

The Waterdhavian Job

An adventure for 4-5 Tier 2 characters.



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scroll by Deven Rue

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Using This Adventure

Introduction

This adventure has been designed for use as either a stand-alone adventure or part of a larger campaign. When adding this side quest to a campaign, it may be necessary to alter the town name or perhaps some of the NPCs. All other information has been kept generic to make the process as painless as possible.

Abbreviations

Books

DMG	Dungeon Master's Guide
MM	Monster Manual
MToF	Modenkainen's Tome of Foes
PHB	Player's Handbook
SCAG	Sword Coast Adventurer's Guide
VGtM	Volo's Guide to Monsters
XGtE	Xanathar's Guide to Everything

Common Terms

AC	Armor Class
APL	Average Player Level
DC	Difficulty Class
HP	Hit Points
XP	Experience Points

Coins

CP	Copper Piece
EP	Electrum Piece
GP	Gold Piece
PP	Platinum Piece
SP	Silver Piece

Players & Characters

DM	Dungeon Master
NPC	Non-player Character
PC	Player Character

Alignments

LG	Lawful Good
LN	Lawful Neutral
LE	Lawful Evil
NG	Neutral Good
N	True Neutral
NE	Neutral Evil
CG	Chaotic Good
CN	Chaotic Neutral
CE	Chaotic Evil

Layout Conventions

Throughout this module the text has been formatted to make information easy to locate and identify while running the adventure. The Difficulty Class (DC) for ability checks and saves is shown in bold. Numbered headings correspond to rooms and marked areas of the maps and subheadings below detail encounters that occur in those locations.

Descriptive Text

Text appearing within sections like this is intended to be read or paraphrased to the players. This information provides details about an area to set the stage.

Flavor text

Flavor text is used to insert references and insight from NPCs to amuse and assist the DM.

Side Notes

Additional information regarding encounters is displayed in a block like this. It may contain optional actions for the DM or an explanation for why an encounter was planned a certain way.

Setting the Stage

*There is no transgression that cannot be forgiven
except a breach of trust or outright betrayal.*

- Charlindra Shatterlock

Background Information

The following sections contain details to add depth and understanding to the adventure. It is recommended the DM read through the information and use it to answer questions about the setting and personae as appropriate.

Heist of the Era

It is rumored that 30 years ago a group of thieves managed to steal a shipment of trade bars on route from Waterdeep to Baldur's Gate. No one knows exactly when they hit the caravan. The wagons were loaded under guard in Waterdeep and reportedly had an uneventful trip, but when they arrived in Baldur's Gate, the wagons were filled with iron ingots.

Many have speculated about this theft. Some believe the wagons were switched along the route. Others speculate magic was used to swap the cargos despite the wards that were in place. The most interesting theory says that the bars never left Waterdeep. No speculation has ever led to solving the mystery and no sign of the bars has ever been found.

Adventure Hook

It's been just over a ten-day since the messenger delivered the note requesting your presence at the estate of Charlindra Shatterlock, a well-known merchant living in the North Ward of Waterdeep. The only information provided by the missive was that the meeting was to discuss a lucrative opportunity. Upon your arrival, you are escorted to a large waiting room where you find that you are not the only one to have received such a summons. If the job requires this many people, it must be big.

A Cold Dish Indeed

The party meets their potential employer, Charlindra Shatterlock, and her compatriots. Charlindra explains the job and the reward for completing it.

Crestwood Manor

You arrive at the estate of the mysterious individual who contacted you about an employment opportunity a tenday ago. The guards at the gate allow you entrance immediately with instructions to proceed directly to main house. The grounds of Crestwood Manor are small and well-lit providing you little chance to not follow the directions.

Standing in the open doorway is a well-dressed servant who escorts you from the entrance to large drawing room decorated with tapestries and decadent looking furniture. Looking around, you see that you are not the only guest this evening.

Setting

- The weather is appropriate for the season.
- A small manor house in the North Ward on the corner of Stabbed Sailor Alley and Shattercrock Alley.
- The guests arrive at dusk and are escorted to a luxurious drawing room and directed to make themselves comfortable.
- The party is soon joined by Charlindra, Kheyri, Lyalon, and Ragmodas.

Scenario

- Charlindra spent decades trying to find Sylvar Urizeiros after he betrayed her and the team.
- The aging thief tracked Sylvar down after he made the mistake of returning to Waterdeep.
- Charlindra summoned the party members to carry out her revenge because she and what remains of her crew are getting too old for such missions.
- She informs the party that their payment is one fifth of the take plus reasonable expenses.

Resolution

- Upon accepting the job, the party will be invited into Charlindra's confidence.

Recipe for Revenge

Charlindra takes a moment to look to each of her partners and then turns to address the whole group. "That's it then. Let's get things in motion." Not waiting for a response, she walks to one of the tapestries, flips it up, and proceeds to walk through the wall behind it. Laughing at Charlindra's flair for the dramatic, the others begin to follow.

Setting

- The tapestry hangs before an illusory wall.
- Beyond the wall, is a small study.
- A table covered with maps and papers stands in the middle of the room.
- The light in this room comes from Driftglobes set around the room.

Scenario

- The papers on the table consist of surveillance notes and a map of Sylvar's Villa
- Charlindra has spent a significant amount of time and money preparing this opportunity. She has already learned the layout of the estate, the guard schedules, and the nature of Sylvar's precautions.
- Despite having a plan already, Charlindra is open to listening to any ideas the party may have to improve the chance of success.

Resolution

- Charlindra informs the group that Sylvar has 12 guards with dogs handling his primary security and a trio of Redcaps serving as his personal guard.
- Charlindra's plan:
 - Infiltrate the villa
 - Use the Brooch to disable his vault
 - Use the portable hole to collect the trade bars.
- Charlindra explains that attempting to open the vault will trigger an alarm and likely result in having to battle both Sylvar's men and the city watch.

Reward:

- The following items are given to the party to assist in the heist.
 - 2 Immovable Rods
 - Rings of Conference (1 ring per character)
 - Wizard's Bane Brooch
 - Portable Hole



The Best Laid Plans

Armed with the knowledge and tools provided by Charlindra, the party makes their way to the Urizeiros Villa. The task before them is clear but how will they achieve their goal.

Sylvar's Compound

The streets surrounding the villa are unusually empty as though the residents fear to pass to close to the compound. Ten-foot walls enclose most of the estate except for the western edge where a large building replaces the wall.

Setting

- The Urizeiros Villa is located on the south side of Wrightstone Street between Mendever Street and Diamond Street.
- A 10-foot stone wall encircles the property.
- 2 groups (1 Darkling Elder and 3 Darklings each) patrol the grounds, each with 2 Mastiffs.
- The building on the western edge of the villa serves as the stables, coach house, and barracks.
- A guardhouse with holding cells stands in the northeast corner of the property.

Scenario

- The party needs to infiltrate the villa and gain access to Sylvar's vault
- It is possible to gain entry to the villa by posing as servants or delivery personnel

Enemies:

- There are 12 guards (4 Redcaps, 2 Darkling Elders and 6 darklings) and 4 mastiffs in the employ of Sylvar.
- The four Redcaps remain in the main house.
- The others split into two groups and patrol the ground with the dogs.

Tactics:

- If the party is seen loitering outside the walls, the guards will question them and then send them away.
- If the party is caught within the compound, the guards will release the dogs and raise an alarm. Summoning the other team to join the battle.
- If the party poses as delivery personnel or workers from local shops, they can gain entrance to the house with a successful DC 12 Deception check.

Resolution

- If the party succeeds using stealth, they gain access to the mansion.
- If the party succeeds through deception, they gain access to the mansion but are met at the door by a Redcap patrol.
- If the party fights their way into the mansion, they will be forced to confront the Redcaps as well.

Into the Vault

Setting

- Inside Sylvar's gaudy mansion, the walls are covered with brightly covered tapestries.
- 4 Redcaps patrol the halls while servants scuttle about their work.
- All of the servants appear to be satyrs or other fey.

Scenario

- The party must locate Sylvar's study and gain access to his vault.
- Depending on how they gained entry, they may need to remain hidden or will be provided an escort through the manor.
- The vault lies behind a bookcase in Sylvar's study. A successful DC 16 Investigation is required to find the door unless a Detect Magic spell is cast.

Enemies:

- The Redcap guards patrol in pairs

Tactics:

- If alerted to a threat, a patrol will raise an alarm to summon the other pair to assist in capturing the suspects.

Resolution

- If the party uses the Wizard's Bane Brooch, they disable both the alarms and arcane lock leaving only a DC 15 Strength check to open the door.
- Triggering the alarms alerts the guards as well as Sylvar and his bodyguards.
- Sylvar and his guards arrive as the party leaves the vault.

- Once the characters are in the vault, read the following text.
- The portable hole can be thrown over the stacks of chests and then pulled up and folded

The stone walls of this underground chamber are lined with shelves and a ceremonial brazier stands in the center of the room. In the southwest corner of the is a stack of small chests.

Reward:

- A portable hole filled with caskets of trade bars.
- If the vault is searched, these additional treasures can be found at the DM's discretion.
 - Cloak of Elvenkind
 - Alchemy Jug
 - Amulet of Health
 - A pair of Charlatan's Die
 - Boots of Elvenkind
 - 6 Potions of Greater Healing

If Sylvar is alerted and arrives at the estate, encourage the party to make their escape rather than facing him at this time. Perhaps he is making his way down the hall as they are going around the corner to make their escape.

Against the Clock

The heist is complete and now the party just needs to get to the docks.

Race to the Docks

Setting

- The party has collected the trade bars and are now escaping the villa.
- If they remain undetected while in the villa, guards will raise an alarm and begin pursuit once they are on the street.

Scenario

- To escape, the party needs transportation.
- Attempts to flee on foot will allow Sylvar's mercenaries to capture the characters.
- The party must successfully navigate four (4) obstacles to arrive at the docks

Characters can steal Sylvar's horses or carriage. If the party only takes the horses, they will all be required to make Animal Handling checks for the challenges rather than just the driver.

If the party is having a difficult time dealing with both the sprites and the obstacles, you can have Charlindra and her team assist by delaying the sprites or providing help to grant the party advantage on the challenges.

Challenges:

The character that chooses to drive the cart will be required to succeed on DC 15 Animal Handling checks to determine if they can control the animals in each situation. On failing a check, the cart stops and Sylvar's mercenaries catch up and attempt to detain the party.

1d6 Roll	Challenge
1	Road blocked by carts
2	A child runs into the road
3	Road Construction
4	Religious Procession
5	City Watch blocking the road
6	Overtaken delivery cart

Enemies:

Sylvar's mercenaries consist of 2 squads of sprites

Tactics:

- The squads will follow the party from the air and swoop to attack each time the cart stops.

Resolution

- Once the party successfully navigates 4 obstacles, they arrive at the docks with the waiting ship.
- If the party is incapacitated, they are captured by Sylvar and returned to his villa to be tortured.

Almost Free

Ahead of you, the road ends at the docks. You can see a galleon at the end of the pier and lanterns shining by its gangplank.

Setting

- Waterdeep docks
- A fog sits low along the shore and the docks.
- The Stella's Revenge stands at the dock. Lights can be seen on board.

Scenario

- The chase through the streets of Waterdeep has concluded upon reaching the rendezvous point.
- Sylvar and his Redcaps arrive shortly after the party.

Enemies:

- Sylvar and 2 Redcaps

Tactics:

- The Redcaps charge into battle when commanded and fight to the death.
- Sylvar attempts to stay out of melee and casts spells to support the Redcaps and damage the party.

Resolution

- Sylvar will not go down without a fight, however, if time doesn't permit another battle, Charlindra and her team will have prepared an ambush from either the Zhentarim or the Xanathar Guild to make short work of him.
- Once Sylvar is defeated, the party can depart Waterdeep on the ship or remain as they wish.
- Charlindra and her team are thrilled to finally have revenge (and their hard-earned fortune) back.

Reward:

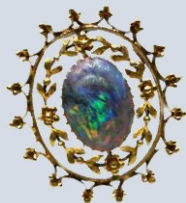
The party are presented with 5,000 gp worth of trade bars each. Additionally, they are allowed to keep all other "trinkets" they may have acquired while performing this job. Charlindra may even be able to pull some strings to arrange for the players to receive his villa.

Appendix A: Items

Wizard's Bane Brooch

Wonderous Item, Rare

Requires Attunement



This gem encrusted brooch allows the wearer, once attuned, to cast Antimagic Field once per day. The spell lasts for 15 minutes but the wearer can choose to end the spell early. Ending the spell in this way does not allow additional casting.

Rings of Conference

Wonderous Item, Rare

Requires at least two rings within range



This set of rings allows the wearers to remain in contact with each other at a maximum distance of 5 miles. They are created in pairs or sets of up to 12. When worn, the wearers can speak telepathically with everyone wearing a ring from the set. All wearers hear every message sent and can respond in kind.

Appendix B: NPCs

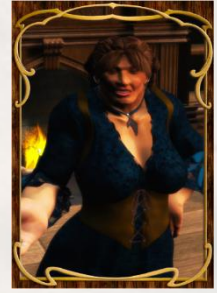
Charlindra Shatterlock

Female Dwarf Rogue – Mastermind, Chaotic good

Appearance: Short brown hair usually worn up. Modest clothing and bodice. Golden complexion.

Mannerisms: Confident, respectful, a bit rough around the edges.

Motives: An obsessive problem-solver she has spent the last few decades seeking revenge on Sylvar.



Kheyri “Blast” Zand

Female Fire Genasi Sorcerer – Wild Magic, Chaotic good

Appearance: Full-figured, red hair with black braids, ashen skin. Usually dressed in black leather armor.

Mannerisms: Easily distracted, mischievous, plain spoken

Motives: Loves watching stuff burn.



Lyalon Knapper

Male Gnome Wizard – School of Illusion, Neutral good

Appearance: Unkempt and disorganized, flame red hair.

Mannerisms: Sarcastic and cynical. Frequently complains about his invention ideas that were stolen.

Motives: Thrives on challenges while trying get the recognition he has earned.



Ragmodas Fine

Male Tiefling Bard – College of Glamour, Chaotic neutral

Appearance: Taller than average, athletic physique, shoulder-length black hair streaked with red, ruddy skin, and slightly curved horns. Despite his demonic appearance, he is very attractive. Usually dressed in finery fit for a noble.

Mannerisms: Confident, reserved, polite

Motives: He enjoys the thrill of the chase and living in the moment. An adrenaline junky with a romantic streak, he isn't fussy about who takes him home so long as he doesn't go home alone.



Sylvar Urizeiros

Male Elf Warlock – Archfey Patron, Neutral evil

Appearance: Average height, braided blond hair, pale skin. Wears dark green robes trimmed with gold.

Mannerisms: Pompous, Arrogant, Paranoid

Motives: He craves respect and acknowledgement. Enjoys intimidating people with flashy displays of wealth and power.



Appendix C: Creatures

Darkling

Small Fey, Chaotic neutral

Armor Class 14 (leather armor)

Hit Points 14 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception + 2, Perception +5, Stealth +7

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 15

Languages Elvish, Sylvan

Challenge ½ (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Darkling Elder

Medium Fey, Chaotic neutral

Armor Class 15 (studded leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +5, Deception + 3, Perception +6, Stealth +7

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Death Burn. When the darkling elder dies, magical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Actions

Multiattack. The darkling elder makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 10 (3d6) piercing damage.

Darkness (Recharges after a Short or Long Rest). The darkling elder casts darkness without any components. Wisdom is its spellcasting ability.



Mastiff

Medium Beast, Unaligned

Armor Class 12 (natural)

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills Perception +3

Senses Passive Perception 13

Languages --

Challenge 1/8 (25 XP)

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

Actions

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

Redcap

Small Fey, Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Squad of Sprites

Medium swarm of Tiny Fey, Neutral Good

Armor Class 15 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 4 (1100 XP)

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

Actions

Multiattack. The swarm makes two Volley attacks

Volley. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one creature. *Hit:* 8 (2d8 -1) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Sylvar Urizeiros

Medium Humanoid (Elf), Chaotic neutral

Armor Class 11 (14 with Mage Armor)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	11 (+0)	11 (+0)	12 (+1)	18 (+4)

Saving Throws Wisdom +3, Charisma +6

Skills Arcana +2, Deception +6, Nature +2, Persuasion +6

Condition Immunities Charmed

Senses Passive Perception 11

Languages Elvish, Sylvan

Challenge 4 (1100 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *disguise self*, *mage armor* (self only), *silent image*, *speak with animals*

1/day: *conjure fey*

Death Burn. The warlock is a 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *dancing lights*, *eldritch blast*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *vicious mockery*

1st–5th level (3 5th-level slots): *blink*, *charm person*, *dimension door*, *dominate beast*, *faerie fire*, *fear*, *hold monster*, *misty step*, *phantasmal force*, *seeming*, *sleep*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Reactions

Misty Escape (Recharges after a Short or Long Rest).

In response to taking damage, the warlock turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell

Appendix D: Maps

Map of Waterdeep



Urizeiros Villa





