he/him pronouns and the **veteran** stat block. Theo is an orphan who was born and grew up in the north of Waterdeep. He started with the guard as a Private several decades ago. Now in his late-40s, Theo has gradually worked his way through the ranks of the City Guard until reaching his current position. His white skin is tanned from years in city's streets. He has a jagged scar cut diagonally across his face from years gone by when a pack ox got started while he was inspecting the supplies in the wagon in front of it.

Kathmyla Darkstrike *Master of the South Towers - City Guard*. She is a LE human cis-female who uses she/her pronouns and the **veteran** stat block. She wields a Warhammer in place of swords. She has accepted bribes from many a criminal organization to allow their assets or members entry/exit out of Waterdeep. Her skin is tawny beige, and her hair is strawberry blonde.

Gilcyne Silverheart *Master Armorer - City Guard*. She is a LG elven cis-female who uses she/her pronouns and the **veteran** stat block. Instead of swords, she wields two scimitars. Before she earned the rank of Master Armorer, Gilcyne worked as a blacksmith for the City Guard, repairing arms, armor, and other equipment, giving her a level of expert knowledge in the equipment needs of her faction, right down to which units cause the most wear and tear on their gear. She has albinism and stands just shy of 6 feet tall. Gilcyne is incredibly friendly, and very protective of those she considers friends.

Daephyra Dawnmane *Warden of Waterdeep - City Guard*. Daephyra is a LE elven cis-female who uses she/her pronouns and the **veteran** stat block. All of Daephyra's weapons and armor are +1 magical items. Relatively new to her role, Daephyra sees the protection of Waterdeep as a means to protecting herself and growing her power. While she claims to seek to bring about the destruction of the various nefarious guilds (Zhents and Xanathar Guild first and foremost) of the city and curb the rampant corruption amongst the nobles, her true goals lie closer to bringing the nefarious guilds and corruptible nobles to heel under her. As her name suggests Daephyra's hair shares the beautiful coloration of the day's sunrise (perhaps a lasting legacy of her Fae heritage). Daephyra wears beautiful shining white armor that almost seems to be made of pearls and diamonds. Her skin is a pale shade of ochre, a brownish yellow color, reminiscent of the Eladrin.

Witina Heartwood *Sea Ward Civilar (Major) - City Watch*. She is a CG trans-female halfling who uses she/her pronouns and the **knight** stat block with the following changes: her crossbow is actually a handcrossbow, she wields a longsword instead of a greatsword, she wears studded leather armor and carries a shield instead of wearing plate armor, and she has a Dexterity score of 16 (+3). These changes in equipment allow her operate in the Sea Ward without needing to worry about having to fight the weight of her armor if she is forced to swim. Her skin is a tawny, orange-brown, color, and she keeps her head clean shaved. Witina is friendly, but incredibly blunt and gets along well with Talved - the Defender of the Harbor. Witina's sister Vani is the Dock Ward Civilar.

Craris Beechpetal *North Ward Civilar (Major) - City Watch*. He is a LG trans-male elf who uses he/him pronouns and the **knight** stat block. His greatsword is a family heirloom that his father gave to him on the day of his first promotion, from Constable to Armar (Sergeant). Craris is a skilled fighter who is trusted wholeheartedly by those he commands and those above him in the chain of command. He is generally quiet, but is always willing to speak up against injustice. His skin is a light yellow-brown Fawn color.

Nizah Sezet *Castle Ward Civilar (Major) - City Watch*. She is a LN cis-woman human who uses she/her pronouns and the **knight** stat block. Nizah is a proud member of the City Watch. Her family has been a part of the Watch for generations, and it has been tradition to become the Castle Ward Civilar. Nizah believes in following and enforcing the rule and letter of the law equally and fairly across the Castle Ward. She hopes to one day become the Commander of the Watch. Nizah's skin is a golden-brown color.

Tanagash *Trades Ward Civilar (Major) - City Watch*. He is a NG cis-male half-orc who uses he/him pronouns and the **knight** stat block. He was previously an inspector living in Neverwinter, but was head-hunted for his skills and convinced to move to Waterdeep with the promotion to Trades Ward Civilar. Tanagash believes less so in enforcing the rules of the city, and more in keeping those who need protecting safe. His skin is a greyish olive-green color.

Gwyndla Goldfist *Southern Ward Civilar (Major) - City Watch*. She is a N cis-female dwarf who uses she/her pronouns and the **knight** stat block. Gwyndla joined the City Watch because she needed a job and the pay to work ratio seemed pretty good to her. She has been in the watch a long time, and she has slowly raised through the ranks. She is content to do the job, but is not particularly keen in going above and beyond. She has light golden-brown skin.

Vani Heartwood *Dock Ward Civilar (Major) - City Watch*. She is a LG cis-female halfling who uses she/her pronouns and the **knight** stat block. She is sisters with Witina - the Sea Ward Civilar. Unlike her sister, Vani is a very by the books halfling. She has not made modifications to her uniform or equipment like her sister has, and is horrified that Witina dresses the way she does (as opposed to sporting plate armor). Vani used to shave her head, however because of how similar she and her sister look (and Witina's willingness to pretend to be Vani if someone was to get them confused), Vani now wears her hair in a distinct bow cut. Her skin is a tawny, orange-brown, color.

Cedric Clearbane *City of the Dead Civilar (Major) - City Watch*. He is a NG trans-male half-orc who uses he/him pronouns and the **knight** stat block. Cedric specifically requested the position of City of the Dead Civilar when he was promoted to Civilar. He had initially been offered the Castle Ward Civilar position, but he would rather spend his time in the City of the Dead assisting those who have come to celebrate and mourn those that have passed, as it seemed to be a much more enjoyable way to spend his time than protecting the Castle Ward. Cedric also has a passion for gardening and regularly offers help to those he sees maintaining the City of the Dead throughout his day. Cedric currently sports braces for his teeth. His older siblings growing up made him fear dentists growing up by claiming the experience was incredibly painful and absolutely not worth it. Now as a young adult in his early-20s Cedric has valiantly faced his fear of the dentist. His skin is a greyish oak-green color.

Gwanrin Glohurik *Field Ward Civilar (Major) - City Watch*. She is a NG cis-female dwarf who uses she/her pronouns and the **knight** stat block. She wields a light hammer and handaxe in addition to her greatsword that she uses both as weapons and as tools to help members of the Field Ward community should they need her assistance. Gwanrin grew up in the Field Ward and simply seeks to protect her community. She is not particularly fond of the watch, but she sees using their resources to protect her community as the best way to keep it safe. Her skin is a strong brown-red color, and her pupils are a deep red.

Bastion Black *Undercliff Civilar (Major) - City Watch*. They are a NG non-binary human who uses they/them pronouns and the **knight** stat block who goes by Bass to their friends. Bastion joined the City Watch after Witina Heartwood watched them drive off a band of would-be bandits who were attempting to ransack a farmer's home in Undercliff. Their skin is a fawn, light yellow-brown color.

Krilkan Darinn *Commander of the Watch - City Watch*. She is a LG cis-female black dragonborn who uses she/they pronouns and the **champion** stat block. They were once a member of Force Grey. After delving into Undermountain to stop a monstrous horde from erupting into the city, over a decade ago, Kril decided that she should retire from adventuring. Still wanting to keep her skills sharp, they joined the watch and were quickly promoted. A little over a year ago they attained the rank of Commander of the Watch. Secretly, Kril developed a fear of being underground during the fighting that she participated in a decade ago in Undermountain. Her scales are a beautiful shiny black like finely crafted stones of opal.

Stone Stormblade *Bakers' Guild*. They are a LN non-binary dwarf who uses they/she pronouns and the **commoner** stat block. Stone has always loved to bake, which is why they joined the Bakers' Guild. Her favorite thing to bake is a traditional dwarven fungus-based wedding cake. They are a very well renowned baker in the city of Waterdeep and beyond. On several occasions, they have been invited to various Dwarven Strongholds in the Spine of the World to make bake for important events. Her skin is lightly tanned.

Prukis Fernspark *Carpenters', Roofers', and Plaisterers' Guild*. They are a N non-binary halfling who uses they/she/he pronouns and the **commoner** stat block. Prukis is a stubborn halfling. He will accept any challenge - even if it is one that she is almost certain to fail at or hate. The whole reason Prukis joined the Carpenters', Roofers', and Plaisterers' Guild was because someone at a party they were attending (who they didn't know and never met again) made a comment on how halflings must hate jobs like roofing because of how short they are. While it is untrue that halflings in general struggle with heights, Prukis has always been terrified of heights. To this day he still refuses to use the top shelves in his home, as it would require the use of a ladder. With all of that being said however, Prukis continues to this day to work in the guild, accepting any contract that involves roofing to prove the stranger from that party decades ago to be wrong. Their skin is a light yellow-brown Fawn color.

Engwyn Sagemane *Cellarers' & Plumbers' Guild*. She is a LN cis-female elf who uses she/her pronouns and the **commoner** stat block. Engwyn joined the guild to pay the bills, but as she continued to work for them, she developed a passion for the legal arts, and now works as a guild representative and lawyer. Her skin tone is umber.

Appendix B: Racing

Castle Waterdeep is large enough to have its own private racing track. If your players are the type to enjoy the combative elements, feel free to make the race "unleashed" by using the HP, Attack, Damage, and Constitution columns in the racing table.

Betting

If your party is not keen on racing, they can also enjoy from the sidelines and vet some of their extra coin. The racers, and their available odds, and the chance to win are listed in the betting table below. Betting begins at 10 GP, and can go as high as the characters are willing to bet (if you want to keep a lid on their coin feel free to put a cap in at 500 GP). Once bets are placed, roll a die for each bet. Losing costs, the full amount of the wager. Winning bets pay out according to the table.

Although they aren't expected to pay up right away, the City Watch and City Guard won't soon forget a character who skips

their bet at the Open Lord's party. They will go as far as jailing, exile, and even forcibly claiming property in the city in the name of whichever lender is running the bets at this current party (noble families and Zhentarim are both excellent choices).

Odds	Roll	Win on	Payout =	Racer Example
7:1	d8	2-8	Wager/7	Spirit (crowd-pleasing young Kiger Mustang)
5:1	d6	2-6	Wager/5	Lathander's Favorite (young Shire Horse on a streak)
3:1	d4	2-4	Wager/3	Banana Candy (a well-trained axe beak)
1:1	Any	Even	Wager	Drider Boy (a drow racer and their giant spider mount that are famous in the Underdark, but they are relatively unheard of in Waterdeep and the rest of the Sword Coast)
1:3	d4	4	Wager X 3	Nasty Boy (a mastiff with a famous gnomish rider)
1:5	d6	6	Wager X 5	Big Honker (a Clydesdale with a frightened rider)
1:7	d8	8	Wager X 7	Small Sebastian (an aging Shetland pony)

I am admittedly not an expert on horses, but I do know that many of the names of horse breeds come from real world places and people, so some of the breeds I have included in the table above may not be accurate in your version of the Forgotten Realms

Racing

If a portion of your PCs get involved in a race at the Open Lord's party, feel free to have your other players make up racers (or provide them the information from one of the racers from the table under "betting" that they can control in the race. Encourage everyone to race hard, even if it is in the group's best interest for a particular rider to win.

A race runs a length 450 feet. Every round, each rider makes a Wisdom (Animal Handling) check; the DCs for different types of mounts are listed on the table below. On a failed Animal Handling check, the rider, and their mount, add the first number listed in the mount's speed table. A successful check means that the second number is added to their tally. When a racer's tally equals or exceeds 450 feet, they cross the finish line. A racer can try to move at the highest speed listed for their mount by pushing the animal to its limits. If they choose to do this, they make their Animal Handling check at Advantage, but their mount must also succeed a DC 10 Constitution check after moving this round or be slowed to their lowest speed for the remainder of the race.

No initiative is involved. Riders can make their Animal Handling checks in any order, or all at the same time. If two or more riders cross the finish line in the same round, whoever has the highest tally wins. If two riders have the same tally then they tie, splitting the prize money (if the players bet multiply their bet by 2.5x to determine the winner's pot, and if they didn't bet then the winner's pot would be 2,000 Gold).

If you want to run your race "unleashed", mounts can attack other mounts that are within 50 feet of each other at the end of a round. If a mount has 50% or less of its total Hit Points at the start of a round, its rider must make their Animal Handling checks at disadvantage.

Because this is an official event sponsored by the Open Lord, riders¹³ are not permitted to attack each other.

Mount	Speed	Skill Check DC	AC	HP	Attack	Damage	Constitution
Mastiff*	20/40/90	10	14	19	+4	4 (1d6 + 1)	12 (+1)
Mustang	30/60/90	14	12	26	+5	8 (2d4 + 3)	14 (+2)
Shire Horse	20/40/80	12	12	20	+5	6 (2d4 + 2)	12 (+1)
Axe beak	25/50/75	12*	13	26	+4	6 (1d8 + 2)	14 (+2)
Clydesdale	30/60/120	18*	15	40	+6	11 (2d6 + 4)	16 (+3)
Shetland Pony	15/35/70**	8	12	20	+5	6 (2d4 + 2)	14 (+2)
Other	20/40/60	12	12	24	+3	6 (1d8 + 2)	13 (+1)

*Only rideable by small or smaller creatures

**riders who are small or smaller get an extra 5/5/10 to speed

Appendix C: Rumor Table

The Open Lord's party is packed full of knowledgeable guests from the city of Waterdeep as well as other places in the Forgotten Realms. This rumor table contains hooks for various 5E adventures that you could lead into following this short adventure, as well as some other more generic rumors from within the city (and beyond) to world build or possibly allow you to expand on a more homebrewed adventure with your PCs. I've created this as a random roll table so that you can randomly determine what

¹³ This also applies to spectators.

rumors come up in conversation with your PCs throughout the party, as well as suggested NPCs that might be more likely to share a specific rumor - or you can just hand out rumors however you like, there is literally no one stopping you. Not all of the adventures associated with rumors in this table are the appropriate level for a party finishing this adventure. If it is too low you may want to bump up its CR. If it is too high, you may want to have the party have to jump through some hoops to level up before getting to what is rumored at the party.

Roll	Suggested NPC	Rumor
1-4	Sheriff Markham Southwell or Torrga Icevein	The North of the Spine of the World has been trapped in an endless winter for more than two years now by some powerful source of magic.
5-8	Obaya Uday	There are rumors of the magical treasures located in Undermountain, a priest from Chult is seeking to hire adventurers to bring her treasures from below. (Waterdeep: Dungeon of the Mad Mage adventure hook: Hunt for Magic Items and Spellbooks)
9-12	Esvele Rosznar	A young noble named Kressando Rosznar has gone missing, and his sister Esvele is looking for him. (W: DotMM adventure hook: Search for Kressando Rosznar)
13-16	Volo	A group of elves from the North are looking for an alabaster throne that once belonged to Syglaeth Audark, the last coronal of Illefarn. It is rumored to be in Undermountain, and the elves would be quite happy to hear of its location. (W: DotMM adventure hook: Throne of the Coronal)
17-20	N/A	A band of four dwarven adventurers called Falkir's Fist disappeared in Undermountain over a year ago. It is believed that the band's leader, Falkir Gravel Fist, stole the famous emerald called the Eye of the Spider from the Mirabarran embassy in Waterdeep just before disappearing. (W: DotMM future quest: Eye of the Spider)
21-24	N/A	Folks throughout the city have been contacted by a curious and alien voice, connected directly into their minds through telepathy. Many of the city's nobles still believe this to be just a silly rumor, but as more and more people begin to come forward claiming to have been contacted by this alien intelligence, so too does this rumor gain traction. (W: DotMM future quest: Uncover the Telepathic Spy)
25-28	N/A	Rumors of a so-called death curse have been spreading through the streets of all major cities in the realm. The death curse has been affecting everyone who has ever been raised from the dead. Victims are slowly growing weaker and inching towards the death they once denied. When they finally succumb, they can't be raised - and neither can anyone else, regardless of whether they've ever been brought back from death before. The mage and merchant Syndra Sylvane - from the city of Baldur's Gate - is seeking a group of adventurers to help put an end to the cure. (Tomb of Annihilation plot hook)
29-32	N/A	A caravan is looking to hire some guards for their route to Greenest, a town to the South of Baldur's Gate. (Hoard of the Dragon Queen plot hook)
33-36	A trusted NPC	The party are requested to attend a council meeting in Waterdeep, concerning a threat to the whole realm. (The Rise of Tiamat plot hook)
37-40	Kerowyn Hucrele	A band of new adventurers delved into the Sunless Citadel, northwest of Thundertree, a month ago. Kerowyn's two adult children were part of this party, and none of their group has returned. (The Sunless Citadel plot hook)
41-44	Baron Althon	A local noble is looking to hire a party of adventurers to search for the legendary cache of weapons forged by Durgedin the smith. (The Forge of Fury plot hook)
45-48	N/A	The mining town of Blasingdell, northwest of Mirabar in the Spine of the World, is struggling with continues attacks by orc raiders, and it is starting to hurt the bottom line for the town. (The Forge of Fury plot hook)
49-52	N/A	A group of wealthy nobles had the magic weapons <i>Wave</i> , <i>Whelm</i> , and <i>Blackrazor</i> stolen from their vaults. They are outfitting a band of adventurers to hunt down their lost treasure, offering an incredibly generous reward. (White Plume Mountain plot hook)
53-56	Syranna	There is rumored to be a secret gate into the Doomvault in Thay - a tomb holding the phylacteries of Szass Tam and other powerful liches. Syranna believes she can help get the characters in a deal a serious blow to the lich's power. (Dead in Thay plot hook)
57-60	N/A	Giants have been seen coming out of the Spine of the World and assaulting nearby towns. Stopping them is likely to win the heroes some renown and a worthwhile reward. (Against the Giants or Storm King's Thunder plot hook)
61-64	N/A	A group of prominent members of Force Grey have not been seen in some time. It is rumored that they have gone off in search of some lair of evil within the realm. Perhaps it was their final act of heroism, and this evil has done them in. (Tomb of Horrors plot hook)
65-68	N/A	A Waterdhavian noblewoman named Savra Belabranta has disappeared and is rumored to have joined some sort of a cult. (Princes of the Apocalypse plot hook)
69-72	N/A	A ruthless murderer by the name of Bastian Thermandar has escaped his imprisonment in the city. There is a reward on his head - dead or alive.

73-76	N/A	King Bruenor Battlehammer of Gauntlgrym is seeking to hire a group of adventurers for an expedition into the Underdark. (Out of the Abyss plot hook - second half only)
77-80	N/A	There are whispers that a caravan of refugees from the city of Elturel have arrived at Baldur's Gate, causing many logistical issues for the city. (Baldur's Gate Descent into Avernus plot hook)
81-83	Arrigal	A mysterious messenger approaches the party and offers them a letter with a seal in the shape of a crest none of the party recognizes. (Curse of Strahd plot hook - Plea for Help)
84-86	N/A	It is rumored that the fees associated with breaking the code legal are looking to double in coming months thanks to some petition put forward by a Masked Lord.
87-90	N/A	Graymalkin's Potions & Elixirs is said to be having a sale on all of their products
91-93	N/A	The newest members of the Bakers' Guild seem to be having trouble meeting the standard, as many of them are being drenched in water and coated in flour recently.
94-96	N/A	The Spires of the Morning in the Castle Ward are having a special session of prayer tomorrow to honor a returning member of the faithful.
97-98	N/A	Some punks went and vandalized the Honorable Knight walking statue recently, with obscene carvings and sayings.
99-100	N/A	Another poor soul has been lost to the Three Daggers Alley.

Appendix D: Underdark Chase Map

The following is an abstract map of the route that the Duergar captors took when escaping the Open Lord's party. Each square that the Duergar travelled through contains clues that the party can detect if they roll high enough on their skill check to track the Duergar.

	1	2	3	4	5	6
A		1 - Start Here	3			
B		2		4		
C					5	
D			10	9	8	6
E	12	11			7	
F	13					

Appendix E: Random Encounter Tables

Determining the Encounter Type

d6	Encounter Table
1	Easy Combat Encounter
2	Medium Combat Encounter
3	Hard Combat Encounter
4	Non-combat Encounters
5	Environmental Threat Encounter
6	Lost Loot Encounter

If you are looking specifically for a combat or non-combat encounter you can use a d3 and the half of the table above that is applicable, or just roll on the table below that you would like to use!

Easy Combat Encounters

d88	Encounter
11	1d3 + 1 giant poisonous snakes
12	1d3 giant lizards
13	2d4 giant fire beetles
14	1d8 + 1 flumphs
15	1 shrieker
16	1d12 giant rats
17	2d4 kobolds
18	1d8 + 1 stirges
21	1d2 gray oozes
22	3d6 stirges
23	1d3 magma mephits
24	1d10 goblins
25	1 swarm of insects
26	1d4 violet fungi
27	1d12 kuo-toa
28	1 rust monster
31	1d8 + 1 giant bats
32	3d6 kobolds
33	2d4 grimlocks
34	1d4 + 3 swarms of bats
35	1 carrion crawler or 1 gelatinous cube
36	1d8 darkmantles or 2d4 piercers
37	1 hell hound
38	1d3 specters
41	1d4 bugbears
42	1d10 + 2 winged kobolds
43	1d4 fire snakes
44	1d6 giant spiders
45	2d6 + 1 kuo-toa
46	1 goblin boss with 2d4 goblins
47	3d4 grimlocks
48	1 ochre jelly
51	1d10 + 3 giant centipedes

52	1 nothic or 1 giant toad
53	1d4 myconid adults with 5d4 myconid sprouts
54	1 minotaur skeleton or 1 minotaur
55	1 mimic or 1 doppelganger
56	1d6 + 3 hobgoblins
57	1 intellect devourer or 1 spectator
58	1d8 + 1 orcs
61	1 gibbering moulder or 1 water weird
62	1d4 gas spores
63	1 giant constrictor snake
64	1d8 shadows
65	1d2 grells
66	1d2 wights
67	1d6 quaggoth spore servants
68	1d2 gargoyles
71	1d2 ogres or 1 ettins
72	1 chuul or 1 salamander
73	1d2 phase spiders or 1d2 hook horrors
74	1 ghost or 1 flameskull or 1 wraith
75	1 druid with 1 polar bear (cave bear)
76	1 hobgoblin captain with 1d4 hobgoblins
77	1 earth elemental
78	1 kuo-toa monitor with 1d2 kuo-toa whips
81	1 quaggoth thonot or 1d2 quaggoths
82	1 beholder zombie
83	1 orc Eye of Gruumsh with 1d4 orcs
84	1d6 ghouls
85	1 otyugh
86	1 vampire spawn
87	1 chimera
88	1 roper

Medium Combat Encounters

d100 Encounter

1-2	3d6 swarms of bats
3-4	1d4 giant spiders or 1d4 giant toads
5-6	1 mimic
7-8	2d4 gray oozes
9-10	1d10 orcs
11-12	3d6 grimlocks
13-14	1d6 + 2 magma mephits
15-16	1 goblin boss with 2d4 goblins
17-18	2d4 darkmantles
19-20	2d6 piercers
21-22	1d4 minotaur skeletons
23-24	1 druid with 1 polar bear (cave bear)
25-26	2d6 orcs
27-28	1 bone naga
29-30	1d6 bugbears
31-32	1d4 + 1 specters
33-34	1d12 shadows
35-36	1d3 gibbering mouthers
37-38	3d4 hobgoblins
39-40	1d4 carrion crawlers
41-42	1 black pudding
43-44	1d4 ochre jellies
45-46	1d4 nothics
47-48	2d6 gas spores
49-50	1d3 gelatinous cubes
51-52	1 ghost
53-54	1 flameskull
55-56	1 wraith
57-58	1 umber hulk
59	1 xorn
60	1 hobgoblin captain with 1d6 hobgoblins
61	1 roper
62	1 kuo-toa monitor with 1d4 kuo-toa whips
63	1d2 water weards
64	1 ghaunts with 1d4 ghouls

65	1 otyugh
66	1d2 wights
67	1d2 doppelgangers
68	1d6 fire snakes
69	1d2 spectators
70	1 orc Eye of Gruumsh with 1d8 orcs
71	1 vampire spawn
72	1d2 hook horrors
73	1d2 minotaurs
74	1d6 + 1 quaggoth spore servants
75	1d2 grells
76	1d4 intellect devourers
77	1d4 gargoyles
78	1 beholder zombie
79	1 quaggoth thonot with 1d2 quaggoths
80	1d2 ettins
81	1 troll
82	1d2 phase spiders
83	1d4 grick
84	1 cyclops
85	1 earth elementals
86	1d4 ogres
87	1d2 chuuls
88	1d2 hell hounds
89	1 chimera
90	1 salamander
91	1d6 + 1 ghoul
92	1d2 wight
93	1 drider
94	1 hill giant
95	1 grick alpha
96	1 bone naga
97	1d2 flameskull
98	1d4 giant constrictor snake
99	1d4 gibbering moulder
100	1 stone giant

Hard Combat Encounters

d100	Encounter
1-3	1d6 carrion crawlers
4-6	1d6 gelatinous cubes
7-9	1d6 gibbering mouthers
10-12	1d3 minotaurs
13-15	1d6 ochre jellies
16-18	1d3 doppelgangers
19-21	1 quaggoth thonot with 1d4 quaggoths
22-24	1d2 ropers
25-27	1d6 gargoyles
28-30	1d6 mimics
31-33	1 hobgoblin captain with 1d10 hobgoblins
34-36	1d3 spectators
37-39	1d6 ghasts
40-42	1d4 intellect devourers
43-45	1d2 orc Eye of Gruumsh with 1d8 orcs
46-48	1d3 kuo-toa monitors
49-51	1d3 water weirds
52-54	1d6 gricks
55-57	1d6 nothics
58-60	1d6 ogres
61-63	1d2 chuuls
64-65	1d2 ettins
66	1d3 grells
67	1d2 flameskulls
68	1d3 hell hounds
69	1d2 ghosts
70	1d3 wights
71	1d3 phase spiders
72	1d2 bone nagas

73	1 spirit naga
74	1d2 black puddings
75	1d3 minotaurs
76	1d2 otyughs
77	1d2 beholder zombies
78	1d3 hook horrors
79	1d2 umber hulks
80	1d2 salamanders
81	1 grick alpha
82	1d2 xorn
83	1d2 earth elementals
84	1d6 gricks
85	1 cyclops
86	1d2 trolls
87	1 stone giant
88	1d2 wraiths
89	1 fomorian
90	1d2 vampire spawn
91	1 cloak
92	1 fire giant
93	1d2 air elementals
94	1d2 driders
95	1 nycaloth
96	1 aboleth
97	1 young red dragon
98	1 bone devil
99	2d6 + 3 human bandits and 1d2 human bandit captain
100	1d4 goblin bosses with 2d4 + 2 goblins

Non-Combat Encounters

d100	Encounter Table
1-4	2d4 humans (tribal warriors) seeking the way to the surface, fleeing their captors in the Underdark
5-8	Graffiti on a wall, written in Undercommon, suggesting something rude about the mother of someone named Krusk
9-12	A 300-pound rock with the writing "Bybon son of Phola could lift this over his head" written on it in Orcish
13-16	A dwarf prospector (scout) looking for gold
17-20	An abandoned miners' camp spattered with blood and littered with the contents of 1d3 dungeoneer's packs.
21-24	A reeking puddle where slimy water has dripped from the ceiling
25-28	3d6 deep gnomes that are looking for their friend. Helping them find their friend rewards the party with an amber gemstone (worth 100 GP)
29-32	A luminescent fungus frowning on the walls of a moist cave, filling it with dim light
33-36	A patch of mold that appears yellow when light is directed towards it
37-40	1d6 + 2 dwarf hunters (veterans) searching for trolls
41-44	A merchant caravan consisting of 1 drow mage , 2 drow elite warriors , and 2d10 quaggoths
45-48	2d12 dwarf soldiers (veterans) on patrol
49-52	A shrill scream followed by dark laughter
53-56	A ruined village that once belonged to deep gnomes. A search has a 50% chance of uncovering 1d3 <i>potions of healing</i> and a 25% chance of finding a random common magic item.
57-60	A 30-foot-tall inverted black pyramid floating 1 inch above the floor in a large cave
61-64	A beautiful obsidian sculpture of a panther lying on the floor
65-68	40 spiders crawling on the walls of a web-filled section of cave
69-72	A large cave in which stands a 50-foot-tall idol of Blibdoolpoolp
73-76	An eerie cavern littered with countless bones of various creatures. Possibly a natural graveyard or the former lair of a fearsome creature. Roll a d20 and consult the Boneyard table below to see if the characters are attacked within the boneyard
77-80	The party comes across a ravine that is 20 feet wide and 40 feet deep. There is an old rope bridge that spans the ravine.
81-84	The adventurers pass through a <i>faerzress</i> -suffused area containing fist sized chunks of quartz that shed dim light in a 10-foot radius. A sharp blow to one of the crystals, including throwing it, causes it to burst in a 10-foot-radius flash of intense light. Any creature within the radius must succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A creature blinded by this effect can repeat their saving throw at the end of each of their turns until no longer blinded. The characters can harvest up to twelve crystals to take with them, but doing so costs an hour of time.
85-88	The adventurers stumble across a small ruin hidden in the Underdark. It may belong to a subterranean culture, or perhaps it is a surface ruin that collapsed and sank long ago. If the party searches the ruins there is a 50% chance of them finding 1d4 trinkets (see chapter 5 "Equipment" of the <i>Player's Handbook</i>). Roll on the Trinkets table or choose appropriate ones.
89-92	The party comes across a sheltered cave that is easily defended. If they choose to take a rest here, there is no chance of an encounter while they are resting.
93-96	The party comes across a small stream that cuts across their path. It is shallow and easily crossed drinkable water.
97-100	Fungi - see the section below on Fungi

Boneyard Encounters

d20	Encounter
1-14	No encounter
15-18	3d4 skeletons
19-20	1d3 minotaur skeletons

Fungi

Roll a d6 and consult the table below to determine what kinds of fungi the characters encounter.

d6	Encounter
1-2	1d4 gas spores
3-4	1d4 shriekers
5-6	1d4 violet fungi

There's a 25% chance that a gas spore carries a memory fragment from a dead beholder in its spores (see the gas spore's description in the "Fungi" entry of *Monster Manual*). This memory can be of anything you wish, or you can roll a d4 and consult the Beholder Memories table below.

Beholder Memories

d4	Memory
1	A tense negotiation with drow, ending with the beholder agreeing to allow the drow safe passage through its territory, in exchange for help ridding its lair of a deep gnome infestation
2	Chasing svirfneblin thieves through the tunnels of its domain to recover stolen gemstones
3	A fierce battle against a wizened drow archmage, ending with the beholder suffering a grievous injury
4	Spying on a drow ranger with two gleaming scimitars and a black, quadrupedal animal companion

Environmental Threat Encounters

d12 Encounter

1	A 100-foot-long ravine, 25 feet wide and 220 feet deep
2	A 20-foot-high cliff blocks the party's passage, but a rolled-up rope ladder is visible at the top. If someone can successfully climb the cliff (DC 15 Strength (Athletics) check) and toss down the ladder the rest of the party can proceed. Finding another route costs 1 hour of travel.
3	The adventurers come upon a cavern filled with a dangerous natural gas leak. Anyone with a passive Perception of 14, or higher detects signs of the gas. Circumventing the area takes an hour of time, but there are no ill effects. If the gas goes undetected, each character in the area must make a DC 12 Constitution saving throw, taking 5 (1d10) poison damage on a failed save, or half as much damage on a successful one. Any open flame brought into the area causes the gas to explode. Each creature in the explosion must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.
4	The characters must make a difficult climb down a gorge that is 500 feet deep and up the other side, or find a way around it. This takes an additional hour to traverse, unless the party can come up with a plan to cross the gorge quickly.
5	The characters must walk along an 18-inch-wide ledge that skirts a ravine that is 40 feet deep. This takes an additional hour of time, and each character must succeed on a DC 10 Dexterity saving throw to avoid a fall.
6	As the party traverses a long and winding corridor, a tremor opens up a lava-filled fissure behind them. Each character must make a DC 10 Dexterity saving throw to avoid the lava swell, taking 21 (6d6) fire damage on a failed save.
7	The adventurers must wade through a broad, 3-foot-deep pit of slimy muck. The muck is difficult terrain and characters have

	disadvantage on Dexterity saving throws while within it, but their travel is slowed by 1 hour if they choose to go around it. Feel free to roll a combat encounter while they are traversing the pit if you would like
8	As the adventurers make their way through a long twisting cavern, a tremor sets off a rockfall. Each party member must make three DC 12 Dexterity saving throws, taking 10 (3d6) bludgeoning damage on each failed save. Any incapacitated creature not moved out of the area is buried under rubble, taking an additional 1d6 bludgeoning damage at the end of each of its turns until they are dug out or killed.
9	One random party member steps on and collapses a sinkhole, and must succeed a DC 12 Dexterity saving throw to avoid falling into a 20-foot-deep pit and taking 7 (2d6) bludgeoning damage. Climbing out of the pit requires a successful DC 15 Strength (Athletics) check.
10	As the adventurers pass through a small cavern, they encounter a patch of slime or mold. Roll a d6 and consult the Slime or Mold table below to determine what type of slime or mold is present (see "Dungeon Hazards" in chapter 5 of the <i>Dungeon Master's Guide</i> for details on these threats).
11	A hot steam vent erupts beneath a random party member, who must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.
12	Sticky webs fill a passage (see "Dungeon Hazards" in chapter 5 of the <i>Dungeon Master's Guide</i>). The webs extend for hundreds of feet. Unless the characters come up with a plan for clearing the webs quickly, travelling through the region takes an extra hour as they are forced to cut through or find an alternate route. If the party enters the webs, check for an encounter. On a roll of 1-2 on a d6, the characters encounter 1d4 giant spiders lurking amongst the webs.

Slime or Mold Encounters

d6	Encounter
1-3	Patch of green slime
4-5	Patch of yellow mold
6	Patch of brown mold

Lost Loot Encounters

d100 Loot

1-3	Blue quartz (transparent pale blue gemstone) 10 GP
4-6	Hematite (opaque gray-black gemstone) 10 GP
7-9	Obsidian (opaque black gemstone) 10 GP
10-11	Bloodstone (opaque dark gray gemstone with red flecks) 50 GP
12-13	Star rose quartz (translucent rosy gemstone with white star-shaped center) 50 GP
14	Jade (translucent light green, deep green, or white gemstone) 100 GP
15	Pearl (opaque lustrous white, yellow, or pink gemstone) 100 GP
16	Alexandrite (transparent dark green gemstone) 500 GP
17	Black Pearl (opaque pure black gemstone) 500 GP
18	Fire opal (translucent fiery red gemstone) 1,000 GP
19-21	Carved bone statuette (25 GP)
22-24	Small gold bracelet (25 GP)
25-27	Pair of engraved bone dice (25 GP)
28-30	Gold locket with a painted portrait inside (25 GP)
31	Gold ring set with bloodstones (250 GP)
32	Carved ivory statuette (250 GP)
33	Gold dragon comb set garnets as eyes (750 GP)

34-36	5d6 CP
37-39	4d6 SP
40-42	3d6 EP
43-45	3d6 GP
46-48	1d6 PP
49-50	4d6 x 100 CP + 1d6 x 10 EP
51-52	6d6 x 10 SP + 2d6 x 10 GP
53-54	3d6 x 10 EP + 2d6 x 10 GP
55-56	4d6 x 10 GP
57-58	2d6 x 10 GP + 3d6 PP
59-61	6d6 x 100 + 3d6 x 100 SP + 2d6 x 10 GP
62-64	Potion of healing
65-67	Potion of Climbing
68-70	Spell Scroll (1st level)
71-73	Spell Scroll (2nd level)
74-76	Potion of Greater Healing
77-79	Bag of Holding
80-82	Driftglobe
83-85	Potion of Fire Breath
86-88	Potion of Hill Giant Strength
89-90	Dust of Disappearance
91-92	Cap of Water Breathing
93-94	Goggles of Night
95-96	Spell Scroll (3rd level)
97-98	Helm of Comprehend Languages
99-100	Mithral Armor

Appendix F: Drow Elite Warrior Traps

Bear Trap

If your party happens to chance down a tunnel where the **Drow Elite Warrior** has set a bear trap, they must make a successful DC 10 Wisdom (Perception) check to reveal it, and a successful DC 14 Dexterity check with thieves' tools disables it. If the party does not spot the bear trap, whoever is leading the group (or a random person in the front) triggers it.

If the party triggers the bear trap, it makes an attack against the creature that stepped on it. The bear trap has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. A creature hit by the trap has its speed reduced to 0. It can't move until it breaks free of the trap, which requires a successful DC 15 Strength check by the trapped character, or another creature that is adjacent to the trap.

Net Trap

The **Drow Elite Warrior** is unlikely to use a net trap, unless she is planning to attack the party (or has another trap that can cause damage). A successful DC 14 Wisdom (Perception) check reveals the net and the associated tripwire. A DC 15 Dexterity check made with thieves' tools disables the tripwire without causing the net to drop. A failed check causes the trap to activate.

If the breaks the tripwire, a net covering a 10-foot-by-10-foot area centered on the tripwire falls to the floor. Any creature fully within this area must succeed on a DC 15 Dexterity saving throw or be restrained. A creature can use its action to make a DC 10 Strength check to try and free itself or another creature in the net. Dealing 5 slashing damage to the net (AC 10, 20 HP) also frees a creature without harming them.

Pit Trap

The party comes across a section of cave that has been dug out into a 10-foot-deep hole and concealed with canvas and debris to make it look like solid ground. A successful DC 14 Wisdom (Perception) check reveals the presence of the canvas and the existence of the hole. Unlike the pit traps from the *Dungeon Master's Guide* there is no ledge along the outside to travel across. Creatures must jump the pit to get across it safely. The **Drow Elite Warrior** has also lined the bottom of the pit with spiky rocks and sticks.

The player that triggers the pit trap, must make a DC 14 Dexterity saving throw. On a successful save, the creature catches itself on the pit's edge or instinctively steps back. On a failed save, the creature falls into the pit and takes 3 (1d6) bludgeoning damage from the fall and 5 (1d10) piercing damage from the rocks and sticks on the bottom.

Underdark Denizen Trap

The **Drow Elite Warrior** uses her skills and experience living in the Underdark to lure a dangerous creature (or creatures) in the direction of the party. You can roll or choose from the table below what she attracts the party's way.

In order to avoid this trap, the creature(s) leading the party's way through the tunnels must either make a Wisdom (Perception) check or have a passive Perception that beats a stealth check made by the creature(s)'s. Once they are aware of its presence, the party must make a group check against the creature(s)'s passive Perception, allowing them to sneak by unnoticed.

Underdark Denizen Trap Encounters

d20	Encounter
1	3d6 swarms of bats
2	1d4 giant spiders or 1d4 giant toads
3	1 mimic
4	2d4 gray oozes
5	1d10 orcs
6	3d6 grimlocks
7	1d6 + 2 magma mephits
8	1 goblin boss with 2d4 goblins
9	2d4 darkmantles
10	2d6 piercers

11	1d4 minotaur skeletons
12	1 blue slaad
13	2d6 orcs
14	1 bone naga
15	1d6 bugbears
16	1d4 + 1 specters
17	1d12 shadows
18	1d3 gibbering moutthers
19	3d4 hobgoblins
20	1d4 carrion crawlers

Additional Resources

Here are some links you might find handy for running this adventure!

- [Dael's YouTube video on Displacer Beasts that inspired the Underdark tracking section of this adventure](#)
- [Session 0: Checklist from Anthony Vardakas of Dungeon Influence](#)
- [Table Top Tips Session 0 Checklist from Table Top Tips](#)
- [Pieces - Creating Vivid NPCs for Courtly Intrigue](#)
- [A Simple Life: a collection of commoner NPCs](#)
- [D&D Citizens: Extra NPCs](#)
- [35 Versatile NPCs](#)

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