



DRAGON HEIST FORGOTTEN TALES



Experience new challenges and face off against new foes in this companion supplement for *Waterdeep: Dragon Heist*.



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INTRODUCTION

WELCOME BACK TO WATERDEEP! *DRAGON Heist: Forgotten Tales* is a supplement that expands the replayability of *Waterdeep: Dragon Heist* by providing new content for the adventure. The multiple villains and seasons in *Waterdeep: Dragon Heist* make it an adventure that must be played multiple times to experience all the content. *Dragon Heist: Forgotten Tales* provides new challenges and story to go along with the variable elements of the original adventure to allow players and Dungeon Masters who have experienced *Waterdeep: Dragon Heist* to enjoy a fresh tale on a second play-through.

WHAT'S IN HERE?

This supplement is divided into four chapters. You can use every chapter to create an entirely new experience with *Waterdeep: Dragon Heist*, or simply use the chapters or sections of the supplement that interest you.

- **Chapter 1, “The Hand of Nessus.”** This chapter provides an alternate beginning to *Waterdeep: Dragon Heist* that focuses on the cult of Asmodeus and Bregan D'aerthe rather than the war between the Xanathar Guild and the Zhentarim.
- **Chapter 2, “New Fireball.”** This chapter provides a new perpetrator of the explosion in Trollskull Alley and gives the characters a fresh mystery to solve.
- **Chapter 3, “New Vault.”** This chapter provides a new Vault of Dragons beneath the streets of Waterdeep for the characters to plunder.
- **Chapter 4, “Above Ground Vault.”** This chapter provides another new Vault of Dragons, an above ground bank. Use this vault to end your adventure with a classic bank heist.
- **Appendix A.** Appendix A contains statistics for creatures in this supplement not detailed in the *Monster Manual* or *Waterdeep: Dragon Heist*.
- **Appendix B.** Appendix B contains the maps referenced in this supplement.
- **Appendix C.** Appendix C contains two player handouts used in chapter 4.





CHAPTER 1: THE HAND OF NESSUS



THIS CHAPTER PROVIDES AN ALTERNATE beginning to *Waterdeep: Dragon Heist* that places the machinations of the Bregan D'aerthe and the secret cult of Asmodeus front and center rather than the conflict between the Xanathar Guild and the Zhentarim.

This beginning is for Dungeon Masters who have run *Waterdeep: Dragon Heist* before and want to give their players something different from the same old beginning. It's also a way for DMs to create conflict between the Bregan D'aerthe and the Cassalanter's cult of Asmodeus rather than leaning on the conflict between Xanathar and Manshoon's Zhentarim.

This chapter completely replaces chapter 1, "A Friend in Need," of *Waterdeep: Dragon Heist*.

WHERE TO START?

This adventure assumes that the player characters have already formed a party, but their exact conditions are left to your group. Are they new visitors to Waterdeep, or did they all grow up in the City of Splendors—or a mix of the two?

The action begins as the characters are walking down a side street in the Trades Ward. This ward is Waterdeep's busiest district for the entire region is one big market! (See chapter 9 of *Waterdeep: Dragon Heist* for more information about the Trades Ward.)

To flesh out this scene, ask your players what their characters are doing in this part of the city? Are they buying gear, selling loot, or searching for a black market contact?

BACK-ALLEY BRAWL

As the characters walk down a lightly trafficked street of the Trades Ward, they hear shouting and the sounds of violence from a nearby alley. Read the following text to set the scene:

You are walking down a side street in the Trades Ward, and the sound of braying horses, haggling merchants, and the general noise of the city fills the air. This background noise is shattered by a dull, fleshy thud. Then a yelp of pain. The sound came from a darkened alley no more than twenty paces from where you stand. What do you do?

If the characters investigate, continue with the "Mugging!" event.

If the characters ignore the scuffle in the alley, read or paraphrase:

A moment later, you hear the wet sound of a blade cutting through flesh, and the gurgle of someone choking on their own blood then a weak thud.

The killers, a group of two **cultists** and a **cult fanatic** wearing red tunics and cheap masks made of gold-painted tin, emerge from the alley. Anyone they see is marked as a witness and must be silenced.

MUGGING!

If the characters enter the darkened alley, read or paraphrase:

Three humanoids wearing blood-red tunics and golden, half-face masks are assaulting a well-dressed man in a sky-blue tunic. His vibrant red hair is matted with blood. He gazes in fear as one of the masked men levels a wicked dagger at his throat. One of his assailants holds him in place, and he struggles and yelps in an attempt to get free.

A group of two **cultists** and a **cult fanatic** are attacking a nobleman named Renaer Neverember (see appendix B of *Waterdeep: Dragon Heist*). They are worshipers of Asmodeus, lord of the Nine Hells, and have been ordered by the leaders of their sect to find Neverember and learn the location of an artifact known as the *Stone of Golorr*.

The cult fanatic has *zone of truth* prepared instead of *spiritual weapon*, reducing her challenge rating from 2 (450 XP) to 1 (200 XP).

Renaer Neverember knows nothing of the *Stone of Golorr*, as confirmed by the cultists' zone of truth. They are now attempting to kill him to tie up loose ends. Renaer is a **swashbuckler** (see appendix B of *Waterdeep: Dragon Heist*), has 3 hit points remaining, and is grappled by one of the cultists.

If the characters choose to join the fray, roll initiative. If Renaer is reduced to 0 hit points, he falls unconscious and is dying, like a player character, rather than dying instantly.

DEVELOPMENTS

If the characters saved Renaer, he breathlessly thanks them then asks them for their names after taking a moment to collect himself. Read or paraphrase:

The man wipes spattered blood and grime from his face with the back of his leather-gloved hand. He looks up at you and says, "It's a pleasure to meet you. Allow me to formally introduce myself. I'm Renaer Neverember, and while I know we just met, you've saved my life. If you're willing to hear me out, I'd like to ask you to do so again.

"I'm ashamed I let those assassins take me by surprise... but I wasn't expecting masked occultists. I was expecting someone entirely different: drow. I've seen a dark elf tailing me at night for the past tenday, and I'm beginning to fear someone wants me dead. I thought I could take care of myself, but it seems my luck has already run out."

If the characters accept his offer, Renaer goes on to explain what he needs:

- He lives in a comfortable house on the corner of Mendever Street and Whim Street between the North Ward and the Sea Ward.
- He needs the characters to stake out his own house and find the drow stalking him.

- If they spot the drow, capture the elf by any means necessary—short of killing him, of course. Renaer has enough favors stockpiled to absolve the characters of minor crimes, but not anything as serious as murder.

If the characters ask what's in it for them, Renaer says, "I have friends in high places, and rewards worth more than a handful of dragons. But just to keep us on the same page, let's say 5 dragons apiece up front, with something more upon completion," and then hands over 5 gp to each character.

WHIM STREET STAKEOUT

That night, the characters assemble outside Renaer Neverember's manse at the edge of the North Ward. He may have invited them over for dinner beforehand, or simply given his address and encouraged them to stick to the shadows, depending on the cordiality of their relationship.

Neverember's house is labeled W1 on the map \$. He has asked the characters to stay at least half a block away from the house to avoid scaring off his stalker.

After an hour of waiting and watching it begins to rain. At the end of every hour thereafter each character that is not resistant or immune to cold damage must succeed on a DC 11 Constitution saving throw or gain a level of exhaustion.

At the end of every hour each character can make a DC 18 Wisdom (Perception) check. For every hour that passes the DC of this check lowers by 2. If a character makes a successful check, they spot the drow perched atop the turret of tall house on the northwest corner of the block (labeled W2 on the map).

PURSUING THE DROW

The drow, Fel'rekt Lafeen, is one of Jarlaxle Baenre's operatives. His closest companion, Krebbyg Masq'il'yr, lurks on the street level (at the point marked as H3). Both are **drow gunslingers** (found in appendix B of *Waterdeep: Dragon Heist*), with the following incidental changes:

- This is a stealth mission. As such, both are wearing street clothes and a face mask. This reduces their AC to 14.
- An unfortunate clash with Asmodeus cultists has reduced them both to 30 hit points, and they surrender when reduced to 15 hit points.

Fel'rekt is neutral good and prefers to subdue opponents rather than killing them. Krebbyg is chaotic neutral and has no such compunctions.

Fel'rekt isn't here to assassinate Renaer but to secretly protect him from the cult of Asmodeus's assassins. Since he has a passive Wisdom (Perception) score of 13, a character must make a successful DC 14 Dexterity (Stealth) check to sneak up on him.

If he notices the characters interfering with his surveillance, Fel'rekt attempts to flee to a sewer grate (marked H3) on the map. When he reaches this point, he casts *darkness* while Krebbyg pulls open the grate, and both he and Krebbyg dive in.

If the characters continue to pursue him, use the Xanathar Guild Hideout map in chapter 1 of *Waterdeep: Dragon Heist*, starting from the northern passageway. Fel'rekt flees into the Dock Ward via a private cellar (area Q9) on the map, bursting through this innocent household and causing a mess to throw the characters off his trail.

FEL'REKT'S WARNING

If Fel'rekt is captured, he warns the characters that they've just put young Neverember's life in grave danger—his presence was the only thing keeping Renaer safe from cult assassins. And since he has been forced to flee, Renaer could be in danger this very minute!

If Fel'rekt escapes, he shouts a warning as he disappears from sight. "Neverember is in danger! We shall meet again—at the Right Hand of Nessus!"

TOO LITTLE, TOO LATE

Fel'rekt understands the situation perfectly. Moments after the characters scared him from his perch and pursued him through the streets, cult assassins picked the lock to Renaer's home and cornered him in his bedroom. This 20-foot-diameter turret room is on the fourth floor of the house. It is dominated by a four-poster bed surrounded by beautifully carved furniture, and two wide windows look out over the city.

When the characters arrive, the room is in total disarray. The four-poster's drapes are shredded, and Renaer is bound with rope and pinned to the bed by a pair of cackling **spined devils** that are taking great joy in prodding him with their pitchforks.

Four **cultists** wearing flowing red robes and golden half-face masks stand over Renaer. A raven, a shapechanged **imp**, is perched on one cultist's shoulders. As soon as they become aware of the characters, one cultist shouts for spined devils to leave. "Take him to the Hand! Fly as if the whips of Nessus were at your back!"

During the first round of combat the spined devils grab Renaer (no check required) and fly to one of the windows. During the second round of combat they smash the window and fly into the night. A character who uses their action to make a DC 13 Wisdom (Perception) or Wisdom (Survival) check can try to see where the devils are flying. On a success they see the devils flying due south towards one of the Walking Statues of Waterdeep: the God Catcher. If one of the spined devils is killed, the other continues carrying Renaer but can only fly at half its usual speed, granting a character advantage on their check to track the devil.

The cultists and their imp familiar fight to the death. If the cultists are captured, a successful DC 13 Charisma (Intimidation) check can force one to reveal the location of their secret hideout within the God Catcher. Only deception, intimidation, or magical compulsion makes them betray their cult. They are too deeply indoctrinated to be swayed by gentle persuasion.

SAVING RENAER EARLY

If the characters kill both spined devils before they steal Renaer away, he falls unconscious as he hits the ground. When he awakens, he thanks the characters once more for saving him and asks about both the drow ("Did you catch him?") and the cultists ("These masked madmen are becoming something of a nuisance. Do you know who they are?"). He knows nothing of the "Right Hand of Nessus" but knows that Nessus is the domain of Asmodeus, lord of the Nine Hells.

Renaer fears that unless this cult is stamped out, his life will continue to be threatened. He suspects that they have a base nearby and recommends that they start asking questions the next morning around the God Catcher, a central attraction in this part of town.



THE GOD CATCHER

The God Catcher is a 90-foot-tall statue of a beautiful and muscular man reaching skyward towards a floating stone sphere. It has sunk into the streets of the city as if in quicksand up to about its waist and now only rises about 50 feet into the sky. A tenement building has been built upon its shoulders.

Like the other walking statues of Waterdeep, the God Catcher was supposed to be a colossal construct that the Blackstaff could animate to defend the city when it fell under attack. Just over a century ago, in 1385 DR, the Spellplague caused the God Catcher and several other Walking Statues to go berserk and start crushing the city.

The God Catcher's rampage was stopped by magically sinking it into the city streets. The statue's life soon faded from it, allowing the city to rebuild and grow around the God Catcher's new home in the past century. A tenement building (also named the God Catcher) has been built upon the statue's shoulders, and the cult of Asmodeus has created a secret hideout within the hollow right hand of the God Catcher.

You can read more about the God Catcher and the Walking Statues of Waterdeep in *Volo's Waterdeep Enchiridion* (chapter 9 of *Waterdeep: Dragon Heist*).

CULT BUSTERS

The characters must root out a cult of Asmodeus-worshippers known as the Hand of Nessus hidden somewhere in the Sea Ward. Devil-worship is frowned upon in Waterdeep, but it isn't strictly illegal, so the City Watch can be no help unless they are shown concrete evidence of the cult's wrongdoing.

If the characters bring evidence or testimony that catches the Watch's attention, the Watch arranges for **Barnibus Blastwind** (see appendix B of *Waterdeep: Dragon Heist*), a member of the Watchful Order of Magists and Protectors, to take the case. He and former-Watch sergeant **Saeth Cromley** (see appendix B of *Waterdeep: Dragon Heist*) investigate the cult following standard procedure and root out the cult but accidentally allow its leader to slip through their fingers. In this case skip straight to "A Meeting with J.B. Nevercott" at the end of this chapter.

The cult's hideout was winkingly nicknamed the "Right Hand of Nessus" for it is a secret compound hidden within the right hand of the God Catcher, a Walking Statue of Waterdeep. The hideout is accessible through a bedroom in the tenement building atop the statues shoulders—known as the God Catcher Inn. The cult is actually just one sect of a larger cult that pervades Waterdeep. This sect's leader is a drow who betrayed Bregan D'aerthe named Loreloth.

LOST THE PLOT?

If the characters were unable to track the spined devils or extract the location of the cult's local hideout from the cultists, the trail runs cold. If you are feeling generous, Fel'rekt might meet the characters at their lodging the next night and offer them a chance to redeem themselves for Neverember's kidnapping—if he still lives. He then provides them with the location of the God Catcher and suggests they investigate.

If you're playing a grittier campaign, you could make this failure have grisly consequences. The characters awaken to a rot-scented brown paper-wrapped package upon their doorstep the next morning—with Renaer's head inside. An attached note says, "We got what we needed. Stay out of our way." In this case skip straight to "A Meeting with J.B. Nevercott" at the end of this chapter.

AROUND THE GOD CATCHER

The God Catcher was sunk into the streets of Waterdeep over a century ago and has since become a major landmark and tourist attraction. Dozens of tiny shops and market stalls have brought people of all walks of life to this once-sleepy, upscale neighborhood.

If the characters haven't yet realized that the cult they're hunting is hiding out inside the God Catcher statue itself, there are several places around the giant monument they could visit to find clues. Read or paraphrase the following text to introduce the characters to these locations:

The thoroughfare leading to the God Catcher is densely packed with people, market stalls, and street performers. A crowd has gathered around one market stall in particular, and the occasional fish sail over the crowd then disappear behind them on the other side. The scene is scored by the harsh sounds of aggressive street music played by a duo standing in the shadow of the God Catcher.

FLYING FISH SISTERS

This fishmonger's stall is owned and operated by the Kharazoff Sisters, a high-flying acrobatic sister act. The younger sister, Alma, gave up acrobatics after her elder

sister, Dinmavra, suffered an accident that paralyzed her from the waist down. The former air genasi acrobats have opened a fish shop and turned it into a tourist destination by tossing and juggling fish to attract customers.

What the Sisters Know. Customers and tourists mob the sisters' shop, but they still manage to see some unusual activity.

- Every evening some bearded men in red robes visit the stall and buy 20 pounds of raw fish. Alma has asked why, but she never gets a straight answer. They creep her out, but they pay well and never haggle.
- Sometimes when they're closing up shop, Dinmavra sees a black-robed figure walk down the statue from the inn perched atop it. She can't follow the fleet-footed figure in her wheelchair, but they always head into the Sea Ward.

Recruiting the Sisters. A successful DC 13 Charisma (Deception or Persuasion) check convinces the sisters that the red-robed figures within the God Catcher represent a threat to them or their livelihood. The sisters resolve to help the characters and join their party. If there are three or fewer characters in the party (including other NPCs), the characters have advantage on this check. Only one character can make this check, and it can't be repeated until at least 24 hours have passed.

Alma is a chaotic good air genasi **swashbuckler** (see appendix B of *Waterdeep: Dragon Heist*) with these changes:

- She is wearing no armor and has an AC of 16.
- Her hit point maximum is 33 (6d8 + 6).
- She can hold her breath indefinitely while not incapacitated.
- She can cast *levitate* once (spell save DC 11). She can cast it again after completing a long rest.

Dinmavra has statistics in appendix A.

THE SACKBUT AND THE SHAWM

A pair of musicians have a permanent fixture on the street corner abutting the God Catcher and perform for tips several hours each day. One bard is a slender and jovial female aarakocra named Lau, and the other is a heavysset and anxious male tabaxi named Jorbin. Lau plays a shawm, a woodwind horn with a piercing tone, and Jorbin plays a sackbut, a trombone-like brass horn with a warm, smooth sound.

What the Bards Know. The bards have a deal with the owner of the God Catcher Inn that allows them to keep a permanent performance space on the street corner. They usually play right before midday and just before sundown, and they see plenty of folk pass through at those times.

- Lau is a gregarious character and chats a lot with passersby between songs. Some of the God Catcher Inn's patrons have begun saying that the inn is haunted for they can sometimes hear indistinct, whispered voices from within the walls.
- Jorbin talks very little, but he listens and watches a lot. He has seen strange creatures circling the outstretched arm of the God Catcher over the last month. They are like large birds, but they are covered in spines and sometimes arrive carrying large packages.

Recruiting the Bards. A successful DC 13 Charisma (Intimidation or Persuasion) check convinces the bards that there might be occult activity happening within the God Catcher. This piques the bards' interest, and

they offer to join the party. If there are three or fewer characters in the party (including other NPCs), the characters have advantage on this check. Only one character can make this check, and it can't be repeated until at least 24 hours have passed.

Lau is a chaotic good **bard** (see appendix B of *Waterdeep: Dragon Heist*) with these changes:

- She is wearing no armor and has an AC of 12.
- Her hit point maximum is 22 (4d8 + 4).
- Her base walking speed is 25 feet.
- She has a flying speed of 50 feet while not wearing medium or heavy armor.
- She has an unarmed talon attack which has a +4 bonus to hit and deals 4 (1d4 + 2) damage.

Jorbin is a neutral good **bard** (see appendix B of *Waterdeep: Dragon Heist*) with these changes:

- His hit point maximum is 33 (6d8 + 6).
- He has darkvision to a range of 60 feet.
- He has a climb speed of 20 feet.
- He has an unarmed claw attack which has a +2 bonus to hit and deals 2 (1d4) damage.
- He has a +4 bonus to Dexterity (Stealth) checks.
- Once per turn when Jorbin moves, he can double his speed until the end of that turn. He can't do so again until he moves 0 feet on one of his turns.

CLIMBING THE GOD CATCHER

A veritable staircase of scaffolding has been built around the God Catcher, leading from the street level to all stories of the sprawling and disjointed inn that has been built atop the statue. From the inn's main entrance, sightseers can look out and see all of Waterdeep spread out beneath them.

THE GOD CATCHER INN

The God Catcher Inn is an overpriced tourist trap of an inn, but that doesn't mean it's not cozy. A warm fire burns within its hearth, it serves good ale and passable food, and its award-nominated wine has been praised by the Vintners', Distillers', and Brewers' Guild—a fact that its bartender never fails to mention.

All rooms are separate from the main structure. The bar is on the lowest level of the God Catcher Inn, and one must walk outside on the scaffolding to reach their room, many of which curl around the statue's shoulders like a feather boa or up its outstretched arm like a sleeve.

These rooms fit a single bed, a small washbasin, and a chest of drawers with room for little else. Each square foot of the God Catcher Inn's enchanted walls has AC 18, 50 hit points, and immunity to cold, fire, poison, and psychic damage and bludgeoning, piercing, and slashing damage from nonmagical attacks not made with adamantine weapons.

T1. TAPROOM

The taproom of the God Catcher Inn is awash with the warm, atmospheric glow of a blazing fireplace. Tall shadows fill its corners, and flickering candles adorn each of its tables. Over two dozen well-dressed guests are dining at tables and drinking at the bar. A long-haired half-elf in a sharp suit tends the bar and mingles with the guests.

The taproom of the God Catcher Inn has a bartender, cultists, and patrons within.

Bartender. The bartender is a female elf named Emmarina. She has a sweet demeanor but grew up tending far worse bars than this, and can drink anyone under the table. She knows of the cult and the secret passage in area T3 but knows nothing of their misdeeds. In fact she thinks they're a harmless secret society made up of noble-born history enthusiasts and academics.

Emmarina is a **commoner** with a Constitution score of 17 (+3) and 7 (1d8 + 3) hit points.

Cultists. Two **cultists** wearing red tunics are drinking in a corner and conversing in hushed tones about the fate of Renaer Neverember (his capture or the next kidnapping attempt, depending on the characters' actions). Only a successful DC 20 Charisma (Deception or Intimidation) causes them to reveal the location of their secret passage in area T3, and they do not fight back unless provoked; they know they have the law on their side.

Patrons. The other 1d10 + 12 patrons of this tavern are mostly wealthy merchants and minor adventurers from out of town (use **acolyte** or **noble** statistics for each). They know nothing of the cult but are aware that Emmarina hears all sorts of rumors.

T2. KITCHEN

The kitchen has a back door that leads onto the back of the God Catcher statue. It is kept immaculately clean thanks to a *broomstick of prestidigitation* that leans against the back wall.

BROOMSTICK OF PRESTIDIGITATION

Wondrous item, common

This broom's bristles are beautifully styled into a smooth swoop, and its handle is made of dark wood polished to a mirror shine.

While holding the broom, you can cast *prestidigitation*. It can also clean or soil up to 1 cubic foot of floor or surface larger than 1 cubic foot by sweeping the surface as you cast the spell.

T3. PANTRY

The back room of the God Catcher Inn is rather dingy compared to its cozy, atmospheric taproom. Cheap wooden shelves bow under the weight of sacks of flour, jugs of lard, and other foodstuffs. The entire room smells of vinegar and is lit by a single, flickering oil lamp.

A character who makes a successful DC 11 Intelligence (Investigation) check finds a set of footprints in the dust on the floor, leading to a trapdoor that blends into the wooden floor. A character who spends 10 minutes thoroughly searching the room can make a DC 11 Wisdom (Perception) check, finding the trapdoor on a success.

T4. CELLAR

The God Catcher Inn's cellar is cold and dark. Rainwater drips steadily into puddles on the ground, and the insides of this tunnel are carpeted by soft green moss. A mote of arcane light drifts lazily about the ceiling, illuminating three ancient stone doors emblazoned with an arcane sigil.

A character who makes a successful DC 13 Intelligence (Arcana or History) check recognizes this sigil is the icon of the Blackstaff, the legendary wizard sworn to defend Waterdeep from evil.

T4a. North Storeroom. This door stands slightly ajar. A successful DC 18 Intelligence (Investigation) check reveals that the sigil on its face has been filled in with iron filings and cemented with tar and pitch. Within is a small wine cellar containing ten casks of zzar (a fortified sherry wine unique to Waterdeep). Each cask contains about twelve bottles worth of wine, weighs about 50 pounds, and is worth 120 gold.

T4b. East Vault. This stone door is sealed tightly, and a creature near the door can feel it gently thrumming with magic. A detect magic spell reveals the door radiates an aura of necromancy magic. Touching the door in any way activates this cursed sigil. The rune's magic has faded somewhat over time, but it is still quite potent. Read or paraphrase:

The sigil flares with blinding light, and you feel searing pain wrack your body as if you were about to be torn apart into a million flecks of dust.

The creature that tried to open the door must make a DC 16 Constitution saving throw. On a failed save, the creature takes 10 (3d6) necrotic damage and gains a level of exhaustion, or half as much damage on a successful save. The door only opens at the Blackstaff's command or if a creature makes a successful DC 16 Strength check.

Treasure. Behind the door is a marble statue of Khelben Arunsun, the first Blackstaff, kneeling in reverence, head bowed, with his hands held palms-up above his head, offering a *wand of secrets*.

EAST VAULT HISTORY

This room has been undisturbed for centuries. The sigil could have been negated by filling it with iron filings, like the northern door was, but an unfortunate staffer was killed opening the northern wine cellar, and all attempts to open this chamber were scrapped.

T5. CARPAL TUNNEL

This tunnel leads up the God Catcher's arm and into the Hand of Nessus. It terminates in a heavy stone door (see area H1).

Secret Door. A character can spot the secret door in this hallway with a successful DC 20 Wisdom (Perception) check. It is concealed to appear as part of the stone wall, but the moss around its base has been disturbed. This tiny closet contains six sets of cult regalia, including red robes and gold-painted tin masks. They were made to fit humans of average height and build.

RIGHT HAND OF NESSUS

The sect of the cult of Asmodeus that attacked Renaer Neverember resides within the secret tunnels of the God Catcher for just over one month. Their base, the hollowed-out right hand of the God Catcher, is named after the sect itself: the Right Hand of Nessus.

RIGHT HAND GENERAL FEATURES

This dungeon has the following features:

Ceilings. The ceilings of the hand are only 6 feet tall, causing even average-height humans to stoop slightly in caution.

Doors. Unless otherwise noted, doors are made of wood and emblazoned with the cult's symbol. They were made within the past month.



Light. The interior of the hand is dimly lit by flickering candles placed in wall alcoves.

Murals. The walls are covered in occult symbols. Each member of the cult has placed their own bloody handprint upon the stone, creating a grisly mural of devotion to Asmodeus.

LORELOTH'S RISE

This Asmodean sect is led by Loreloth, a drow warlock who once served under the famous drow Jarlaxle Baenre as a Bregan D'aerthe mercenary. However, Loreloth betrayed Jarlaxle not long after he moored his three ships in Deepwater Harbor. Power-hungry Loreloth attempted a mutiny, but his avarice blinded him to the simple fact that he was no match for Jarlaxle. Instead of claiming the Bregan D'aerthe for his own Loreloth found he was barely able to escape with his life.

Lost in an unfamiliar and hostile land, Loreloth hid on the streets of Waterdeep for a tenday, evading Bregan D'aerthe pursuers and Waterdeep's City Watch alike. He was eventually apprehended in the Sea Ward by the private guard of Lord Victorio and Lady Ammalia Cassalanter, a pair of Waterdhavian nobles. Loreloth quickly learned that not only did the Cassalanter worship the archdevil Asmodeus but that the drow was to be sacrificed to the King of the Nine Hells.

And yet, this capture proved auspicious for Loreloth. The drow was originally to be sacrificed to Asmodeus by the Cassalanter's cult, but the silver-tongued drow managed to convince the cultists to welcome him into their ranks. He quickly rose in prominence within the cult and became leader of the sect known as the Hand of Nessus after a few surreptitious bribes and assassinations.

H1. WRIST OF THE DAMNED

The tunnel ends in a heavy stone door emblazoned with the symbol of the cult: a hand with outstretched fingers with the infernal numeral "9" contained within the palm. It is unlocked but requires a successful DC 10 Strength check to open. Failing this check by 5 or more causes the door to scrape loudly, causing creatures in area H1 to stand up and look to the entrance.

- **H1a. Gaze of Asmodeus.** A statue of Asmodeus, complete with horns, goatee, bat-like wings, and two garnet eyes (worth 25 gp each) glowers at all who enter. Two **cultists** and two **acolytes** of Asmodeus chant an Infernal prayer.
- **H1b. Lavatory.** This room contains a small chamber pot. One unfortunate **cultist** carries it downstairs to empty it. During the first round of combat he hurls its contents at intruders. It has a range of 10 feet and a 5-foot-radius splash area. A creature within this area must make a successful DC 11 Constitution saving throw or be poisoned for 1d4 rounds.
- **H1c. Lower Ascent.** This chamber contains a wooden ladder that leads up to area H2a.

H2. PALM OF DOMINATION

The air here is thick with pale pink smoke. Creatures who have not placed a bloody handprint upon the wall take 1 poison damage when they first enter the smoke and again at the end of every minute they spend within it. A creature can make the print with their own blood or any other creature's, as long as it is their hand. The cultists are immune but know the secret and reveal it if interrogated with a successful DC 15 Charisma (Intimidation) check.

- **H2a. Central Ascent.** This ladder continues up to area H3a and down to area H1a.
- **H2b. Bunks.** One **cultist** is in the middle of putting his robes and mask on when the characters ascend to this level. He has disadvantage on attack rolls and ability checks during the first round of combat.
- **H2c. Common Room.** Three human **cultists** are in the common area. Two are playing a game of dragonchess while another pens a longing letter to her husband, who does not know she's in a cult.
- **H2d. Imp Training Room.** The door to this room bears a sign that says, "Imp Trainers Only." Two **imps** buzz around inside this room and attack all creatures on sight except for the two acolytes from area H1a.
- **H2e. Orb of Nessus.** A ball of onyx crystal rests atop a cushioned pedestal in this room. If a character touches it with their bare skin, a sonorous voice echoes in their mind, "There is power within your soul. I have been waiting for one with true potential. Will you enter into a pact? My power... for your service?"

A DEAL WITH THE DEVIL

A character who touches the Orb of Nessus in area H2e and chooses to make a pact may gain a warlock level when they next level up even if they do not meet the multiclassing requirements. They must choose Asmodeus, the Fiend, as their Otherworldly Patron. The implications of this pact are up to the DM.

If the character chooses not to gain a warlock level when they next level up, the sonorous voice speaks to them once more. He clucks his tongue in disappointment and then ominously says, "So be it. You could have saved them with my power."

A character who wishes to gain this benefit again can touch the orb again. That character takes 1d10 psychic damage when they touch the orb a second or greater time but again hears the voice of Asmodeus.

H3. KNUCKLES OF THE DESTROYER

None but Loreloth, the leader of this sect, are allowed in the upper level of the Right Hand of Nessus.

Fel'rekt Lafeen infiltrated the cult just a few hours before the characters arrived, intending to capture Loreloth and—depending on the characters' previous actions—free Renaer Neverember. Loreloth, saw through his disguise, and the combined might of the cult quickly subdued him. Fel'rekt is imprisoned in area H3d.

- **H3a. Upper Ascent.** This ladder terminates here and descends to area H2a.
- **H3b. Thumb of Conquest.** A door leads out into open air, and onto the crux of the statue's thumb. Below is a dizzying, 100-foot drop to the city street, and across the thumb is Loreloth's sleeping chamber. One of Loreloth's **spined devils** roosts atop the thumb; the other is on a mission elsewhere. Loreloth's chamber contains a gold, ruby-studded symbol of Asmodeus worth 250 gp.
- **H3c. Hall of Relaxation.** This is Loreloth's personal lounge. He stole more than a few pieces of furniture from the inn below and positioned them luxuriously up here. Loreloth is a drow **cult fanatic** and spends most of his time here. If cornered here, he conceals his abject terror by congratulating the characters on reaching his sanctum and praises their ambition and initiative. He asks if, now that they've annihilated his former cultists,

they would wish to join him as agents of Asmodeus. He promises immense personal wealth and power in exchange for their loyalty. If Loreloth is killed, he chokes out an ominous final warning, “The King of Hell has more servants than I. Their revenge will be swift.”

- **H3d. Holding Cell.** Fel’rekt Lafeen is gagged and bound to a chair by elven rope. Renaer Neverember is here too unless the characters prevented his capture earlier. Fel’rekt Lafeen, a **drow gunslinger** (see appendix B of *Waterdeep: Dragon Heist*), has been disarmed of his shortsword and pistol, which sit in the corner of the room.

H4. INSULTING DIGIT OF THE NINTH HELL

A secret door in area H3c, found only by making a successful DC 20 Wisdom (Perception) check, leads into a passage within the middle finger of the Right Hand of Nessus. An iron ladder leads up into the fingertip, which contains all of the cult’s wealth: a hoard of 18 gold trade bars, and a smattering of 204 sp. Each trade bar weighs 1 pound and is worth 50 gp.

CULT DEVELOPMENTS

If Loreloth was killed, the rest of the cult learns of his death by sunrise. They are cultists of an archdevil who prizes ambition over all else and immediately begin squabbling over who is next in line to lead the cult. This squabble tears the cult apart, and the entire sect dissolves and abandons their headquarters within 1d10 days.



FREED THE PRISONERS

If the characters freed Renaer, he bows deeply, retaining his noble etiquette, despite his scabbed-over wounds and tear-reddened eyes. He urges them to return to his manse with all haste. Once there he pours himself a strong drink then offers one to his rescuers as well. He offers them a guest room to stay for the night.

If the characters freed Fel’rekt Lafeen, the drow stands and looks directly into the eyes of the character who unbound him and thanks them sincerely and tenderly. Fel’rekt is loyal to a fault, and he instantly forms a bond with his savior. He then picks up his weaponry and makes to depart. As he leaves he says, “I cannot stay, but I wish to thank you properly. Meet me in the Yawning Portal tavern at highsun tomorrow. Please.”

A MEETING WITH J.B. NEVERCOTT

If the characters saved Fel’rekt, the young drow asks his commander, **Jarlaxle Baenre** (see appendix B of *Waterdeep: Dragon Heist*), to assess the character of his saviors in person. Jarlaxle is fond of Fel’rekt, and grants him this indulgence. Using his *hat of disguise* Jarlaxle dons the guise of J.B. Nevercott, a half-elf haberdasher wearing a tremendously ostentatious feathered cap. Jarlaxle is a consummate actor who never lets down his guard. Even if the characters discern his true identity, he never admits to being anything other than what he pretends to be.

Fel’rekt accompanies him but speaks little during this meeting with the characters except to shyly greet the person who rescued him.

Jarlaxle is the picture of propriety and grace in this meeting, thanking the characters profusely for saving his “errand boy” Fel’rekt’s life. In truth Jarlaxle is using this meeting to suss out the characters’ motivations and how best to manipulate them in his quest to acquire the *Stone of Golorr*, find the cache of dragons, and buy his way into the Lords’ Alliance. Jarlaxle’s motivation is described more completely in chapter 7 of *Waterdeep: Dragon Heist*.

If any of the characters ask about why Fel’rekt, a drow, is in Waterdeep, Jarlaxle glibly lies that he, “J.B. Nevercott,” is a spy for the Bregan D’aerthe and is shielding Fel’rekt from harm. Jarlaxle has a +14 bonus to Charisma (Deception) checks.

At the end of this meeting Jarlaxle places a wax-sealed envelope with a skull-shaped seal on the table. “As thanks for saving my boy,” he says and departs. This envelope contains the deed to Trollskull Manor, an abandoned tavern in Trollskull Alley, a North Ward neighborhood.

GHOSTING JARLAXLE BAENRE

If the characters choose not to meet Jarlaxle, he and Fel’rekt sit around at the Yawning Portal for an hour before leaving. That night Jarlaxle, in disguise as “J.B. Nevercott,” arrives at Renaer Neverember’s door alone. He introduces himself and asks tremendous politeness if he could have tea “with the adventurers who saved his errand boy, Fel’rekt Lafeen.”

Jarlaxle approaches the conversation largely the same as if it had happened in the Yawning Portal, but his pride is wounded by the characters failing to meet him that afternoon.

If the characters flatly refuse to see “J.B. Nevercott,” he scowls and departs with a sour opinion of these mule-headed adventurers. He decides that they are challenging pawns to manipulate in this game. Perhaps it would be easier if they were simply removed from board.

THE DEED TO TROLLSKULL MANOR

If the characters accept their reward, Jarlaxle arranges a meeting with a half-elf magistrate named Kalvan Jilgrauth but does not attend the meeting himself. The brief session takes place at a courthouse in the Castle Ward at highsun the next day. Magistrate Jilgrauth witnesses the transfer of the deed, rendering the new ownership official with professional alacrity. He also collects an estate transfer tax of 25 gp, which is normally paid by the new owners. If the characters can’t afford this fee or don’t want to pay it and they have befriended Renaer Neverember, he covers this expense.

ALTERNATE PATHS

This adventure assumes that the characters defeated Loreloth and saved Fel’rekt and Renaer, indebteding them to both Renaer and to the Bregan D’aerthe. It is possible that the characters choose to join the cult and leave the prisoners to rot—or to refuse either faction’s aid and forge their own path in Waterdeep.

If they accepted Loreloth’s offer, he grants them lodging in the Right Hand of Nessus, and the God Catcher Inn. You can use NPCs from Trollskull Alley (chapter 2 of *Waterdeep: Dragon Heist*) to populate the area around the God Catcher.

If the characters insult Fel’rekt or otherwise refuse his kindness, they do not receive a visit from Jarlaxle, and they do not receive the deed to Trollskull Manor. In this case Renaer offers to pay for their lodging at the Yawning Portal for a full season.

FRIENDS IN HIGH PLACES

Jarlaxle is no friend to the characters—unless they join the Bregan D’aerthe and serve him—but he is willing to aid them if they are advancing his agenda, unwittingly or not. Fel’rekt has learned much about the city of Waterdeep in his short time here, and Jarlaxle tasks Fel’rekt and his companion Krebbyg Masq’il’yr with watching over the characters, showing them important locations within the city, perhaps by sharing information wound within chapter 9, “Volo’s Waterdeep Enchiridion,” of *Waterdeep: Dragon Heist* and perhaps even offering drow characters membership in the Bregan D’aerthe.

Although Renaer is estranged from his rich and powerful father, he still has friends in high places, including Harpers who can come to the characters’ rescue if they need it. If the characters are looking for an audience with influential persons in Waterdeep, Renaer can set up meetings with **Mirt**, **Remallia Haventree** (see appendix B of *Waterdeep: Dragon Heist* for both), or just about any other Waterdavian noble.

CONTINUING THIS STORYLINE

In this chapter the characters may have either undermined or joined an occult sect and either saved a lieutenant of the Bregan D’aerthe or left him to die. Both the Cassalanter and Jarlaxle react to these happenings, setting new events in motion that draw them deeper into the story of *Waterdeep: Dragon Heist*.

Even if the characters do not see these actions happening, you should know that they are going on, just in case they decide to investigate the cult of Asmodeus or the Bregan D’aerthe during chapter 2, “Trollskull Alley,” of the adventure.

BREGAN D’AERTHE

After meeting the characters as “J.B. Nevercott” Jarlaxle begins searching for the *Stone of Golorr* in earnest. He thought that Renaer Neverember had it, just like the Cassalanter did, but was planning on wheedling him out of it after saving his life. This search comes to a head in the next section of the adventure, when an ex-Bregan D’aerthe mage pursues the rock gnome Dalakhar, the stone’s true owner.

CULT OF ASMDEUS

If the Hand of Nessus was destroyed, the Cassalanter learn of its dissolution after 1d10 days, and they immediately send their **doppelganger** butler, Willifort Crowelle (see chapter 7 of *Waterdeep: Dragon Heist*) to investigate the scene, hunt down and interrogate any survivors, and draft a plan of action.

A further 1d10 days later, Crowelle learns the characters were responsible for the cult’s destruction. Victorio Cassalanter sends two **imps** in the guise of crows to spy upon them day and night. He is eager to put the characters in his debt—literally, by offering them an outrageous loan to cover the costs of opening a tavern with spectacularly low interest rates—to subtly wind a noose around these meddling adventurers’ necks, just in case.

If the characters joined the Hand of Nessus, the Cassalanter do not take interest unless they interfere in their search for the *Stone of Golorr*.

LEVEL ADVANCEMENT

If you’re using milestone level advancement instead of tracking experience points, the characters advance from 1st level to 2nd level after they complete this chapter.





CHAPTER 2: NEW FIREBALL



THIS CHAPTER PRESENTS CHANGES YOU can make to chapter 3, “Fireball,” of *Waterdeep: Dragon Heist* to provide a new cause behind the explosion in Trollskull Alley and a new way to begin the search for the *Stone of Golorr*.

Malcal Relet, a power-hungry drow mage who once worked with Bregt D’aerthe, is responsible for the fireball and stealing the *Stone of Golorr*. He attempted to kill Jarlaxle and seize control of the mercenary band but failed. Malcal barely escaped the Sea Maiden’s Faire with his life and is constantly looking over his shoulder for Jarlaxle’s forces. He knows about the *Stone of Golorr* and steals it to buy protection for himself.

WHAT STAYS AND WHAT CHANGES

Some of the story elements from chapter 3 of *Waterdeep: Dragon Heist* remain consistent while others are removed and replaced if you are using this supplement.

WHAT STAYS THE SAME

The following details of chapter 3, “Fireball,” of *Waterdeep: Dragon Heist* remain the same:

- An explosion still rocks Trollskull Alley and the victims are the same eleven people listed.
- After the blast the City Watch, Barnibus, and Saeth still arrive and investigate the crime scene.
- The “Speaking with the Victims” section of the chapter remains the same.
- Renaer Neverember can still visit the characters to tell them about the *Stone of Golorr*.

WHAT CHANGES

The following details of chapter 3, “Fireball,” of *Waterdeep: Dragon Heist* are changed:

- House Gralhund is not involved in the plot at all, nor is Lady Gralhund’s nimblewright. Do not use the “House Gralhund,” “Nim’s Secret,” “Gralhund Villa,” “Aftermath,” or “Loose Ends” sections of the chapter.
- The “What’s Happening Here?” “After the Blast,” and “What Renaer Knows” sections of the chapter have details changed as noted in the specific story descriptions since House Gralhund is no longer involved in the plot.

THE ELEMENTAL

After the fireball tears through the alley, Malcal grabs the stone from Dalakhar’s corpse then covers his escape by breaking an *elemental gem* and conjuring a **fire elemental** to cause havoc while he escapes. The elemental has orders to attack any creature it notices in the alley and fight to the death. If the characters kill the elemental, the various witness of the crime come out of their hiding places to thank them and mourn the dead.

INVESTIGATION

During their investigation, the characters should learn that a drow mage cast the *fireball* spell, why the attack was committed (to steal the *Stone of Golorr*), and where the stone was taken (to an abandoned building in the Southern Ward).

EYEWITNESSES

The characters can interview the eyewitnesses listed in chapter 3, “Fireball,” but they get different responses.

FALA LEFALIIR

Fala tells the characters, “I was watering plants in the greenhouse on the second floor of my shop when the blast blew out some of the windows. Lucky I wasn’t injured! Through the smoke, I saw a cloaked figure take something from the body of a dead gnome then break a gem to summon that creature of fire! The figure ran off to the south as the creature started causing havoc.”

JEZRYNNE HORNRAVEN

Jezrynn tells the characters, “The mage who made that fire was a dark elf. I saw his face!” If the characters ask around, a successful DC 15 Charisma (Investigation) check learns drow are rumored to be spotted more frequently in the Dock Ward of late, specifically around a boat called the *Heartbreaker*.

MARTEM TREC

Martem tells the characters, “The figure who cast the explosion broke a gem, which summoned the fire monster. I just saw that gem in the Old Xoblob Shop yesterday in the Dock Ward!” Martem is a collector of trinkets so he frequents the curious shop and can tell the characters where it is.

HEARTBREAKER

If the characters talk to Jezrynn Hornraven (see “Eyewitnesses”) they can poke around the *Heartbreaker* for clues (see chapter 7, “Maestro’s Fall,” of *Waterdeep: Dragon Heist*). If the characters ask the ship’s crew about drow, they are initially turned away, though insistent characters get the sailors to contact Jarlaxle as described in “Dock Ward Distraction” in chapter 3 of *Waterdeep: Dragon Heist*.

TALKING WITH ZARDOZ ZORD

The characters can chat with Zardoz Zord (**Jarlaxle Baenre** in appendix B of *Waterdeep: Dragon Heist* in disguise) about the rumored drow sightings in the area, and the captain responds, saying:

“I do hire some drow to work at the carnival, just as I hire anyone with a good work ethic. One drow, Malcal Relet, sadly didn’t have the stomach for the work. He was angry and tried to steal money from the Sea Maiden’s Faire so I had to let him go. Rumor is he has a safe house somewhere in the Southern Ward.”

Jarlaxle wants to find Malcal to make him pay for his insolence. The captain knows the mage is somewhere in the Southern Ward, but hasn’t pinpointed Malcal’s address yet. Jarlaxle hopes the characters can lead Bregan D’aerthe to the mage. After meeting with the characters, Jarlaxle orders Soluun Xibrindas (see appendix B of *Waterdeep: Dragon Heist*) to shadow the characters.

OLD XOBLOB SHOP

If the characters talk to Martem Trec (see “Eyewitnesses”), their search could lead them to the Old Xoblob Shop in the Dock Ward. A description of Xoblob

(a male **deep gnome**) and his shop are found in chapter 1, “A Friend in Need,” of *Waterdeep: Dragon Heist*. If the characters ask Xoblob about a drow coming in to buy a magic gem, Xoblob becomes angry, saying:

“That gem was magic? Curses! I new I should have charged more... or kept it for myself. That drow needs to pay for ripping me off. I’ll send you, my minions, to do it. The feeble elf told me he was staying in the Southern Ward. You should be able to find him there. His name is Malcal.”

After the characters talk to Xoblob, the Xanathar sends a **gazer** (see appendix B of *Waterdeep: Dragon Heist*) to shadow their movements. The beholder wants to keep tabs the characters since they are on the trail of the *Stone of Golorr*. If this **gazer** is killed, Xanathar doesn’t send another one to replace it.

RENAER’S THOUGHTS

As described in chapter 3 of *Waterdeep: Dragon Heist*, Renaer can inform the characters about the *Stone of Golorr* and Dalakhar. If the characters ask him about Malcal Relet, he knows nothing but offers to ask the Harpers what they might know. The Harpers inform Renaer that a drow has been spotted in the Southern Ward, but they know nothing more.

SOUTHERN WARD

Once the characters learn that Malcal is staying in the Southern Ward, they can try to investigate to pinpoint his exact location.

- A character who spends 1 day asking around the Southern Ward learns that a drow has been seen entering a rundown house on Ilisar’s Alley with a successful DC 15 Charisma (Persuasion) check or by spending 15 gp in bribes and gifts.
- A character who spends 1 day systematically searching the streets of the Southern Ward has a 10 percent chance of noticing Malcal entering a rundown house on Ilisar’s Alley.
- Characters can use their background features or connections to organizations to get help searching the Southern Ward for Malcal. These characters learn after 1d10 days that Malcal is hiding in a rundown house on Ilisar’s Alley.

MALCAL’S SAFE HOUSE

Malcal Relet was hiding the *Stone of Golorr* in a rundown house on Ilisar’s Alley in the Southern Ward. The mage wants to give the stone to the adventure’s main villain as a way to protect himself against Bregan D’aerthe (or as a way to get himself back in the organization’s good graces if the villain is Jarlaxle, who accepts the offer for the stone then send agents to kill Malcal anyway).

SHOULD THEY OR SHOULDN’T THEY

The characters must proceed carefully, since they have only testimonies and no hard evidence that directly implicates Malcal Relet in the attack in Trollskull Alley. Their two basic choices are to share what they know with the City Watch or to visit Malcal’s safe house themselves.

LET THE WATCH HANDLE IT

If the characters tell the Watch what they know, the characters receive a visit from **Barnibus Blastwind** and **Saeth Cromley** (see appendix B of *Waterdeep: Dragon Heist*), who have no reason to suspect the characters are lying. Their own investigation corroborates much of what the characters said. Barnibus concludes the meeting by saying, rather brusquely, “Thank you for the information.” Cromley adds, “Rest assured, we’ll have this case resolved in no time.”

When the Watch arrives at the abandoned building, Bregan D’aerthe has already killed Malcal, leaving his corpse behind. The Watch doesn’t put much effort into finding the mage’s murderer (since Malcal himself killed eleven people), but Barnibus does deliver the news to the characters (who can pick up the trail of the stone with the help of friendly factions like the Harpers).

INVESTIGATE THE HOUSE

If the characters choose to investigate the safe house, they arrive just after Malcal sends the *Stone of Golorr* off to a hiding place and a Bregan D’aerthe assassination squad comes to kill the mage.

If the characters save Malcal’s life or reduce him to 20 or fewer hit points, the drow reveals the truth about the stone with a successful DC 15 Charisma (Intimidation or Persuasion) check. Malcal gave the stone to his bat familiar to store in a location to be retrieved by the forces of the main villain. Malcal gives the characters a map to the stone’s location (which is the same map carried by the nimblewright in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*).

SAFE HOUSE FEATURES

The safe house has the following features:

- The safe house is a single-story structure. Rooms are 10 feet high, with 8-foot-high doorways connecting them.
 - Climbing the outside walls of the house without equipment requires a successful DC 12 Strength (Athletics) check.



- Unless specified otherwise, the walls and doors of the house are made of wood. Doors have AC 15, 27 hit points, and immunity to poison and psychic damage.
- There are no light sources in the house.

AREAS OF THE SAFE HOUSE

The following areas correspond to the map in appendix B.

S1. PATIO

The stone patio of is covered in dirt and dust. A character who makes a successful DC 8 Wisdom (Survival) check finds slender elf boot prints less than a day old in the dust.

S2. DINING ROOM

This old dining room has the remains of broken chairs and a broken table on the floor. Several scorched and frozen drow corpses are on the ground in this room (recently killed by Malcal’s spells).

Glyph of Warding. Malcal placed a *glyph of warding* spell (spell save DC 15) on the center of the floor in this room, which activates the explosive runes effect (thunder damage) if a creature other than him touches it. The Bregan D’aerthe drow managed to avoid the glyph when they entered the house.

Creatures in this room can hear the commotion in the bedroom (area S4).

S3. KITCHEN

This old kitchen has empty cabinets on the walls and a staircase, which leads down to a closed pantry.

Pantry. The pantry holds Malcal’s valuables as well as Bano, his pet **giant wolf spider** that attacks any creature that opens the door that is not Malcal.

Treasure. The pantry shelves hold a *potion of poison* and a pouch containing 23 gp, 42 ep, 11 sp, and 78 cp.

S4. BEDROOM

The bedroom’s furniture is ruined, though Malcal’s bedroll is on the floor. Eight Bregan D’aerthe **drow** in this room are trying to force the door to the office (area S5) open. If the drow notice the characters, the dark elves warn the characters to leave. If the characters refuse, the drow attack, fighting until three remain then fleeing.

The drow must be magically compelled to reveal any details of their mission.

Door to the Office. The door to area S5 is barricaded from the opposite side and requires a successful DC 15 Strength check to open.

Malcal’s Spellbook. Malcal’s spellbook is in his bedroll and contains all the spells he has prepared plus the following spells: *blur*, *charm person*, *control water*, *detect magic*, *dimension door*, *dominate person*, *feather fall*, *fireball*, *glyph of warding*, and *melf’s acid arrow*.

S5. OFFICE

The office has a desk and shelves Malcal has used to barricade the door (see “Door to the Office” in area S4). If the characters attack Malcal, he fights back, fleeing at the first opportunity. If they do not harm him, he acts as described in “Investigate the House.”

Malcal is a **drow mage**. When the characters find him, he has used all of his 4th-and-5th-level spell slots.

AFTERMATH

If the characters investigated the house, proceed to chapter 4, “Dragon Season,” starting with the first encounter in the main villain’s encounter chain.



CHAPTER 3: NEW VAULT

THIS IS A NEW VAULT OF DRAGONS MEANT to replace the one found in chapter 4, “Dragon Season,” in *Waterdeep: Dragon Heist*. It is meant to be used by groups that play through the adventure more than once and provides fresh challenges.

VAULT FEATURES

All areas of the vault have the following features:

- Any spell that tries to contact a creature in the vault fails, as does any spell that attempts to scry on the vault interior or any creatures within. Teleporting into the vault from outside is impossible.
- Ceilings in the vault are 20 feet high.
- Walls are made of mortared stone and require a successful DC 15 Strength (Athletics) check to climb without equipment. Doors are solid stone slabs with stone handles and hinges.
- Except in area S9, there are no light sources.

AREAS OF THE VAULT

The following locations are keyed on the map in appendix B.

S1. VAULT DOOR

This vault door is as described in area V1 of chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*. If this is your second or greater time playing *Dragon Heist*, the

keys needed to open the door should be three completely different keys than others your group used to previously open the vault.

S2. DECORATED STAIR

These stairs go down from the entrance of the vault (area S1) to the entrance of the crypt (area S5). The walls are decorated with carvings of dwarf artisans crafting grand weapons and armor.

SLAB DOOR

The door to the crypt (area S5) appears to be a stone slab without handles or hinges. A carving in Dwarvish on this side of the door reads, “Only a true dwarven craft can open.” A *detect magic* spell reveals the door radiates an aura of abjuration magic.

The door does not open from this side, however it opens just like a normal door from the crypt (area S5). The door cannot be harmed, except by a magic weapon crafted by dwarves, such as a *dwarven thrower* or the +1 *warhammer* hidden in the chamber of dance (see “Treasure” in area S3).

S3. CHAMBER OF DANCE

This small chamber has the following features:

- A harpsichord in the center of the room begins playing a jaunty tune as soon as the door is opened.
- A mosaic depicts several ornate axes and one magnificent warhammer lined in a neat row along the wall 5 feet above the floor.

HARPSICHORD

A *detect magic* spell reveals the harpsichord radiates an aura of enchantment magic. Any creature that is not a dwarf within 60 feet of the harpsichord that can hear its music must make a DC 15 Wisdom saving throw at the start of its turn. A creature that fails falls prone and must use its action to engage in a violent dance, throwing itself against the floor repeatedly, dealing 11 (2d10) bludgeoning damage to itself. The creature cannot move from the space it occupies under its own power and is under this effect until it can no longer hear the harpsichord. On a successful save the creature is immune to the effects of the harpsichord for 24 hours.

The harpsichord is made of a magically treated wood. It has AC 17, 50 hit points, and immunity to poison and psychic damage. If the door to this chamber is closed while the harpsichord is playing and remains closed for 10 minutes, the harpsichord stops playing.

MOSAIC

A character who examines the mosaic knows the area behind the warhammer picture is hollow with a successful DC 15 Intelligence (Investigation) check. The tiles can easily be broken with a weapon or tool to reveal the weapon inside (see “Treasure”).

TREASURE

A +1 *warhammer* carved with Dwarvish runes is hidden inside the walls (see “Mosaic”).

S4. SHRINE TO MORADIN

This small chamber has the following features:

- A 3-foot-tall marble altar carved with the hammer and anvil symbol of Moradin stands in the center of the room.
- An enormous tapestry covers the entire north wall and depicts Moradin working at his forge to craft the first dwarves out of metal and gemstones. (This tapestry hides a door.)

ALTAR

A *detect magic* spell reveals the altar radiates an aura of necromancy magic. Any creature that can see the altar that is not a dwarf must succeed on a DC 13 Wisdom saving throw or become blinded and deafened for 8 hours or until the altar is destroyed. Creatures that succeed are immune to the altar's effects for 24 hours.

A creature that succeeds on a DC 15 Intelligence (Religion) check understands the nature of the altar. The altar is made of a magically treated stone. It has AC 19, 80 hit points, and immunity to poison and psychic damage.

HIDDEN DOOR

If the tapestry is moved, the door behind it, which leads to area S6, is revealed.

S5. CRYPTS

This large chamber has rounded ceilings and arches between its stone columns.

GRAVES

Six 5-foot-diameter, 500-pound bronze domes sit on the floor, each covering a 20-foot-deep vertical shaft. Four stone coffins sit at the bottom of each shaft. A character who succeeds on a DC 12 Strength check can open a coffin and find the bones of a dwarf in rusty armor inside.

Each dome is emblazoned with the symbol of a different dwarf deity. A character recognizes the symbol and deity with a successful DC 14 Intelligence (Religion) check. Dwarves have advantage on this check.

- **Grave A.** This grave's dome is decorated with the jeweled dagger of Abbathor, god of greed. Each of the dwarf bodies interred in this grave holds a large red gem. A *detect magic* spell reveals the gems radiate auras of evocation magic. If a gem is disturbed, it immediately explodes in a 10-foot-radius sphere. Creatures in the area must make a DC 13 Dexterity saving throw, taking 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.
- **Grave B.** This grave's dome is decorated with the fiery axe of Tharmekkhûl, god of fire and forges. When the dome is removed, fire explodes out of the grave. Each creature within 20 feet of the uncovered opening must make a DC 13 Dexterity saving throw, taking 16 (3d10) fire damage on a failed save, or half as much damage on a successful one.
- **Grave C.** This grave's dome is decorated with the crossed axes of Clangeddin Silverbeard, god of war and strategy. When the dome is removed, four specters that look like dwarf warriors emerge from the grave and attack any other creatures they notice, fighting to the death.
- **Grave D.** This grave's dome is decorated with the beer stein of Hanseath, god of festivity and brewing. When the dome is removed, the scent of alcohol fills this chamber, and each creature in area S5 must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour.
- **Grave E.** This grave's dome is decorated with the silver ewer of Valkauna, goddess of birth and death. If a creature opens one of the coffins in this grave, that creature must succeed on a DC 13 Constitution saving throw or immediately age 1d6 years.
- **Grave F.** This grave's dome is decorated with the mountain gemstone of Dumathoin, god of buried secrets. A secret door at the bottom of this well leads to the main vault (area S9). A successful DC 15 Intelligence (Investigation) check notices the outline of the secret door.

S6. SECRET HALL

Both secret doors in this area are easily noticed from this hall's side of those doors. This hall has the following features:

- Two alcoves at the south end of the room hold gold urns overflowing with gems and gold.
- The walls and ceiling are painted with a fresco that depicts a massive battle between a group of dwarves and a red dragon.

TREASURE

Each of the two urns is worth 125 gp. The first urn holds 800 gp. The second urn holds 86 pearls (worth 10 gp each).

S7. CLUE ALCOVES

Each of these six rooms has a different faded picture of Moradin crafting great works of art painted on the ceiling. When the door to one of the rooms is open, a word appears in blue glowing Dwarvish runes on the wall opposite the door. A *detect magic* spell reveals these runes radiate an aura of illusion magic.

A different word appears in each room. The word that appears depends on the order in which the doors are opened.

- The first room opened has the word “OUR.”
- The second room opened has the word “BURIED.”
- The third room opened has the word “SECRETS.”
- The fourth room opened has the word “REVEAL.”
- The fifth room opened has the word “GOLDEN.”
- The final room opened has the word “LIGHT.”

Put together in order these words form the sentence, “Our buried secrets reveal golden light,” which is a clue as to which grave in the crypts (grave F in area S5) leads to the main vault (area S9).

If all of the doors to the clue alcoves are closed, the runes fade after 10 minutes and the magic resets.

S8. FALSE TREASURE ROOM

This large room has the following features:

- An enormous mound of gold and gems sits in the center of the room.
- A secret door is carved in the west wall.

TREASURE PILE

A *detect magic* spell reveals the mound of treasure radiates an aura of transmutation magic. When a creature touches the treasure, it turns into green acid that immediately sloshes all over the floor of the room. Each creature in area S8 must make a DC 13 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save or half as much on a successful one. After the treasure pile turns to acid, a new one reappears in the room 10 minutes later.

SECRET DOOR

A successful DC 15 Intelligence (Investigation) check notices the outline of the secret door, which leads to area S6.

S9. MAIN VAULT

This room is brightly lit by the *continual flame* spell cast on torches in wall sconces and has the following features:

- An aged dwarf mutters to himself in one corner of the room, clutching a staff carved and painted to resemble a pair of entwined dragons — one red, one gold.
- An ancient ward in the vault causes dragons to go mad when they enter the area.
- Deep alcoves line the walls, and piled in one of them is a vast golden trove.

ANCIENT WARD

The dwarves that constructed the vault feared greedy dragons coming to steal their valuables, so the dwarves enchanted this room with a powerful ward. A *detect magic* spell reveals the walls, ceiling, and floor of this chamber radiate an aura of enchantment magic.

When a dragon enters this chamber it must succeed on a DC 20 Wisdom saving throw or see all creatures that are not dwarves as enemies. The dragon cannot use Legendary Resistance to succeed on this saving throw. The dragon also becomes totally indifferent toward dwarves, unless a dwarf harms it, then the dragon becomes hostile toward that dwarf. A dragon under this effect can repeat its saving throw whenever it takes damage. The *dispel magic*, *protection from evil and good*,

remove curse spells, or similar magic breaks the ward's hold on a dragon for 1 hour. If an affected dragon moves 1 mile away from the Vault of Dragons, the effects of the ward end immediately.

AURINAX

The dwarf is actually Aurinax, an **adult gold dragon** (see appendix B of *Waterdeep: Dragon Heist*), and his staff is the *dragonstaff of Ahghairon* (see appendix A of *Waterdeep: Dragon Heist*). Aurinax is affected by the ward (see “Ancient Ward”), and currently sees all creatures that are not dwarves as his enemies. When Aurinax notices the characters, he transforms into his dragon form and attacks any characters that are not dwarves (though he does not hesitate to attack dwarves who harm him first). Aurinax pays no attention to dwarf characters and allows them to come and go freely from the chamber, taking as much gold as they like, though he attacks anyone who tries to take his staff.

Damaging Aurinax allows him to make a saving throw against the ward's effects while casting the *dispel magic*, *protection from evil and good*, or *remove curse* spell breaks the ward's hold on the dragon for 1 hour.

If freed from the effects of the ward, the grateful dragon thanks the characters. He tells them they can take the gold as a reward for saving him. The dragon is fine breaking his word to Dagult Neverember, since the former Open Lord left Aurinax in the chamber to go mad. Aurinax desires to leave the chamber as soon as possible as to not fall victim to the ward's effects again, so he doesn't stick around. If the characters mention using the gold for some nefarious purpose or giving it to an infamously evil person (like Manshoon) or organization (like the Xanathar Guild), Aurinax reconsiders leaving the vault right away and attacks.

TREASURE

The treasure in this area is the same as described in area V9 of the Vault of Dragons in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*.

LEAVING THE VAULT

When the characters leave the vault, they face the forces of their chosen main villain as described in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*.





CHAPTER 4: ABOVE GROUND VAULT



YOU CAN USE THIS ABOVE-GROUND VAULT WHEN you run *Waterdeep: Dragon Heist* to give the characters a challenge that feels more like a classic heist than a dungeon delve.

ADAPTING FIREBALL

If you plan to use this vault, make the following adjustments to chapter 3, “Fireball,” of *Waterdeep: Dragon Heist*. After Dalakhar is assassinated, the characters discover a charred scroll case on his body. Inside, they find a letter to Lord Neverember that explains the existence of the Vault of Dragons and the powers of the *Stone of Golorr*.

Dalakhar’s letter is addressed to Lord Dagult Neverember. Any character local to Waterdeep recognizes Dagult as the prior Open Lord of Waterdeep, who was ousted by a council vote while working overland in Neverwinter. Any character who succeeds on a DC 10 Intelligence (History) check recalls that Lord Neverember is reputed to have embezzled a fortune in gold from the city’s funds. When the crew finds the letter, give them the “Dalakhar’s Letter” handout from appendix C.

ADAPTING DRAGON SEASON

Play through the encounter chain in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist* with the following important alterations:

- The Vault of Dragons is always in the same location. No matter which season you use, skip the final stage of the encounter chain.
- The information provided by the *Stone of Golorr* is different (see the “Attuning to the Stone” sidebar) and leads the characters to residents of the city who work inside the Vault of Dragons.
- Replace the Vault of Dragons with the one in this section of this supplement. When the characters leave the vault, they face the henchmen of the main villain (see “Leaving the Vault” in chapter 4, “Dragon Season,” of *Waterdeep: Dragon Heist*).

ATTUNING TO THE STONE

A character who attunes to the *Stone of Golorr* learns the following information:

- The address of the Vault of the Dragons and the nature of the spell of forgetfulness surrounding it (see “The Spell of Forgetfulness”). The bank is in the Sea Ward on the corner of Grimwald’s Way and the Street of Whispers.
- The names and addresses of three “vault contacts” that work inside the bank. The characters can shake down these operatives to learn valuable info about the bank (see “Vault Contacts”).
- The stone also provides the name of the vault’s gold dragon guardian and the powers of the staff in its possession (see the description of the *dragonstaff of Ahghairon* in appendix A of *Waterdeep: Dragon Heist*).

THE VAULT OF DRAGONS

The Vault of Dragons is a working bank and investment firm that caters exclusively to Lord Neverember's estate. Dagult's trusted factotum, the gold dragon Aurinax (see appendix B of *Waterdeep: Dragon Heist*), carefully manages his master's estate from the building's offices. Six bank staff and six security guards serve under Aurinax.

The bank is only accessible to the public by appointment. Bank staffers work during daylight hours with the security guards working in shifts throughout the day and night so that four of them are present at any time.

THE SPELL OF FORGETFULNESS

Except for Aurinax and the creature currently attuned to the *Stone of Golorr*, everyone who sets eyes on the bank is subjected to the effects of its enchantment: a powerful spell of forgetfulness. When such creatures move out of sight of the building, they immediately forget everything about it: its location, importance, layout, and defenses. They actively avoid thinking about the gaps in their memory and are dismissive of others who attempt to query these blanks. If they return to the bank, they regain all memories of it. Outside of the bank only a *remove curse* spell or similar magic can restore their memories.

Creatures subjected to these effects can learn about the bank from other sources, but such knowledge is lost again by leaving the area of the bank. If a character is affected by the spell of forgetfulness, the onus is on the player to roleplay their character's memory loss. Award them inspiration if they play this well!

BRAINWASHED BANK WORKERS

The bank workers are all affected by the spell of forgetfulness. Each morning, carriages collect them from their homes to deliver them to what they presume are their real jobs. Deposited outside the bank, they remember their actual duties. On leaving the premises, they forget everything they've learned and return home thinking they've had a normal day at work elsewhere.

BUSINESS CONTACTS

Aurinax exploits the spell of forgetfulness to gain an edge in his business dealings. Posing as the elderly gold dwarf banker Barok Clanghammer, his standard ruse is to lure potential business partners to the bank for an introductory meeting. While surprised to learn of the bank's existence, most are curious enough to attend. Knowing his clients are sure to forget everything as soon as they leave the premises, Aurinax uses these meetings to strike the most advantageous business deals possible. Once he's sure of a bargain, he arranges a second meeting on neutral ground to strike an accord that remains lodged in his partners' memories.

THE MAGIC COINS

If any creature on the same plane of existence as Aurinax draws a map of the bank or writes down any information about it, Aurinax is magically alerted to the existence of these writings. In response he can animate coins from the treasure vault and send them flying off to hunt the items down! When a coin is animated, the dragon embossed on its surface crawls out of the coin and flies off under Aurinax's command.

An **animated dragon coin** (see appendix A) can always sense the direction of the nearest piece of vault-related writing. Within Waterdeep it takes 1d3 hours to reach its destination. For every 100 miles outside of the city that the writings are located add 4 hours to this total. When the coin locates the writing, it attempts to steal it without being spotted or burn it to cinders with its breath weapon.

If an animated dragon coin doesn't return, Aurinax sends a **swarm of animated dragon coins** (see appendix A) to destroy the writings and murder anybody guarding them. Should this fail, the dragon gets an animated coin to lead him to the target so he can deal with the problem himself.

VAULT CONTACTS

Each day the same twelve city residents are tricked into working in the Vault of Dragons as coin-counters, accountants, serving staff, and security guards. When they leave the premises, they forget all about their day and presume they've just done a normal shift in their "real" jobs.

The adventurers can use the *Stone of Golorr* to track down these workers and interrogate them. However, the only way to pry their memories from them is to question them in sight of the bank, use a *remove curse* spell, or attune them to *Stone of Golorr*.

Any bank worker who fails to arrive for their shift raises the dragon's suspicions and may cause problems for the heist. Aurinax has no loyalty to any of his workers and doesn't hesitate to replace them if they present complications to his duties.

GAINING VAULT CONTACTS

When an adventurer attunes to the *Stone of Golorr*, they learn the names and addresses of three vault contacts. Roll three times of the Vault Contacts table to determine these individuals. All contacts know the following information:

- The Vault of Dragons is a private bank and investment firm owned by one of the masked lords of Waterdeep.
- A dwarf banker named Barok Clanghammer manages the premises. None of the workers are aware of Aurinax's true form.
- Each contact can describe the layout of the security zones to which they are assigned.

VAULT CONTACTS (ROLL THREE TIMES, ONE FOR EACH CONTACT)

d4	1st Contact	2nd Contact	3rd Contact
1	Borivik "Hardhat" Chergoba, Guard	Lutetia Inkbrush, Clerk	Wynn Syndlewise, Coin-Counter
2	Gorgi Ninebellies, Guard	Mouse, Coin-Counter	Sergeant Grim Tallstag, Guard
3	Merryman Studd, Guard	Omber Hardindale, Merchant Baker	Rowan Silverbrook, Guard
4	Nystene Braeles, Guard	Rosy Meadowcup, Cook	Stark Turnskull, Cook's Assistant

In addition, a bank worker who regains their memories of the bank can provide three pieces of unique information about the premises.

Once the contacts have been questioned, the characters can call on the *Stone of Golorr* to acquire the names and addresses of another three vault contacts (to determine who these are, use the next set of names on the table instead of rerolling). If the characters choose, they can repeat the process until all twelve contacts have been identified.

The villains of the adventure are also hunting for the Vault of Dragons. Warn the characters that spending too much time on preparation increases the chances of the villains finding the vault too (see “Rival Agents”).

BORIVIK “HARDHAT” CHERGOBA, GUARD

Bank zones: Public bank, private offices
Borivik (LE male Rameshi human **veteran**) earned the nickname “hardhat” after an ogre struck him on the head so hard that the blow wedged his helmet to his skull. This cruel and cunning sword-for-hire lives in a rundown apartment above a fishmonger’s shop in the Dock Ward. When the adventurers arrive, four gangland scouts are staking out the house, hoping to collect on one of hardhat’s many gambling debts. Borivik can reveal the following information:

- The lanterns throughout the bank are lit by magic and can’t be extinguished.
- The security guards carry keys to most of the doors inside the bank.
- The door into the treasure vault lies inside the counting house.

GORGI NINEBELLIES, GUARD

Bank zones: Public bank, private offices
Gorgi (LN male shield dwarf **veteran**) thinks he works security at “Gravy’s,” a prestigious pie shop in the Castle Ward. When he’s not on duty, Gorgi lodges in a North Ward inn named the Weathered Spoon. As a regular drinker across the ward, he recognizes the adventurers from their tavern at Trollskull Manor. Gorgi can reveal the following information:

- Only Clanghammer and his coin-counters are allowed access to the treasure vault.
- During the day the cook’s half-orc assistant frequently moves through the bank to bring food to the workers.
- At night the only people present are Clanghammer and four security guards.

LUTETIA INKBRUSH, CLERK

Bank zones: Public bank, private offices
Lutetia (N female Chondathan human **commoner**) owns a Sea Ward townhouse that she’s filled to the rafters with an extensive collection of porcelain pugs. She has a supernatural link to her figurines. If any are moved, she gets a flash of worry for her collection. Lutetia can reveal the following information:

- The main entrance to the bank is trapped. Any creature entering the vestibule must speak a password aloud or be incinerated.
- Clanghammer changes the password each day and reveals it to Lutetia during her morning briefing.
- Lutetia keeps a backup key to the main entrance in her desk drawer. This lets her unlock the door from within without using the password.

MERRYMAN STUDD, GUARD

Bank zones: Public bank, private offices
Loudmouthed Merryman (LN male Chondathan human **veteran**) suffers from a secret fear of fire following a calamitous shipwreck in his youth. This craggy bodyguard shares a North Ward apartment with his girlfriend Aggie. Soon after the adventurers arrive, Aggie’s **martial arts adept** ex-husband and two **thug** companions try to kidnap her from the apartment. Merryman can reveal the following information:

- If intruders are detected inside the bank, the guards pull one of the alarm cords to sound magical alarms throughout the premises.
- Aside from the guards, Clanghammer employs a desk clerk, two coin-counters, a cook and her assistant, and a merchant banker.
- Business clients often meet Clanghammer or the merchant banker in the meeting room.
- **If Xanathar’s agent is on site**, Merryman recently heard something thumping about in the sewer tunnels underneath the bank.

MOUSE, COIN-COUNTER

Bank zones: Private offices, vault
Mouse (N male rock gnome **commoner**) suffers from a mental condition that makes him socially awkward yet super numerate. He lives alone in a squalid shack in the Field Ward and travels to work each morning on a dung cart. A local gang of six **bandit** footpads have convinced themselves that Mouse works for the Xanathar Guild and have chosen to tail him in the hope they can break into the gang themselves.

Mouse can reveal the following information:

- The coin counters can only enter the treasure vault if Clanghammer is present.
- The treasure vault is locked behind a big metal gate that only Clanghammer can open.
- Scary metal men guard the interior of the vault.

NYSTENE BRAELAS, GUARD

Bank zones: Public bank, private offices
Nystene (CG female moon elf **veteran**) is a haughty mercenary who lodges in an upmarket hostelry in the Castle Ward. Outside the Vault, she’s convinced that she spends each day working security for Savalas, a visiting elf lord. If Nystene learns that Savalas has long since set sail for Evermeet, she swears bloody vengeance on those who ensorcelled her for so long. Nystene can reveal the following information:

- Sorcery crows are perched inside cages throughout the bank. These magical birds sense the presence of spells.
- Clanghammer uses a speaking tube to communicate with his coin-counters in the counting house.
- Clanghammer doesn’t seem to sleep. There is something unnatural about him.
- **If the Cassalanter’s agent is on site**, a beautiful woman recently seduced Nystene to gain access to the basement. Nystene hasn’t seen her since and suspects her experience may have been a dream.

OMBERT HARDINGDALE, MERCHANT BANKER

Bank zones: Public bank, private offices
Master Hardingdale (N male lightfoot halfling **commoner**) is a merchant banker sworn to the service

of House Lanngolyn who lives alone in an opulent Sea Ward apartment. He's currently taking a sabbatical following a decade of loyal service so after each day of work he convinces himself that his visits to the bank are relaxing trips around the city. Ombert can reveal the following information:

- On Clanghammer's orders Hardingdale arranges meetings with business clients to discuss investments. These clients are often invited to the bank and entertained in the meeting room.
- Hardingdale carries two keys: his desk key and the key to the counting house. When he leaves the premises, he locks the counting house key inside his desk drawer.
- The meeting room has a lingering stench of burned flesh so Hardingdale opens a window each morning to air it out.

ROSY MEADOWCUP, COOK

Bank zones: Public bank, private offices, maintenance area

Cheery Rosy (NG female lightfoot halfling **commoner**) owns a bakery in the Southern Ward. She keeps an enchanted cow in her back yard, and in her spare time she experiments with making magic cookies using its milk. Her most recent batch causes the effects of a Wild Magic Surge when consumed (see the "Sorcerer" in chapter 3, "Classes," in the *Player's Handbook*). Rosy can reveal the following information:

- There is a small goods elevator that ascends from the kitchen to Clanghammer's office on the second floor.
- During the day Rosy's assistant Stark delivers meals to the clerk at the front desk, the banker's office, and the coin-counters in the counting room.
- A small creature such as a halfling or gnome could squeeze through the waste pipes to enter the toilet block from the sewers.

ROWAN SILVERBROOK, GUARD

Bank zones: Public bank, private offices

Following a violent altercation with a werewolf, Rowan (CN female Chondathan human **veteran**) is marked for death by the People of the Black Blood, a league of

lycanthropes. She's extremely wary around strangers and booby-trapped her North Ward apartment with poison dart traps (see "Traps" in chapter 5, "Adventure Environments," of the *Dungeon Master's Guide*). Rowan can reveal the following information:

- As each new guard arrives for their shift, Clanghammer tells them the password needed to unlock the door at the main entrance.
- Clanghammer rarely leaves his office at night.
- There's a drainpipe at the rear of the building that can be used to gain access to the roof.
- **If Jarlaxle's agent is on site**, a flamboyant tiefling recently rented property opposite the bank. Rowan suspects that she's spying on the building.

SERGEANT GRIM TALLSTAG, GUARD

Bank zones: Public bank, private offices

Sergeant Tallstag (LN male Chondathan human **veteran**) was a career soldier with the Waterdeep Guard who has since retired into private security. Haughty and officious, the old sergeant now lives in the Sea Ward with his household of browbeaten servants. Tallstag can reveal the following information:

- The guards don't patrol the basement.
- The treasure vault is warded against spells. The only way to get inside is to go through the door in the counting house.
- There are six guards in total, but they work in shifts so that only four are on duty at a time.

STARK TURNKULL, COOK'S ASSISTANT

Bank zones: Public bank, private offices, maintenance area

Stark (NG male half-orc **thug**) is a monstrously large half-orc with a heart of gold. This gentle giant has adopted twelve orphan children, whom he raises in a Dock Ward attic apartment alongside a crotchety but kind-hearted **cat** affected by the *awaken* spell named Silas Red. Silas can speak and understand Common. The gold from the Vault of Dragons could transform the children's lives so



Stark and Silas are keen to get a cut of it if they're alerted to Aurinax's deception. Stark can reveal the following information:

- Good deliveries are made via the kitchen entrance. Rosy the cook has strict orders not to allow anyone inside without proper proof of identity.
- Couriers use a bell cord next to the kitchen door to alert those inside. Rosy questions visitors through a slatted peephole.
- The basement contains a storeroom and a furnace for heating the building. Stark sometimes goes down here to attend to the heating.

WYNN SYDLEWISE, COIN-COUNTER

Bank zones: Private offices, vault

Wynn (N male Chondathan human **commoner**) is hopelessly in love with Riz, a flower seller who works the street outside his Southern Ward apartment. He spends his hours inventing excuses to visit her in the hope he may one day win her heart. Unknown to Wynn, Riz is a **doppelganger** of the Unseen, a secret consortium

of shapeshifter thieves and assassins, who is casing a nearby townhouse for a robbery. Wynn can reveal the following information:

- The gate leading into the treasury has a four-dial combination lock. Only Clanghammer knows the combination and changes it every day.
- When Clanghammer uses the lock, he angles his body so nobody else can see him (apart from the red crow in a cage by the door).
- Wynn and his colleague Mouse both carry keys to the counting house, and they return them to Clanghammer at the end of each shift.
- **If Manshoon's agent is on site**, Clanghammer recently acquired a gift from House Lanngolyn: a portrait of a noble that he hung in the counting house. It is creepy and seems to always be watching the coin-counters.

RIVAL AGENTS

Every time the group calls on the *Stone of Golorr* to obtain a new set of vault contacts, a rival agent cases the bank when the characters carries out their heist (see "Raiding the Vault"). The first agent always belongs to your chosen villain. Thereafter choose or roll for the new agent and villain employer.

BRONKS HUGRAMUGG (XANATHAR'S AGENT)

This merciless **bugbear** has a map of Waterdeep's sewer network tattooed on his forearm. Having located the Vault of Dragons, Bronks spies on the building from the sewer drains (area V3). Bronks plans to break inside the building at night and steal as much gold for Xanathar as he can carry.

FAZE (JARLAXLE'S AGENT)

Faze (see appendix A), a flamboyant female tiefling, attuned to the *Stone of Golorr* after it was briefly stolen from Dalakhar. She rented a property adjacent to the bank and has been casing the building ever since. When the characters make their move, Faze breaks into the building via the open meeting room window (area V5).

BLD TSAVILIKA (CASSALANTER AGENT)

The Cassalanter summoned this **succubus** to locate the Vault of Dragons. She found the bank by tailing Dalakhar then seduced security guard Nystene Braelas to gain entry to the basement furnace (area V12). Bled spends most of her time hiding on the Ethereal Plane, biding her time for an opportunity to get inside the vault.

KOSEV MARSK (MANSHOON'S AGENT)

Kosev (LE male Damaran human **mage**) is unkempt and addicted to silkroot, a stimulant that makes him wired and unpredictable. Kosev owns a magic painting that he can magically hide inside. When he crawls into the canvas, he appears on its surface as a painted portrait of himself. Kosev chanced on the bank while investigating Lord Neverember's business interests and mailed the portrait to Aurinax as a gift from House Lanngolyn. It now hangs inside the counting house (area V9). Kosev steps out of the painting at night to case the building.



RAIDING THE VAULT

The characters can launch their heist during the day or night. Daytime heists work well for deception and disguise, whereas night heists are better for stealth. Your characters may even plan a heist that extends over both time periods. For example, smuggling themselves inside the premises during the day and raiding the vault at night. The locations detailed below note day and night difference where appropriate, as well as any modifications caused by your chosen season.

HEIST LOWDOWN: VAULT OF DRAGONS

The Vault of Dragons is a private bank in Waterdeep's Sea Ward. This gothic, three-story stronghold is built from marble bricks decorated with fearsome dragon statues. A windowless treasure vault occupies the core of the building.

Dimensions. Each square on the map represents 5 feet. Ceilings are 25 feet high in corridors and rooms. All surfaces are made from worked marble carved with images of dragons.

Doors and Windows. Doors are made from reinforced duskwood and are locked unless specified otherwise. The security guards carry keys, as does Aurinax (area V8). Picking a standard door lock requires a successful DC 15 Dexterity check made with thieves' tools. The security guards do not know the combination to the lock on the treasure vault. Windows are locked unless specified otherwise, requiring a successful DC 14 Dexterity check made with thieves' tools to pick. On the first floor windows are set 18 feet above street level.

Lighting. Wall-mounted lanterns shed bright light throughout the interior of the bank. These flames are magical in nature and can't be extinguished unless their lantern housings are smashed.

Security. The Vault of Dragons has four zones: the public bank, the private offices, the maintenance area, and the vault. Four **veteran** security guards patrol the public bank and private offices with four **nimblewrights** (see *Waterdeep: Dragon Heist*) stationed throughout the vault. The maintenance area is unpatrolled. The entire building is enchanted with a spell of forgetfulness that makes onlookers forget about the bank the moment they move away from it (see "Spell of Forgetfulness").

In addition to these security features, trained **sorcery crows** (see appendix A) are kept inside wall-mounted cages outside every door shown on the map. If these creatures sense the presence of spells, they start squawking loudly to alert the guards.

If intruders are detected, the security guards call out to sound the alarm. When the alarm is tripped, the magic dragon statues carved into the walls throughout the bank start roaring and bark out the location of the intrusion.

Sounds and Smells. During the day the occupied areas of the bank echo with the industrious hubbub of bank clerks, scribes, and coin-counters going about their business. The vault itself is mostly silent, save for the crackling hiss of lantern flames.

PREPARATION ACTIONS

Prior to the heist each character can perform one of the preparation actions listed on the "Heist Preparations" handout in appendix C. Any actions specific to this location are described.

SURVEILLANCE

Any character who takes this action must be attuned to the *Stone of Golorr* when the action is performed, otherwise the spell of forgetfulness wipes all memory of the bank from their mind when they leave the area!

SURVEILLANCE: WISDOM (PERCEPTION) CHECK

DC	Observation
10	The bank's guards don't patrol outside the premises at all.
12	Workers arrive and leave by carriage. A dwarf meets them outside and escorts them inside.
14	There is a manhole leading into the sewers on the street outside the bank.
16	A drainpipe ascends to the roof at the rear of the building.
18	One of the upstairs windows is often left open.
20+	The dwarf infrequently meets well-dressed visitors outside the bank and escorts them inside.

GATHERING INFORMATION

Information about the bank is limited due to the spell of forgetfulness, but a character could still get lucky.

GATHERING INFORMATION: CHARISMA (PERSUASION) CHECK

DC	Information
18	Many of the city's merchant houses are reputed to have dealings with a private investment bank named the Vault of Dragons. Occasionally they send envoys to discuss business on the premises.
20+	Lord Neverember is reputed to have left his business interests in the care of a gold dragon factotum named Aurinax, who often masquerades as a dwarf banker named Barok Clanghammer.

VAULT LOCATIONS

The following descriptions correspond to locations marked on the Vault of Dragons map (see appendix B).

MAGICAL PROTECTIONS

Powerful enchantments cast over the Vault of Dragons shield it and its inhabitants from detection by divination magic. Any spells cast to learn the bank's location or discern anything about its inhabitants fizzle out as they are cast. The nimblewrights inside the bank can't be detected by the *nimblewright detector* while they remain inside the vault.

In addition, no spell other than wish can be used to enter or leave the treasure vault at area V14. *Astral projection*, *teleport*, *plane shift*, *word of recall*, and similar spells and effects fail as do effects that banish another creature to a different plane of existence.

EXTERIOR AREAS

These areas aren't guarded. The bank stands on a busy street corner that falls under the jurisdiction of the City Watch.

VI. MAIN ENTRANCE

The main doors onto the street are unlocked during the day but locked at night. Inside this small vestibule a second set of doors lead into the lobby (area V4). These doors are always kept locked. A character who makes a successful DC 20 Dexterity check with thieves' tools picks the lock. Lutetia Inkbrush carries the key (area V4).

Dragon and Unicorn Statues. A pair of ornamented busts decorate the lintel of the inner doors: one depicting a dragon and the other depicting a unicorn. When visitors approach the gate, the unicorn animates and proclaims, "Speak the password true or be silent, lest you stir the dragon." If a character speaks that day's password, the gates unlock for 10 minutes. Any other words spoken in here after the unicorn has issued its warning cause the dragon to belch forth flames. All creatures inside the vestibule when it breathes fire must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a success. Aurinax changes the password each day and only reveals it to his guards and the desk clerk in area V4.

V2. KITCHEN ENTRANCE

A stout wooden door enters the bank from the side alley. This leads into the kitchen at area V10. The door is always kept locked. A character who makes a successful DC 18 Dexterity check with thieves' tools picks the lock.

Bell Cord. An ornamented dragon bust juts from the stonework beside the kitchen door. If a character pulls the bell cord hanging from its mouth, the halfling cook opens a slatted peephole in the door and questions the visitors through its barred grille. Rosy Meadowclip (see "Vault Contacts") is a cheery soul but has strict orders not to allow anyone inside without proper proof of identity.

V3. SEWER ENTRANCE

This manhole opens into the sewer tunnels below. It's a mucky squeeze, but a Small or smaller creature could climb up the sewage pipe into the bank's toilets at area V6.

Optional: Xanathar's Agent. Bugbear footpad Bronks Hugramugg lurks in the sewers, spying on the bank through the sewer grating. If he spots the characters approaching, he retreats into a nearby side-passage and attacks the last character to pass by his position.

PUBLIC BANK

Entry to this area is by invitation only. Bank workers challenge any strangers entering here, and guards patrol the corridors.

V4. LOBBY

This marbled lobby conveys an air of wealth and power. A clerk sits at an oversized mahogany reception desk. Behind her sweeping staircases ascend to a balcony level above.

Clerk. Lutetia Inkbrush (see "Vault Contacts") is a humorless, officious busybody who takes her responsibilities seriously. She directs guests listed in her appointments book to the meeting room (area V5). Anyone else is asked to leave. If they refuse, she tinkles a hand bell to summon security.

Main Entrance Key. Lutetia keeps a backup key to the main entrance (area V1) in her desk drawer. This allows her to unlock the door without speaking the password.

V5. MEETING ROOMS

Large mahogany tables dominate these chambers. Hardingdale (area V7) or "Master Clanghammer"

(Aurinax in area V8) meets guests here, depending on the nature of their business. Most business deals are resolved in these rooms.

Open Window (West Entrance Only). This room has a lingering smell of burned flesh left over from a fiery altercation between Aurinax and a business rival that wronged him. Hardingdale airs out the room prior to meeting clients here but often forgets to close the window when he leaves.

Optional: Jarlaxle's Agent. Faze (see appendix A) Faze has rented premises over the street and plans to sneak in through this window. When the characters enter here, Faze could already be inside, about to make her move, or halfway through the window.

V6. TOILET

These marbled toilets are the height of luxury. Oak screens separate the stalls and clean well water is available from a pump.

Sewer Entrance. Small or smaller creatures can squeeze down the toilet pipes into the sewers (see area V3).

PRIVATE OFFICES

This area is off-limits to the public, and the bank workers raise the alarm if they spot trespassers here. Guards patrol the area.

V7. BANKER'S OFFICE

This office belongs to merchant banker Ombert Hardingdale (see "Vault Contacts"). Hardingdale has orders to execute Master Clanghammer's business portfolio, which means writing letters to his clients, allocating funds, and moving money between worthwhile investments. Hardingdale spends most of his time in this office but occasionally departs to the meeting room to discuss business matters with visitors. Hardingdale takes his job seriously and is keen to impress his master.

Counting House Key. Hardingdale carries the key to the counting house (area V9). When he leaves the office, Hardingdale locks the key inside this desk and takes the desk key home with him. During the day he keeps both keys safe in his waistcoat pocket. The lock on the desk drawer can be picked with a successful DC 12 Dexterity check using thieves' tools.

V8. AURINAX'S OFFICE

Carved dragon motifs decorate the bookshelves, writing desk, and drinks cabinet of this lavish office. **Aurinax** (see appendix B of *Waterdeep: Dragon Heist*), spends most hours working here in the guise of Barok Clanghammer. Only Hardingdale (area V7) is allowed entry without invitation so Aurinax's suspicions are immediately raised if anyone else knocks on the door. At night Aurinax locks the door and returns to his true form.

Dumb Waiter. A small goods elevator runs between this room and the kitchen on the floor below, allowing Aurinax to indulge his taste in fine cuisine without ever leaving his office. A Small or smaller creature could ride the elevator as long as another creature stays behind to turn the wall-mounted crank.

Speaking Tube. A speaking tube mounted on the desk provides Aurinax with the means to talk to counting house staff in area V9. If the coin-counters ever need to access the vault, they call for Aurinax through this device.

Secret Files. Hundreds of rolled parchments detail Lord Neverember's embezzlement of Waterdeep's taxes, his enemies and allies, and the extent of his investments

across the North. If presented to Laeral Silverhand or her enemies, these files would topple at least a third of Waterdeep's masked lords and ensure Dagult never rules openly again in the north. They can be sold for 5,000 gp to the right buyer.

Aurinax's Keys. Aurinax carries the key to the treasure vault (area V14) on a keychain around his neck and the keys for the counting house (area V9) and main entrance (area V1) in a belt pouch.

V9. COUNTING HOUSE

This austere chamber is used to count gold passing into and out of the vault. Two **commoner** coin-counters work in here during daylight hours: Mouse and Wynn Sydlewise (see "Vault Contacts"). Neither particularly likes the other, and they tend to work in silence.

Fortified Door. The door leading into the counting house has a superior lock. A character who succeeds on a DC 20 Dexterity check with thieves' tools picks the lock. Mouse and Wynn both carry keys to this door, which they return to Aurinax at the end of each shift.

Speaking Tube. Whenever the coin counters need to access the vault, they summon "Master Clanghammer" via the speaking tube to his office (area V8).

Optional: Manshoon's Agent. Kosev Marsk (LE male Damaran human **mage**) hides inside a portrait on the wall in here. Kosev fraudulently mailed this painting to the bank as a gift from House Lanngolyn, knowing that Aurinax would be obliged to hang it up to please his client. At night Kosev crawls out of the painting and tries to break into the treasure vault at area V14.

V10. KITCHEN

During daylight hours this small but well-appointed kitchen is tended by **commoner** halfling cook Rosy Meadowclip and her half-orc **thug** assistant Stark Turnskull (see "Vault Contacts"). Rosy and Stark prepare food for the workers and take the dishes to their desks. Fine cuisine for Aurinax is delivered to his office via the dumb waiter.

Dumb Waiter. A small goods elevator runs between the kitchen and Aurinax's office on the floor above. A Small or smaller creature could ride the elevator as long as another creature stays behind to turn the wall-mounted crank.

MAINTENANCE AREA

This area is off-limits to the public, and the alarm is raised if any trespassers are spotted here. No guards patrol this area.

V11. STOREROOM

Piles of storage boxes, spare writing supplies, lanterns, oil, firewood, and unwanted gifts from clients are filed away inside this chamber. Anyone trying to hide in here can make their check with advantage.

V12. FURNACE

The bank is heated by underfloor iron flues that flow from this large furnace. Cook's assistant Stark Turnskull (see area V10) is responsible for keeping the furnace fueled with firewood.

Optional: Cassalanter Agent. Evil **succubus** Bled Tsavilika lurks in the furnace chamber. The fiend plans to seduce Stark Turnskull and use him to gain access to the counting house (area V9). Once inside, she intends to torture the coin-counters for information about the vault. Bled retreats to the ethereal plane if she needs to escape detection.

VAULT

Nimblewrights patrol the vault as shown on the map.

Only Aurinax and his coin-counters are allowed inside the vault. The nimblewrights attack anyone else they discover inside.

VI3. VAULT ENTRANCE

The double doors leading into the vault are wide enough for a horse and cart to pass through. Each giant door is crafted from solid steel. The doors are kept shut at all hours and opened via a combination lock.

Combination Lock. Each of the four dials on this lock bears a sequence of arcane symbols. To unlock and open the door the dials must be turned so that the correct sequence of symbols is facing outwards across the dials' surfaces. Aurinax changes the combination every day. Whenever he interacts with the lock, he angles his body so that nobody else can see what he's doing. Only the sorcery crow on the perch nearby can see him properly.

VI4. TREASURE VAULT

This vast stone vault is heaped with 500,000 gp. Large stone pillars support the roof and low-burning lanterns cast flickering light across the floor. Four **nimblewrights** patrol the vault.

LEAVING THE VAULT

When the characters leave the vault, they face the forces of their chosen main villain as described in chapter 4, "Dragon Season," of *Waterdeep: Dragon Heist*.



APPENDIX A: MONSTER & NPC STATISTICS

This appendix details monster and NPC stats that do not appear in the *Monster Manual* or *Waterdeep: Dragon Heist*.

ANIMATED DRAGON COIN

Tiny construct, neutral

Armor Class 15 (natural armor)

Hit Points 6 (1d4+4)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	18 (+4)	9 (-1)	12 (+1)	5 (-3)

Skills Stealth +4, Perception +3

Damage Resistances piercing, bludgeoning, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak.

Challenge 1/8 (25 XP)

Shapechanger. The dragon can use its action to polymorph into true form of a Waterdhavian dragon coin or polymorph back into its animated dragon form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 10 ft. cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, and half as much damage on a successful one.

DIMNAVRA

Medium humanoid (air genasi), neutral good

Armor Class 14

Hit Points 45 (6d8 + 18)

Speed 30 ft. (15 ft. while moving uphill and 60 ft. while moving downhill)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Skills Acrobatics +6, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 3 (700 XP)

Archer's Eye (3/day). As a bonus action, Dinmavra can add 1d10 to her next attack or damage roll with a light crossbow.

Mingle with the Wind (1/day). Dinmavra can cast the levitate spell, requiring no material components. Constitution is her spellcasting ability for this spell (spell save DC 13).

Unending Breath. Dinmavra can hold her breath indefinitely while not incapacitated.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

FAZE

Medium humanoid (tiefling), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal, thieves' cant

Challenge 5 (1,800 XP)

Cunning Action. On each of Faze's turns, she can use a bonus action to take the Dash, Disengage or Hide action.

Evasion. If Faze is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Innate Spellcasting. Faze's innate spellcasting ability is Charisma (spell save DC 12, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke* (2nd level)

Sneak Attack (1/turn). Faze deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and Faze doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Faze makes three attacks with her shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Faze halves the damage she takes from an attack that hits her. She must be able to see the attacker.

SORCERY CROW

Small beast, unaligned

Armor Class 13

Hit Points 1 (1d4-1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	8 (-1)	8 (-1)	14 (+2)	5 (-3)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Common but can't speak

Challenge 0 (10 XP)

Spellsight. The crow can spot the presence of spells within its range of vision, even if such spells are normally invisible. When it spots spells, it crows loudly.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

REACTIONS

Wild Demise. If a weapon or spell attack reduces the crow to 0 hit points, the attacker is subjected to the effects of a wild surge (see the "Sorcerer" class in the Player's Handbook).



SWARM OF ANIMATED DRAGON COINS

Medium swarm of Tiny constructs, neutral

Armor Class 15 (natural armor)

Hit Points 68 (8d8 +32)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	18 (+4)	9 (-1)	12 (+1)	5 (-3)

Skills Stealth +4, Perception +3

Damage Resistances piercing, bludgeoning, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 13

Languages understands the languages of its creator but can't speak.

Challenge 3 (25 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 single gold coin. The swarm can't regain hit points or gain temporary hit points.

Shapechanger. The swarm can use its action to polymorph into true form of a pile of 500 Waterdhavian dragon coins or polymorph back into its animated dragon swarm form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

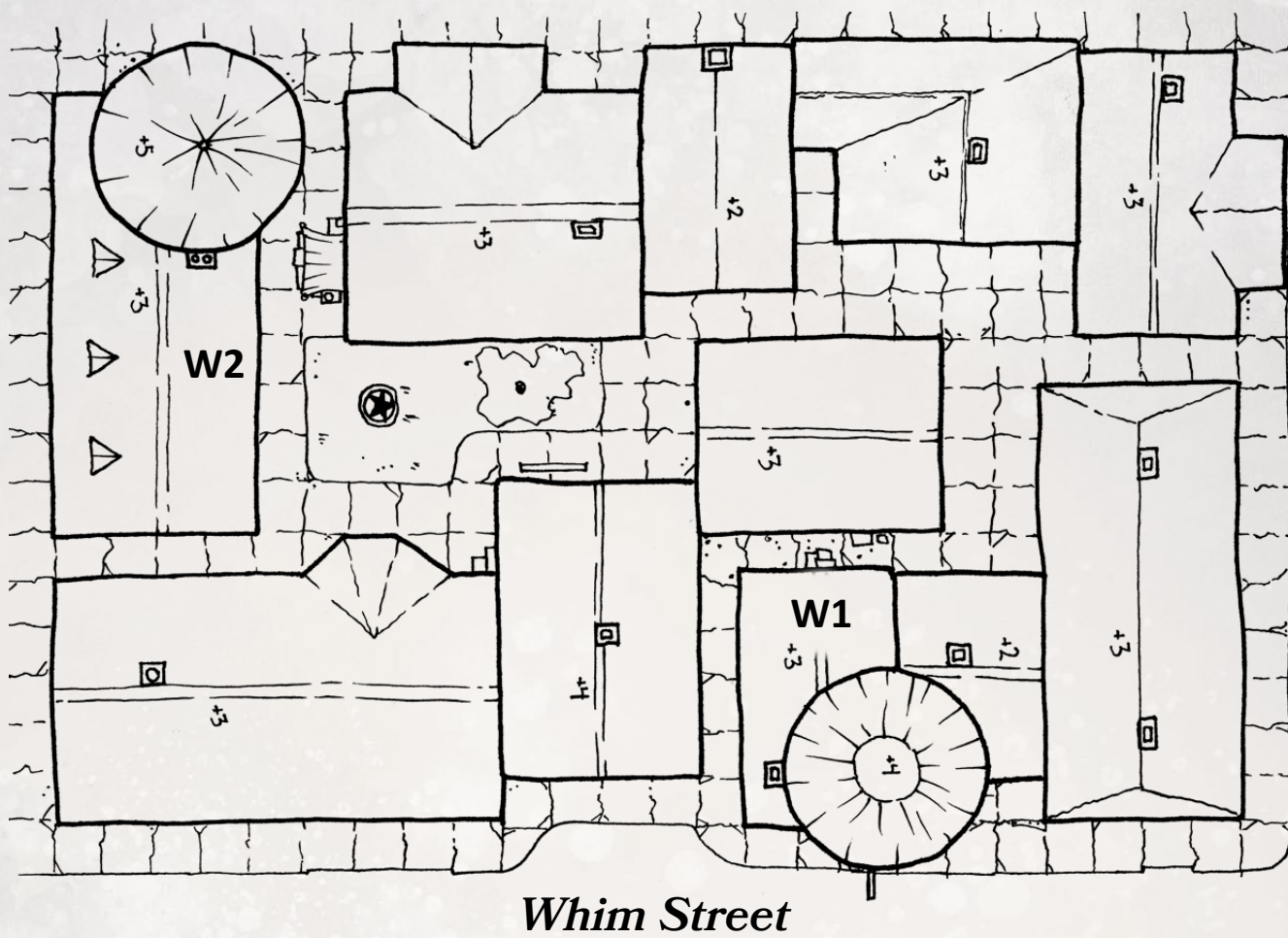
Hit: 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Fire Breath. The swarm exhales fire in a 15 ft. cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, and half as much damage on a successful one.



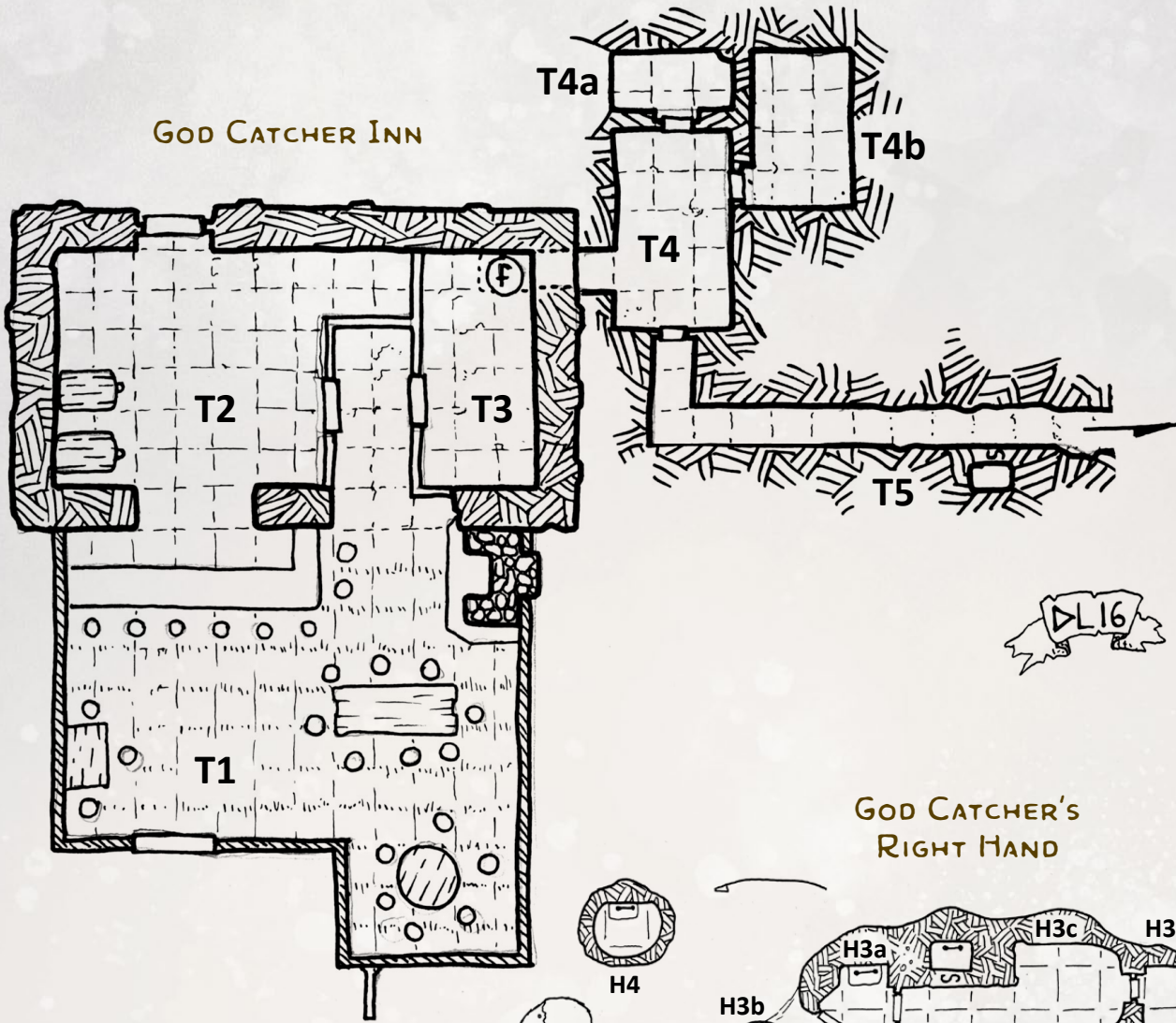
APPENDIX B: MAPS

Mendevar Street



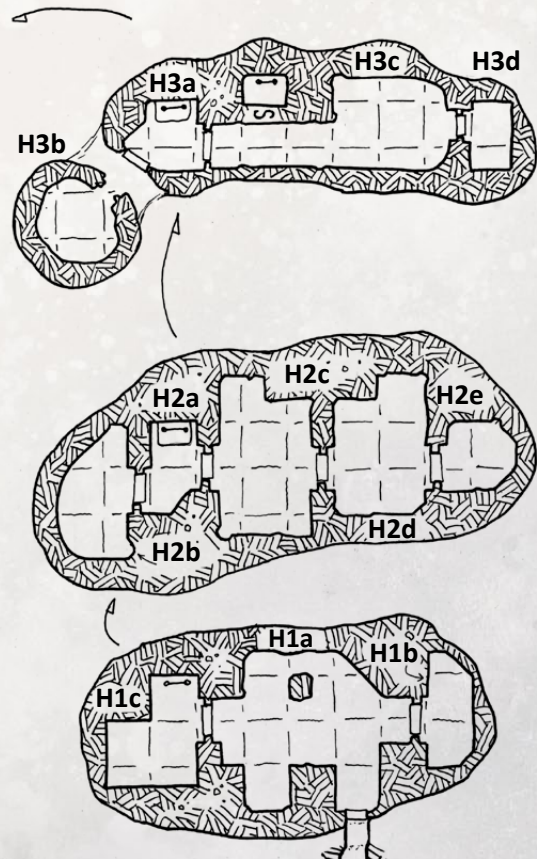
WHIM STREET STAKEOUT

GOD CATCHER INN



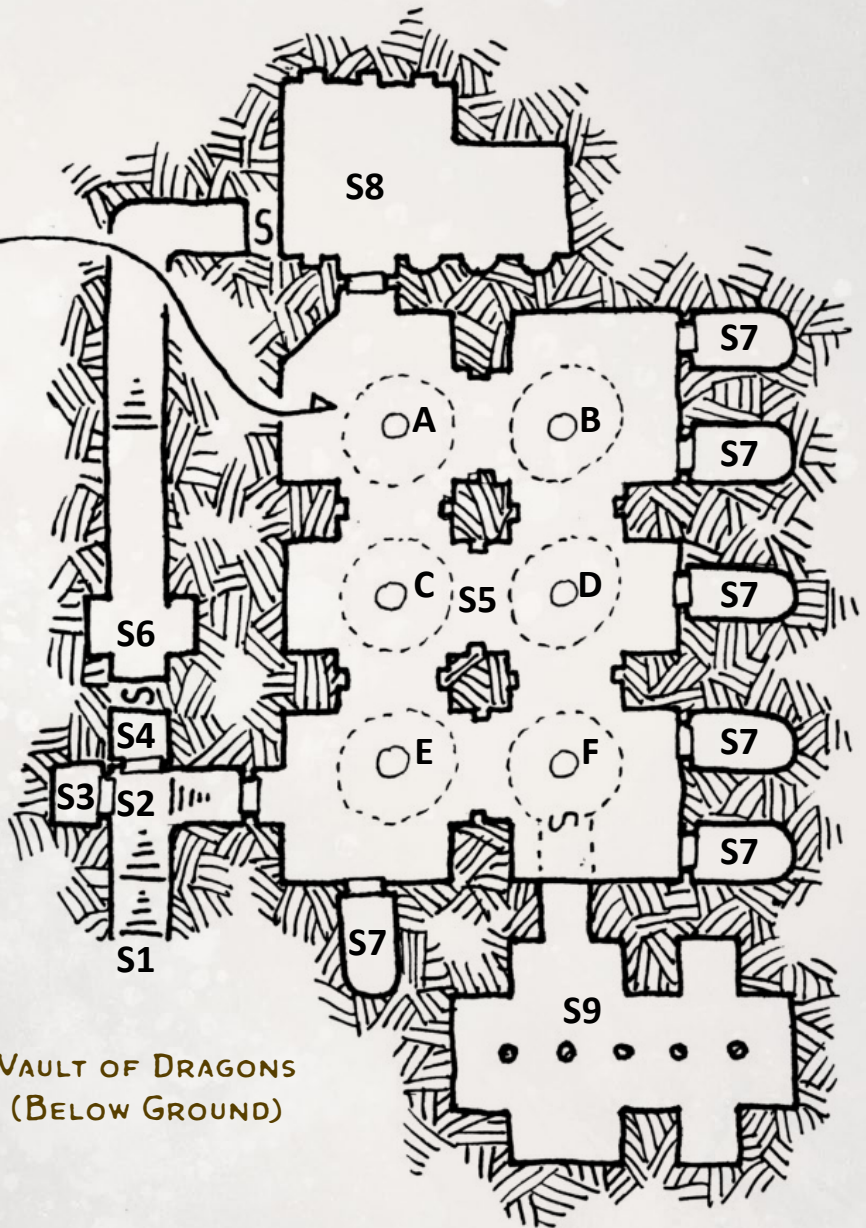
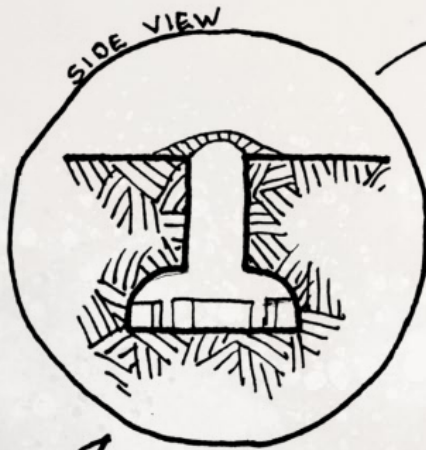
DL16

GOD CATCHER'S RIGHT HAND

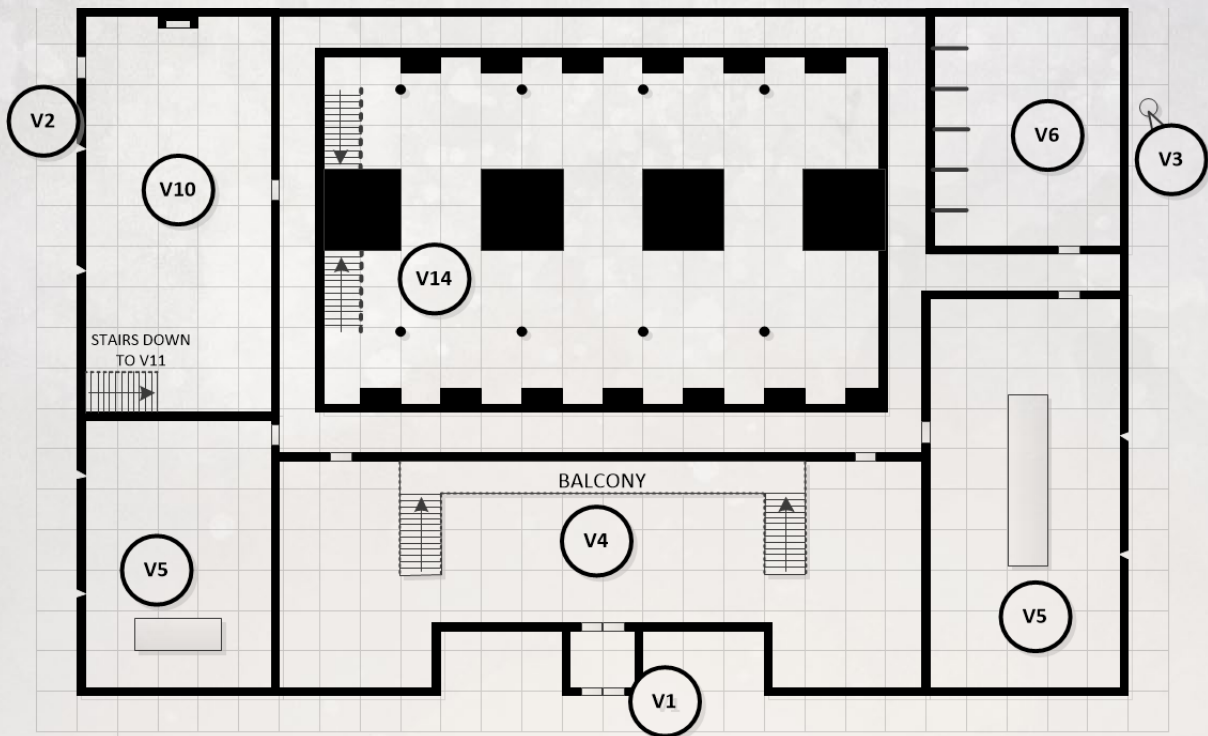




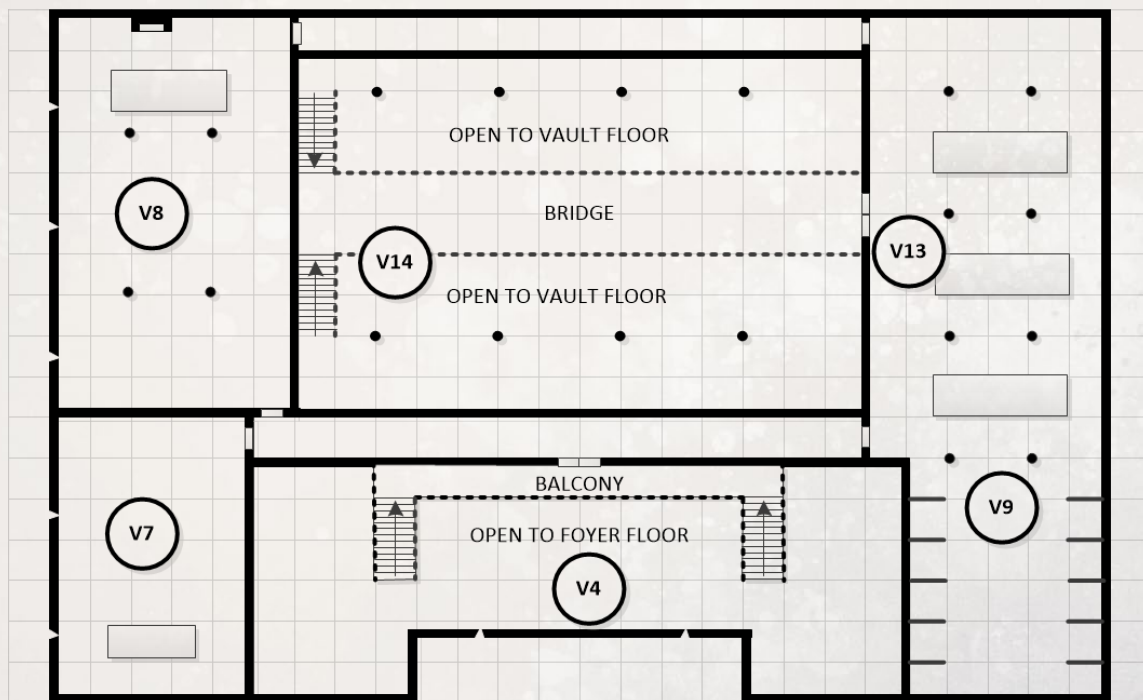
MALCAL'S
SAFE HOUSE



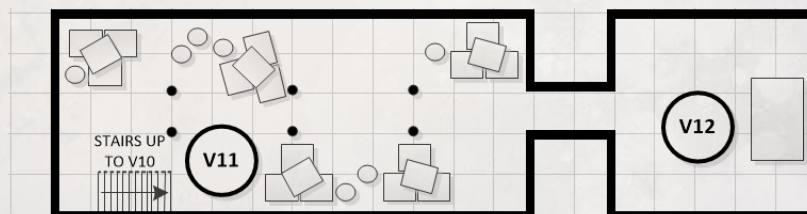
VAULT OF DRAGONS
(BELOW GROUND)



VAULT OF DRAGONS (1ST FLOOR)



VAULT OF DRAGONS (2ND FLOOR)



VAULT OF DRAGONS
(BASEMENT)

□ = 5FT

APPENDIX C: PLAYER HANDOUTS

My lord Neverremember,

I write with grave news. I succeeded in recovering the Stone of Golorr, but thus far my efforts to escape the city with it have met with naught but failure. Alas, my cover has been blown. My only hope now is to hand the stone over to a group of worthy adventurers and pay them to smuggle it outside of Waterdeep.

The road to this decision has not been easy. As we hoped, Xanathar blamed Manshoon for the stone's theft, but the war between them did not diminish either party's interest in the Vault of Dragons. Escaping them has proven impossible: Xanathar has eyes everywhere and the Black Network controls many of the clandestine routes out of the city. Even worse, I have learned firsthand that your old enemy Jarlaxle Baenre is abroad, and his Bregan D'Aerthe mercenaries are hunting for your hidden treasury. To evade them, I sought the protection of the Cassalanter noble family – whom I know have served you well in the past – but they betrayed me and tortured me in their dungeons for days. I escaped, but I fear that the Cassalanter are working for a darker power: perhaps one not of this world.

Regrettably, the stone briefly passed out of my hands during the days that the Cassalanter's held me. It's possible one or more of our enemies has used it to locate the Vault of Dragons and may now be seeking a way to steal your treasure cache. Time is not on our side.

I wish you luck.

Your faithful servant,
Dalakhar.

DALAKHAR'S LETTER

HEIST PREPARATIONS

To simulate heist preparations, each character can take one preparation action from the following list prior to the heist. Characters can confer freely before choosing their actions.

SURVEILLANCE

A character who spends an hour or two watching the target location can make a Wisdom (Perception) check. The result of this check determines the amount of information gleaned (per a table the DM has).

CREATE DISGUISES

Any character with a disguise kit can create a disguise. For each disguise created, the character must make a Charisma (Deception or disguise kit) check using the disguise kit. The check result is the DC required to see past the disguise with a Wisdom (Insight) check. If a character is proficient in both Deception and disguise kits, they can make the check with advantage.

FORGE IDENTIFICATION

Any character with a forgery kit can make counterfeit guild credentials, private invitations, or letters of recommendation to aid the plan. For each item created, the character must make an Intelligence (Deception or forgery kit) check. The check result is the DC required to identify the forgery with a Wisdom (Perception) check. If a character is proficient in both Deception and forgery kits, they can make the check with advantage.

GATHER INFORMATION

A character who spends an hour or so schmoozing around the local taverns can make a DC 10 Charisma (Persuasion) check. The result of this check determines the amount of information gleaned (per a table the DM has).

RECRUIT HIRELINGS

Any plan that requires lookouts or distraction could benefit from hired help. With a successful DC 10 Charisma (Persuasion) check, a character can spend some spare change (2d4 sp) to hire three urchin commoners. The player controls these characters for the duration of the heist.