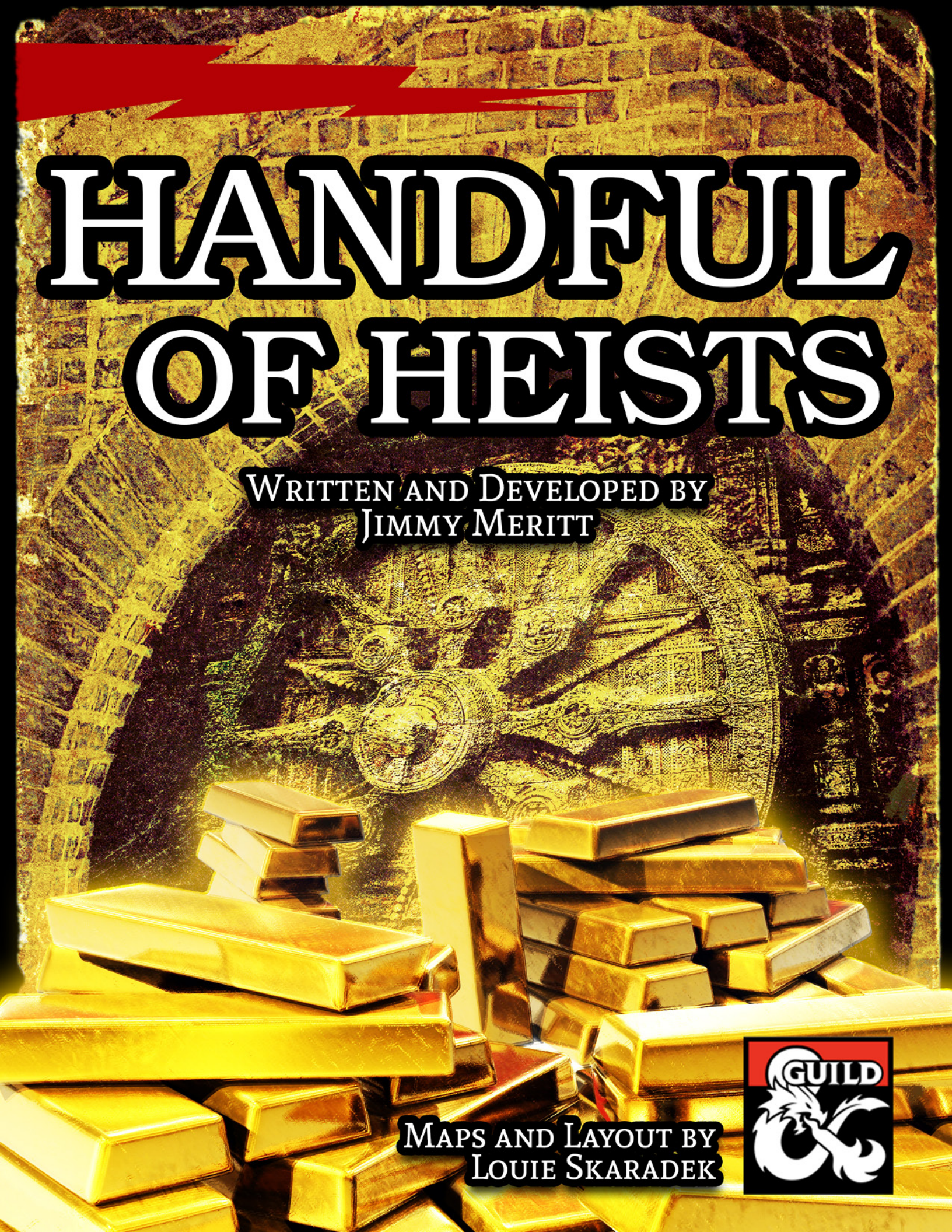
HANDFUL OF HEISTS

Written and Developed by
Jimmy Meritt



Maps and Layout by
Louie Skaradek

GUILD



This Page Intentionally Left Awesome.

HANDFUL OF HEISTS

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"A thrilling, and engaging set of adventures for dramatic and simply amazing gameplay with friends."

Here's to Adventure!

Welcome to "Handful of Heists"! Thank you so much for taking the time to check out this supplement! Within these pages, you'll find five "Pick Up and Play" heist encounters. My goal was to create adventures which needed little to no prep to run - one quick read through, have the supplement in front of you, and you should be ready to run these adventures. Hand drawn, full color maps keyed for DM use are included when needed. I've also included maps without the DM keys on them at the end of the book and in a separate file you should have been able to download when you made this purchase.

What you'll need to play

This supplement builds on situations, characters, and settings presented in "Waterdeep: Dragon Heist". Although "Dragon Heist" is not necessary to play it, you'll find this book flows very easily if placed into the campaign. If you're not playing "Dragon Heist", these adventures can still be set in a generic fantasy city, but you'll want to take some time before running the adventure to adjust the lore for your setting.

This book uses creatures from the "Monster Manual" (MM), "Volo's Guide to Monsters" (VGTM), and "Dragon Heist" (DH). Page numbers for each creature in their respective source have been placed in parenthesis. Creatures found in VGTM and DH have also been placed in the index.

Some magic items referenced are found in the "Dungeon Masters Guide" (DMG). The page number is given in parentheses.

Setting the Stage

My goal was to create adventures that allow characters to very quickly get into the action. Some heist adventures will start with the characters being hired by a Benefactor. I've left the Benefactor itself vague, though, to allow you to adjust for your own table. If you're playing "Dragon Heist", the easiest solution would be to have these be new Faction Assignments.

Railroads with Off Ramps

The challenge of creating simple "Pick Up and Play" adventures is that keeping an adventure too simple also creates railroaded adventures, meaning it's an adventure where the players don't feel like they had a lot of opportunity to make their own decisions and influence the narrative. To combat this, I've written in a style I like to call "Railroads with Off Ramps". characters go through the adventure, but there are certain contained moments where the players are presented with a problem that gives them a huge opportunity to roleplay and problem solve. This gives the players and the DM a chance to improvise and add their own creativity to the adventure.

For example, in the "Tower Heist" adventure, characters need to get an NPC to say a code word. I give a few basic details about the target, and a few rough ideas for if the players get stuck, but the goal with this segment is to give the DM a chance to sit back, lets the characters make a crazy plan, and give them the chance to take ownership over the story. Moments like these are the things great table stories are made of.

Heist Summaries

Cavern of the Sunken Queen- This is an action oriented, "Dungeon Crawl" style adventure. Characters explore underwater caves until they can find a treasure hoard and the giant demonic octopus that guards it. This adventure includes two maps- a dungeon cavern maze with keyed locations and a battle map for the lair of the giant demonic octopus.

Lock Blocker- This is a Con Encounter, which will give the more socially focused players a chance to shine. Characters have an opportunity for a nice payday if they can drive a wedge between a Knight and his Squire.

Husteem's Vault- The characters attempt to break into a vault to steal back a hot item. After random encounters in the sewer, they find a way to get rid of the outer guard, then engage in a race against time as they try to navigate the vaults traps.

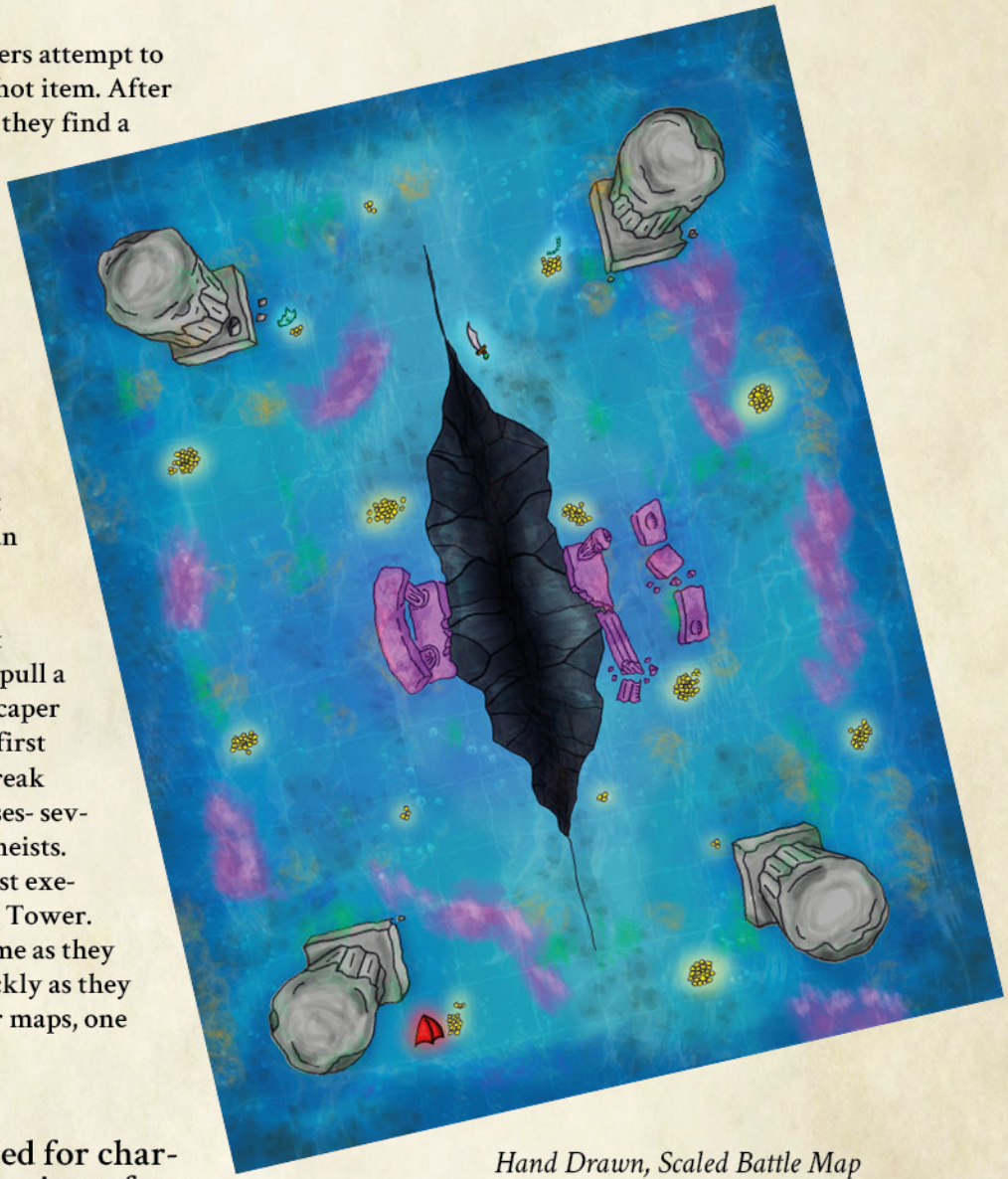
It's Always Sunny in Waterdeep- In "Dragon Heist", characters build a rivalry with Frewn, a rival bar owner. This caper gives an opportunity to resolve that storyline, in a way that lets the characters see if Frewn can take what he's been dishing out.

Tower Heist- In our final heist adventure, characters attempt to pull a caper on a Wizard's Tower. This caper is broken into three parts. In the first part, characters make a plan to break through the Tower's outer defenses- several of the plans involve smaller heists. In the second part, characters must execute their plan of getting into the Tower. The third part is a race against time as they search through the Tower as quickly as they can. This adventure includes four maps, one for each level of the Tower.

All adventures are suggested for characters of third level, making it perfect for filling out the early chapters of "Dragon Heist".

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Hand Drawn, Scaled Battle Map included for the Cavern of the Sunken Queen.

Your party is handed this map, and a dire warning -
"Even the Beacon can not hold back all
the horrors that lay below!"



Cavern of the Sunken queen

Those who sail into the harbor of Waterdeep pay tribute to The Sunken Queen, Umberlee. The Sea Goddess is vain and demands tribute to stay her destructive power- as a result, hundreds of sailors daily toss gold coins into the deep. Those who would brave the caverns of the depths below could potentially swim out with quite a payday...

Adventure Outline

The characters attempt to loot a horde of gold from sea filled caverns beneath Waterdeep. After initial investigation in a temple (where they can grab information and valuable loot), they plunge into the caverns below. They can sneak or fight their way through a variety of sea creatures before trying to steal the gold from a giant demon octopus. The tone of this adventure is a fast paced, two fisted pulp adventure.

The Score

It is well known that a horde of gold coins lie in Umberlee's Cache. But it's just as well known that terrifying sea wraiths guard the upper levels of the cavern. Worshippers of Umberlee are able to go into the lower caverns- perhaps a clue as to how could be found within the Temple.

Temple Heist Section

The temple to Umberlee stands at the shoreline. characters may choose to investigate during the daytime, or at night.

If characters break into the temple at night, they are confronted by three **Sea Hags** (MM 179), who come after nightfall to pay homage to the sunken queen.

If characters come during the daytime, they find it staffed by a **Kraken Priest** (VGtM 215) named Mertid. He is evangelical in nature- he will attempt to convert any visitors to the temple to the religion of Umberlee. A successful DC 13 knowledge (religion) check can persuade him that a character is already a worshipper, which will make him friendly towards the character, or a successful DC 10 charisma (deception) check can convince him characters are open to being converted.

When asked about the caverns, if Mertid is not suspicious of the party (or if he is intimidated into responding), Mertid will reveal the upper caverns of the cache are haunted by Sea Wraiths. Some Sea Wraiths are the spirits of thieves whom attempted to rob the caverns and were forced to haunt it after their deaths. These Sea Wraiths are repelled by the light of the **Deepwater Beacon**, an undersea enchanted light.

Other Sea Wraiths are the spirits of Umberlee Worshippers who drowned themselves so that they could protect the caverns in their undeath. These wraiths are also repelled by the Deepwater Beacon. In addition to the beacon, they will not attack anyone who wears an enchanted necklace bearing a symbol of Umberlee.

Behind the altar, Mertid keeps 10 potions of Water Breathing (DMG 188), and one necklace with an Umberlee Symbol.

> Before running this adventure, it may be wise to review the "Underwater Combat" rules, found in Chapter 9 of the Players Handbook.

Deepwater Beacon

This underwater lighthouse stands at the edge of the underwater caverns. It is patrolled by eight **Merfolk** (MM 218) If confronted, five Merfolk will engage the characters in combat while three swim off for reinforcements.

If the characters cannot breathe underwater, the Merfolk will attempt to grapple them and submerge deeper. If characters can breathe underwater, the Merfolk will prefer to attack from range, and flee when they are down to 3 HP

Six **Giant Sea Horses** (MM 328) are tethered to the lighthouse. They are domesticated. If the Merfolk guards are gone, a successful DC 10 Wisdom (Ani-

mal Handling) allows characters to ride them. The roll must be performed again anytime the animal is wounded or "Spooked" per DM discretion.

Underwater Caverns Key

1. Worshippers of Umberlee who wish to pay homage to their god, but are afraid to venture deeper, often gather in this area of the caverns. A small altar to Umberlee is here, containing four potions of water breathing, an Umberlee carving worth 300 GP, and 20 GP left as tribute. Two necklaces with small carvings of Umberlee are also gathered in a pile- these necklaces allow characters to go past the Force Wall in Section 9 and prevent the Sea Wraiths who are spirits of Umberlee worshippers from attacking them.

2. Six **Sea Wraiths** patrol the waters here. (MM 302, add a swim speed of 60 feet.) These wraiths are the spirits of thieves whom attempted to rob Umberlee and died in the attempt. They are trapped in these caverns by the Deepwater Beacon, and lash out due to anger. If characters are not carrying the Deepwater Beacon, they attack. If characters are carrying the Deepwater Beacon, they are forced to remain 30 feet away. Once characters pass, the wraiths will leave the cavern and head into the upper waters, either to attack the city or to seek treasures elsewhere.

3. Skeletal and new corpses are found here, haphazardly piled. When a thief dies in the caverns and become a Sea Wraith, other Sea Wraiths stack the corpses here. On the corpses are a variety of rusted weapons, and a bag of holding (MM 153). (The drowned rogue planned on using it to stash Umberlee's treasures.)

4. Five **Sea Wraiths** patrol the waters here. These Sea Wraiths are the spirits of Umberlee worshippers, who drowned themselves to serve their god. If characters do not have the Deepwater Beacon, they attack. If characters do have the Deepwater Beacon, they are forced to stay 30 feet away. They follow the characters throughout the entirety of the caverns. If the Deepwater Beacon is broken at any point, they attack. They ignore any character wearing a necklace with a symbol of Umberlee.

5. Three **Merfolk** worshippers of Umberlee patrol the waters here. They are dedicated to ensuring only worshippers of Umberlee go into the deeper levels of the cavern. They will question the characters on their motives- they can be convinced the characters are Umberlee worshippers with both a DC 15 Wisdom (religion) check and a DC 15 Charisma (Deception) check.
If characters are unsuccessful in their deception, or the Merfolk are attacked, they are willing to die for Umberlee. If Sea Wraiths are nearby, the Merfolk will focus their efforts on smashing the Deepwater Beacon. Otherwise, all 3 focus their fire on one target at a time.

6. A bed of eight giant oysters is here. Each oyster has a 1% chance of having a 5,000 GP pearl inside. Let the players roll.

7. Characters can hear muted singing from the caverns below.

8. A Mermaid (Use Merfolk stats) is here, admiring her small treasure hoard. She has a treasure chest containing three gems worth 75 GP each. She is unimpressed with the gems, but is very protective of the chest itself. She wears a necklace with a carving of Umberlee. She also has a variety of household items taken from shipwrecks. She treasures a fork, which she calls a "Dinglehopper", and a pipe, which she calls a "Snarfblatt"- she is unaware of their actual function.

   If characters explain the function of these items, or lie in a convincing way, she will be grateful and draw out a map for the characters, showing them how to get to Umberlee's hoard, although she is too scared of the sharks to accompany them. If she knows the characters like gold coins, she will tell them about the treasures found in Section 11.

   If asked about her necklace, she will explain that it is needed to get through the force wall that leads to lower caverns. She is unwilling to part with hers, but she may be willing to direct characters she is friendly with towards either of the altars in Section 10.

9. This magical barrier was cast by priests of Umberlee in times of old. Any creatures who pass through must make a Con Save DC 15 or gain one level of exhaustion. Creatures wearing a necklace with a symbol of Umberlee do not need to make this check. Casting "Dispel Magic" or "Disintegrate" also removes this barrier. With a successful DC 13 intelligence (Arcana) check, a character can see how arranged rocks power the spell, and can disrupt it to shut down the barrier.

⑩ A small altar to Umberlee is here, where Merfolk gather before venturing deeper. Two **Merfolk** are gathered in worship, dropping off coins that they gathered from Section 11. A successful DC 12 Charisma (Deception) or Wisdom (religion) can persuade the Merfolk that characters are also there to worship. Both Merfolk wear symbols of Umberlee (which allow passage through the magical barrier in Section 9), and three more symbols are around the small altar, as well as 30 GP.

⑪ Gold pieces are piled here, left as tributes from sailors above. characters can find 1d6 x 10 gold.

⑫ Two **Hunter Sharks** (MM 330) swim along this stretch of the caverns. They will attack whichever character has the lowest amount of hit points, and stay focused on that target. If the character drops to 0 HP, they will continue attacking them while down, attempting to devour them. If none of the characters are short on hit points, they are attracted to the light of the Deepwater Beacon and attack it's holder.

⑬ Cave drawings along the wall give hymns of worship to Umberlee. Studying them gives character advantage on any religion checks relating to her.

⑭ Giant Octopus Lair. (See BattleMap on Page 31)

Giant Octopus Lair

The small chasm in the center of the cavern leads to a portal- it is too small for characters to fit through, but coins and treasures dropped in are sent to Umberlee's Plane.

For the Octopus Servant of Umberlee, use the "**Giant Octopus**" stats (MM 326), but add the following adjustments:

- Multiattack: The Octopus Servant of Umberlee makes two attacks with it's tentacles.
- "Ink Cloud" ability recharges on a roll of 5 or 6.
- As a bonus action, the octopus grabs gold coin piles and throws them into the chasm.

The Octopus' goal is to send as many gold piles through into the chasm as possible. On it's turn, the Octopus uses it's "Ink Cloud" ability if it can, dashes towards a pile of gold, and uses it's bonus action to throw it into the chasm. It will then use it's tentacles to attack the closest character. If the Octopus is unable to use it's "Ink Cloud" ability, it will attack any characters in melee range and swim to a gold pile if they are knocked out. Each gold pile is worth 5d6 x 10 gold.

Conclusion

If the Octopus is slain, or if the characters escape with all the gold possible, Umberlee senses it and becomes angry. The portal on the ground opens wider, as everything begins to be sucked into an Astral Whirlpool!

Escaping the Whirlpool

Characters must escape the caverns by succeeding in a skill challenge. Roll initiative as normal, and on each characters turn they make a skill roll, describing how they use their skill to escape. The challenge level is DC 13. If the group as a whole gets five cumulative successes before three failures, the party escapes the caverns.

Allow the characters leeway on what skills they use- accept their justifications and consider it a fun improv exercise. If characters are stuck, some examples are below:

- Athletics to swim against the current.
- Nature to navigate the dark caves in the most efficient way.
- Stealth to evade any sea creatures that stand between them and the exit.
- Insight to remember the path taken through the maze.
- Religion to calm Umberlee's Wrath through worship.

At the DMs discretion, characters may get an automatic success if they cast a spell which costs a spell slot.

Once characters get five successes, they escape and count their loot. If the characters get three failures, they are drawn into the Blood Sea in the Fury's Heart Plane, where they find themselves in the presence of Umberlee herself! She will allow them to leave if they give her an offering- all the treasure they have gathered on this adventure, plus 1d4 magical items. If they agree, she frees them and they find themselves back in Umberlee's Temple. If they refuse, or try to trick her, she teleports them deeper into her realm, which should make next week's game interesting.


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Con: The Lock Blocker

Sir Englebert (LG Human knight) is a drunk, arrogant blowhard with a treasure chest full of gold. Due to an enchantment, the only way to open his chest is to have Englebert give away it's key of his own volition. Englebert is easily conned, but his savvy squire, Brecca Owlcloak (LG Halfling Paladin), keeps a close eye on him. Characters must drive a wedge between Englebert and his squire so they can con the key out of him.

Adventure Hooks

Any of the following adventure hooks can be used to bring the characters into this con.

» A Benefactor is interested in hiring the characters for future work, and is using this as a test to see if the are capable of pulling off cons with a subtle touch.

» Brecca Owlcloak's family contacts the characters- her parents are concerned that she has been too taken in by Englebert and wants the characters to sour the relationship- as payment, they make it clear that Englebert's treasure would be easy pickings without her.

» The characters overhear other scoundrels talking shop. Several criminals have failed to pull of this job- succeeding themselves means a payday and street cred.

» For Faction quests, an item of importance to the Faction is inside of Engelbert's chest.

Sir Davin Englebert

Sir Davin Englebert is a heavy set human in his early fifties, well past his prime. He wears gaudy, shiny armor and waves around his well polished (but rarely used) sword for emphasis when telling stories.

Every evening, he drinks in the Yawning Portal tavern. While drunk, Englebert tells tall tales and tries to convince everyone around him that he was once a great hero. Two drinks in, he comes across as charming, but as the night goes on most become annoyed by his arrogance and shortening fuse- but they still stay in earshot since Englebert is willing to throw coin around.

Brecca Owlcloak

Brecca Owlcloak is a halfling Paladin and squire to Sir Englebert. The Owlcloaks are a clan of Halflings that were defended by the Engleberts in times of old due to an ancient treaty. The treaty demands that an Owlcloak must accompany and travel with an Englebert Knight once they come of age.

Most Owlcloaks consider this a token agreement, but Brecca was raised on stories of sweeping adventure. She is naive, and considers Englebert a storybook hero. She is completely taken in by him (this interest is not romantic.)

Brecca is fiercely protective of Englebert. Once he becomes drunk past the point of charming, she escorts him from the Yawning Tavern and is quick to intercede with anyone trying to take advantage of Englebert's good graces.

Englebert's Treasure

It is well known that Englebert has a chest in his house containing a fair amount of gold and treasure. However, to discourage thieves, his method of protecting it is also well known. The chest has a magical lock which can only be opened by a key.
The key must be magically attuned to it's holder, and the key will not attune to someone who the key was not given too willingly. The key will also not open the lock if it is being done through duress.

Driving a Wedge

To get easy access to Englebert, Brecca has to be shaken of the notion that Englebert is a legendary hero. Once three doubts have been successfully

planted in Brecca's mind, she will become cynical and give a wide berth to potential con artists. Allow characters complete freedom in how they do this, although some suggestions are below for inspiration.

» While Englebert is telling a story, a successful DC 12 Intelligence (History) can poke holes in it, instilling one doubt in Brecca.

» A successful DC 12 Charisma (Performance) check can make another characters bar tall tales more appealing to listen to than Englebert's. Out-showing Englebert will instill one doubt in Brecca.

» Characters may attempt to prove Englebert is a coward by goading him into going into the Undermountain. If Englebert is sober, he will come up with a half-hearted excuse to not go, instilling one doubt in Brecca.

» If Englebert is drunk, he can be persuaded into going into the Undermountain (or another dungeon adventure the DM has planned for the evening.) At the first sign of trouble, he will run. At the DMs discretion, this alone could instill enough doubts in Brecca for her to become jaded.

Murdering Brecca

Some especially bloodthirsty parties may decide murdering Brecca is easier than pulling a con. Allow this, of course- she's young and an easy enough kill. However, remember this is an urban environment, so the murder will be investigated.
The city guards will take an extra interest in anyone cozying up to Englebert once Brecca is out of the way. In addition to this, Brecca's parents will hire the Tiger's Eye Detective Agency (DH 32) to investigate the murder. If her parents are convinced the characters murdered Brecca, they will give their findings to the town guard first, then place a bounty on their heads.

Benefactors and other criminals will be unimpressed by characters who accomplish the con in this way- killing Brecca was easy enough, after all. But, characters do still get paid!

Different Playstyles

The skill DCs above are a suggestion- driving a wedge between Brecca and Englebert can play out at the table many different ways, depending on how your group enjoys D&D. If you have a more theatrical/acting heavy group, just enjoy playing it out as a scene. However, if you tend to run a more combat focused table, they may prefer having a chance to roll dice here. Feel out your group- be willing to push them out of their comfort zone a little, but make sure everyone is enjoying game night.

The Score

If Brecca becomes cynical of Englebert, she dives into the Undermountain, off to become a hero of legend herself. If you are running "Mad Mage" after Dragon Heist, she can become an NPC ally in the lower levels. (Or an especially cruel DM may have characters stumble across her body.)

Englebert is easy pickings once Brecca is out of the way. He is desperate for friendship and adoration, and, once drunk and unguarded, he tends to brag about a book he is writing. The manuscript is kept in his chest and it's a simple matter to talk Englebert into inviting them home.

Englebert's Home

Clever characters could be in Englebert's home from an invite, but it's also possible that the characters break in. Security is light- the lock can be picked without a roll, but a DC Check 15 allows characters to break in with no signs of entry.

Englebert's home is well decorated and the walls are filled with paintings of himself, commissioned by himself. Once the chest is open, characters find a fine silver goblet worth 200 GP, assorted gems worth 800 GP, and a manuscript of Englebert's book. The manuscript is well written and can be sold to a publisher- characters will get royalty payments of 40 GP every three months. (The payments would be more, but the Publishing Guild takes a 50% cut.)

Conclusion

Characters should be able to make an easy enough escape. Once Englebert sobers up and realizes he's been robbed, he will go to the City Guard- but, due to the nature of his enchanted key, no charges will stand up in court- the box wouldn't have opened if Englebert hadn't wanted it too, after all.

Husteem's Vault

Orlpar Husteem is a fence dealing with large, especially hot thefts. Recently, a golden urn was stolen from the characters Benefactor in a daring heist- to steal it back, they must prove there is no honor among thieves by breaking into Husteem's vault.

Hired

The characters are hired by their Benefactor or faction to steal back a golden urn. The urn itself is quite valuable- it is golden and has several encrusted gems. However, the main motivation for stealing it back is, the urn contained the ashes of a loved one!

If you are worried the characters will not take the bait of breaking into a vault, as an alternative to being hired, the characters could have had one of their magical items stolen- use this plot device sparingly though.

Finding the Vault

All the Benefactor knows about the vault is that there is access to it somewhere from the sewers. The Benefactor also reminds the characters that there is no time crunch on this mission- if the vaults outer defenses look too difficult, they are more than welcome to withdraw and make a plan before returning.

To find the vault, characters must conduct a full search of the tunnels below the city. The time spent searching the tunnels is determined by an investigation DC roll. If the character rolling for it has the "Thieves Cant" language, this roll is made with advantage- they find markings from previous thieves searching for it, or from Xanathar Guild members helping each other.

For every hour spent searching the sewers, make a roll on the sewers encounter chart.

Searching for the Vault

Roll	Time Taken
10 or below	Five Hours
11-15	Four Hours
16-20	Three Hours
21-25	Two Hours
26+	One hour

Sewer Encounter Chart

Roll a D10 for every hour spent in the sewer.

1- The party encounters an **Intellect Devourer** (MM 191), one of Xanathar's servants.

2- 2d4 **Rats** (MM 335) swarm about a partially decayed corpse.

3- Noxious gas fills this part of the sewer. Constitution saving throw DC 13, characters are poisoned on a failure.

4- An **Otyug** (MM 248) attempts to lure the characters towards it by sending telepathic messages promising easy vault access.

5- Six **Thugs** (MM 350) are supposed to be playing lookout, but instead are playing ale pong. A successful DC 13 Dexterity (Stealth) check lets characters sneak by- because they are focused on the game, this roll is made with advantage

6- The characters stumble across an urchin playing hide and go seek. If the characters help her find a good hiding spot with a successful DC 12 Intelligence (Investigation) or Dexterity (Stealth) check, she will give the characters directions to the vault, negating the need for any further random encounter rolls.

7- The characters find a hidden door, leading to the lair of "Owlbear Man", a fledgling vigilante operating on the streets of Waterdeep. In this lair they find an "Owlbear Man" costume- wearing it gives characters advantage on intimidation checks against any criminals in Waterdeep. However, the real Owlbear Man may later find them to claim it.

8- An altar to Asmodeus is found, with 10 GP offerings. If the offerings are taken, 2d4 **Imps** (MM 75) attack.

9- Sewage water rushes from around a corner. Dex save DC 12 to avoid it, or creative spell use to stop it entirely. On a failure, characters have a foul odor and disadvantage on stealth checks until they bathe.

10- Two members of the plumbers guild (Commonors, MM 345) are in a heated argument over who would win in a fight between a Pit Fiend and a Balor. As they argue, pipes continue to leak behind them, threatening to burst. If characters resolve the dispute with a compelling argument one way or another, the plumbers refocus and fix the pipe. Out of gratitude, they give directions to the vault, negating the need for further rolls. On a failure, scalding water shoots from the pipe, dealing 2d6 damage. (Half on a Dexterity save of DC 12)

Vault Outer Guard

The vault is guarded by Helmyn Faunspear, an **Archmage** (MM 342). He has teleported down an easy chair, an ottoman, and a nice table, and he spends his guard shift working through a book of logic puzzles.

After three hours of observation, Hala Myrt (NE Human Commoner) delivers his payment to him- a drug he is addicted to. She gives him a small bag and exclaims, "Here is your mordayn powder". He grips the bag excitedly, sets an "Alarm" spell on the vault, then teleports away. Hala rolls her eyes and leaves shortly after.

Scaling Down the Guard

An Archmage is a high CR threat for the expected party level of this campaign. The intention was, instead of a fight, to make this more of a puzzle or social encounter. If you think your players would prefer a battle, simply replace the "Archmage" stats with "Mage" stats (MM 347) for a more challenging but still potentially winnable fight.

Dealing with the Archmage

If the characters trigger the alarm spell, Helmyn returns to fight. Allow players complete freedom on how they deal with Helmyn, but a few suggestions are below:

» As soon as Helmyn teleports home, he cooks his powder into his tea and drinks it, addling his mind. If the alarm spell is triggered between 30-60 minutes after he leaves, when Helmyn returns to fight he makes all rolls with disadvantage. He also arrives surprised.

» If the characters have any method of dispelling magic, they can simply turn off the alarm spell.

» Any character with the "Criminal" background knows how to track down and buy mordayn powder. If they purchase and bring their own supply to offer, they can persuade Helmyn to look the other way.

» If a character has a "Poisoners Kit", they can spike the mordayn powder and trigger an overdose. This can either be a supply they bring, or they can track Hala and replace the batch she is delivering with their spiked batch using sleight of hand.

All skill DCs in this section are 10. The intent is less about making sure a player rolls well, and more about letting them come up with and execute a plan. In this situation, don't let a bad roll throw off a solid scheme!

Vault Number Key

(1) If characters are entering the vault area through the sewers, they arrive at this door.

(2) **Gazers** (VGtM 326) are here, watching the vault door. Xanathar is able to look through their eyes and monitor the vault- every minute, there is a 15% chance he is doing so. If Xanathar spots the characters, he sends eight **Guards** (MM 347) to the vault. Five arrive from upstairs (coming through the Door 12) while the other three arrive from the sewers. This takes them five minutes.

If the Gazers are slain, continue rolling every round- the absence of a Gazer is enough to alert the guards.

Every minute that this roll is made, increase the percent chance of discovery by 5%.

(3) At the table, an **Ogre** (MM 237) is engaged in an arm wrestling contest with an enlarged **Duegar** (MM 122). Four Duegar are watching-on, the Duegar watching will engage the characters in combat, attempting to knock them out to deliver them to Xanathar. The two arm wrestling competitors do not join the fight unless they are directly attacked, or until their arm wrestling contest is resolved (opposed Strength checks, first to three successes wins).

(4) Under this carpet is a pit trap, of course. characters who step on the carpet fall 30 feet into a pit, taking 3d6 damage. If the carpet is pulled to the side, or if a character falls in, they will also see a lever attached to the wall, two feet down into the pit. A character who reaches down and pulls the lever switches off the dart trap found at Area 5.

(5) Characters who touch the vault door without pulling the lever under the carpet are shot at by darts, fired from here. 3 darts fire from each side. Attack bonus +6, 3d4 damage.

Thieves Tools Roll Results

Roll	Result
30+	The lock opens instantly.
25-29	The lock opens after one minute of work. (Roll detection percentile dice once)
20-24	The lock opens after two minutes of work. (Roll detection percentile dice twice)
15-19	The lock opens after three minutes of work. (Roll detection percentile dice three times)

6 The vault door. Characters can crack the lock. Rather than a failed roll ending the adventure, assume characters will crack the safe. The roll determines how long this takes, which then determines how many times the DM rolls to see if the Xanathar becomes alerted by the Gazers.
(See Section 2)

7 A **Thug** (MM 350) has snuck into the vault to catch a quick nap. He arrived from the house upstairs, through the secret passage. He is sleeping soundly. On his chest is a half eaten sandwich and a copy of Englebert's book, which he is halfway through. (See "Lock Blocker".) If he is awoken during a fight, he will be inclined to jump in and help his friends. If he is awoken by the characters in a gentle manner, he is very concerned about getting in trouble with his bosses for napping. A successful Charisma (Deception) check can convince the thug that the characters are there under orders from the Xanathar, or a successful Charisma (Persuasion or Intimidate) check can convince him to reveal the location of the hidden passageway. (Area 10)

8 A variety of exotic weapons are hung on the wall, stolen from a traveling caravan.

+1 Scimitar
+1 Maul
Silvered Crossbow Bolts

These are "Hot" items and difficult to sell. If the Xanathar Guild see the characters wielding these weapons in a future adventure, they will place a bounty on their heads.

9 Within this treasure chest are 4d6 gems each worth 200 GP, a silvered crown worth 450 GP, and a ring of Animal Influence (DMG 189). All are "hot" items and finding someone to sell them to may inspire a new adventure. The lock is elaborate. On a successful DC 10 Dexterity (Thieves Tools), it takes three minutes to pick, DC 11-15 it takes two minutes, DC 15+ it can be picked in one minute. (Triggering the appropriate "Gazer" rolls)

10 This secret passage leads into the deepest vault area. With a passive perception of 15, or a successful DC 15 Wisdom (Insight) check it is found instantly. With any lower roll, it is found after two minutes of examining the shelf.

11 This treasure chest has an elaborate lock. On Dexterity (Thieves Tools) roll of 10 or below, it takes three minutes to pick, 11-15 it takes two minutes, 15+ it can be picked in one minute. (Triggering the appropriate "Gazer" rolls). Within the chest is a diamond encrusted fishbowl, which Xanathar intends to give to Sylgar the Goldfish on his birthday. It is custom made- stealing it can be a bargaining chip for characters in a future adventure. The diamonds can be removed and sold for 200 GP each, but no buyer is bold enough to purchase the fishbowl.

12 The Golden Urn the characters were sent to find is on this table.

13 Stairway leading up to Husteem's house. If the raid is done at night, Husteem is sleeping upstairs- a successful DC 12 Dexterity (Stealth) roll allows characters to sneak out without Husteem triggering an Alarm Spell. If the vault raid is done during the daytime, four Thugs are upstairs playing cards.




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It's Always Sunny in Waterdeep

Deadwinter Feast is upon us! It would be a massive boon for Trollskull Manor to host the feast...a little bit of legwork can make sure it happens.

Adventure outline

The characters compete with Frewn's Brews to get to host the Deadwinter Feast. After pulling a short heist on Broxley's home to learn when he is making the decision, characters sabotage Frewn's Brews, then protect their own bar from sabotage.

If your group is not playing "Dragon Heist", or if they do not own Trollskull Manor, a local bar can simply be hiring the characters as a group of troublemakers to get the job done on their behalf.

The Mark

A Deadwinter Day Feast will be held soon for the residents of Trollskull Alley. Hosting this feast would be both a financial and social boon to your tavern.

The final decision will be made by Broxley Fairkettle, a Halfling representative of the Fellowship of Innkeepers. Word gets out that he'll be visiting local taverns, sampling their wares, then making his final decision.

To ensure that Broxley chooses Trollskull Manor as the feast location, characters need to both ensure that his meal at Trollskull goes as smoothly as possible, while also discovering and sabotaging their competitor.

Casing the Joint

In order to ensure that "Trollskull Manor" is selected, the characters will have to discover which bars are being visited, and more importantly- when. On visits, Broxley makes it clear that his meal with them will be a surprise.

To get that information, they'll have to sneak into his home. No matter what time of day or night they break in, characters will stumble across one of Broxleys nine children, whom always remain on the property- the oldest homeschool the youngest. Because the family is so large, the children are desperate for attention, and will be remarkably helpful and casual about the break in, provided the characters do something to entertain them.

The children demand a story- they wish to hear about a recent adventure the characters have been on. If characters refuse, they begin shouting for help until acquiescence. During the story, the children demand gory details. Once the children (and the amused DM) are satisfied with the story told, the eldest will get Broxley's datebook. They learn Broxley will be visiting Frewn's Brews first, then Trollskull Manor.

Sabotage Frewn's Brews

Sabotaging Frewn's Brews during Broxley's visit is treated as a skill challenge. On the night of Broxley's visit, have the characters roll initiative. On their turn, they tell you what skill they are using to sabotage Frewn's Brews, and make a roll with a DC of 13. If players are stuck, some examples of skills that can be used are below.

-A Sleight of Hand check can switch out ingredients in the kitchen, making the food taste foul.

-An Investigation check can help characters learn what corners Frewn has cut in his bar, which they can draw Broxley's attention towards.

-An Athletics check can wreck the tavern during a bar brawl.

-An Intimidation check can bully the servers during a meal and keep them off balance.

-An Animal Handling check can bring in rats to disturb the patrons.

-A Deception check can convince Frewn a random

patron is a "secret shopper", causing Frewn to put all the focus on them.

These are just examples, give the players complete freedom and creativity in what skills they use, and how they sabotage the bar. Once five rolls have been made, consult the table below.

Sabatoge Success Chart

Five Successes- Broxley's visit was an unmitigated disaster for Frewn! Players have advantage on all rolls during the "Defend Trollskull Manor" section of this adventure.

Four Successes- Broxley's visit went poorly for Frewn! Players have advantage on their first roll made during the "Defend Trollskull Manor" section of this adventure.

Three Successes- A mediocre visit for Broxley- this has no effect on the next section of the adventure.

Two Successes- Broxley's visit went well for Frewn! Players have disadvantage on the first roll made during the "Defend Trollskull Manor" section of the adventure.

One Success- Broxley loved Frewn's Brews! Players have disadvantage on all rolls made during the "Defend Trollskull Manor" portion of the adventure.

Zero Successes- Broxley hails Frewn as a local hero, a living legend among bar owners. Broxley does not bother visiting Trollskull Manor, the Deadwinter Feast goes to Frewn. Better luck next holiday!

Defend Trollskull Manor

If you have been running the "Business Rival" subplot from Dragon Heist, this is a great opportunity to run the climax. Frewn sees the Deadwinter Feast as his opportunity to take down Trollskull Manor for good, and bring his own bar to prominence.

In the days before the meeting (Frewn has also broken into Broxleys house!), Frewn has paid his **Wererat** (MM 209) Thugs to creep around the tavern at night and generally draw attention to themselves.

On the day that Broxley comes to eat at Trollskull, the following events happen:

» Out the window, characters see the City Watch approaching the Manor with a signed document from the neighborhood, accusing Trollskull Manor of being a haven for Wererat cultists.

» Frewn has paid **Thugs** (MM 350) to start a bar fight during Broxleys meal.

» Frewn has one of his Wererats release a **Swarm of Rats** (MM 339) into the basement.

» One of the chefs is a double agent paid by Frewn, he plans on giving Broxley food poisoning.

Characters must diffuse these situations (and whatever additional situations the DM can add!) while still keeping Broxley unaware and entertained.

Conclusion

Once players successfully sabotage Frewn's Brews and show Broxley a good time, the Deadwinter Feast is held at Trollskull Manor! In addition to all the benefits given to Trollskull (See DH 162), the expenses Frewn put towards trying to win the feast were not recovered. Character's see a "Closed" sign hung over Frewn's Brews. Later in the day, characters may see Frewn and his Wererat Gang wearing overalls, working hard as the newest members of the cities Dungsweeper Guild.

Running a Farce

To keep up the excitement of this adventure's climax, run it in a fast paced, farcical tone. One way to help keep the excitement and tension up is to run the problems all at once. It's rare PCs get to seperate, but since their life isn't in danger, they can split up to deal with problems seperately. It's a nice opportunity to share and move the spotlight. To get a feel of what a great farce looks like, watch a few episodes of the show "Fawlty Towers".

The Tower Heist

Ahghairon, a powerful wizard, was the first Open Lord of Waterdeep. Although he lived long by human standards, eventually his health failed, and he was entombed within his great Tower. The Tower is believed to be the most impenetrable building in Waterdeep, it's outer defenses grimly mocking any rogue who would dare attempt to loot it.

Adventure Outline

The characters are hired to break into Ahghairon's Tower. The first part of the adventure involves the characters carefully planning how to get through the Towers outer defenses, and recruiting help. In the second part of the adventure, the characters break through the Tower's outer defenses, while dealing with the various complications that arise. Once inside the Tower, the tone of the adventure goes from "Slow, careful planning" to "Frantic race against time", as the characters get in and out of the Tower as quickly as possible.

The Score

A hero of the Troll Wars, Ahghairon was the first Open Lord of Waterdeep. He established the Waterdeep "Masked Lords" system, and built a massive, impenetrable Tower. After his health failed and he passed away, is body was laid to rest- the Tower has been undisturbed since then...until now!

The Benefactor of the characters hire the party to pull a heist on Ahghairon's Tower. Ahghairon's body is at rest on the top floor, and it is rumored that next to it is a magical relic, the Dragon Staff. The characters will be well paid for retrieving it, and pulling off a job on such an impossible target guarantees them a reputation that will bring even more work in the future.

To discourage thieves, the defenses outside of Ahghairon's Tower are well known- the Benefactor shares these with the characters:

» The Property is encased in a permanent Force Cage.

» Within the Force Cage, the Tower is surrounded by a Permanent Prismatic Wall.

» Past the Prismatic Wall, a "Time Stop" trap freezes potential thieves in place.

» Past the "Time Stop" trap, an "Alarm" spell has been placed. If the Alarm is triggered, a Waterdeep Walking Statue is summoned to attack the intruder.

There is no rush to break in, so the Benefactor tells the characters they have ample time to make whatever preparations they need to get inside. The Benefactor gives them an early lead, though. A local cat burglar, the Black Viper (DH 196) attempted a heist on the Tower last year and somehow managed to get through the Force Cage. The Benefactor suggests they contact her, although the Benefactor also has no method to do so.

Part One: Planning the Break In

The Force Cage

The first step in infiltrating the Tower is to get past the Force Cage. Last year, The Black Viper was trapped in the "Time Stop" spell, the furthest any rogue has gotten. If a meeting can be arranged with Black Viper, characters may be able to discover how she got through the first trap.

Finding Black Viper

Allow the characters complete freedom in creativity in how they attempt to contact Black Viper, although a few suggestions are below.

» If a coded message is left in newspapers, Black Viper will attend a meeting out of curiosity.

» An successful DC 10 Intelligence (Investigation) check can be used to learn what areas of the city she has recently struck. If the Investigation check is successful, it can be combined with a DC 10 Wisdom (Insight) check to figure out her normal stalking grounds- when Black Viper does not have a specific target in mind, she patrols rooftops in the North Ward, looking for targets.

» A DC 15 Intelligence (Investigation) check (made with advantage if any characters have the "Criminal" background) can be used to let characters discover what fence she uses. She tends to sell hot goods through Orlpar Husteem. He is willing to arrange a meeting.

Whatever method the characters choose to find her, Black Viper is willing to meet- her chief motivation for crime is thrill seeking, and these criminals may have something to offer.

The Meeting

The Black Viper will hear the characters out, but is unwilling at first to share any information on how she got past the Force Cage - she considers failing this heist a black mark against her career, and she would like to make another attempt.

She is willing to share how she got past the Force Cage if two conditions are met. The first is, she would like to be a part of the heist. At first she demands an equal share, but DC 10 Intelligence (Insight) check makes it clear she's just interested in the credit and glory of pulling off the heist - she can be talked down without a roll if characters agree that her name will be prominent in reports.

However, Black Viper is not interested in another failure- she will only agree to share her information and help in the heist if she is satisfied with the level of planning taken to also get past the Prismatic Wall, Time Stop, and Alarm Spell.

Once characters have planned the rest of the heist to her satisfaction, Black Viper will meet with them again. On their second meeting, provided Black Viper is satisfied with their planning, she agrees to get them past the Force Cage

Help Your Players!

There's nothing more fun than pulling off a good heist, and you want to make sure you are enabling the players to be a success. If anything is slipping through the cracks, use the Black Viper as a DM mouthpiece- she's hesitant to join a half planned caper. Use her to remind the characters of anything they missed.

Black Vipers first instinct is to simply promise that she can get them through, without sharing how. If pressed further by an DC 15 Charisma (Intimidate or Persuasion), she will say that she has studied this wall extensively. She noticed that, because the size and duration of the Force Cage was pressed beyond its abilities, that created a weak point in the wall that can be passed through. If pressed on the exact location of this weak spot, she will refuse. A successful DC 15 Wisdom (Insight) shows a tell- she is able to get them through the wall, but is lying about how. If pressed on this, Black Viper refuses to give any further information. Characters can be confident that she is able and willing to get them through the wall, but if they become abrasive she will not show up that evening.

Any independent investigation of the wall will not show any weak points. The truth is Black Viper was able to steal a secret token of recognition from the tomb of one of Ahghairon's heirs. When pressed against the Force Wall, the token allows entrance.

Black Viper is keeping this information to herself because she plans on betraying the characters at a safe point during the heist- once she is satisfied she has enough treasure to prove she was there, she plans on fleeing the Tower and leaving the party trapped on the wrong side of the Force Cage.

The Prismatic Wall

Researching this spell can uncover its weaknesses- but actually using this information can be easier said than done.

Breaking Through The Wall

Simple research can help the characters discover the weakness of each wall layer:

Red- The Red layer can be destroyed by dealing 25 cold damage.

Orange- The Orange layer is dispersed by a strong wind. If no characters have the ability to create a strong wind (fart jokes aside), they may have to hire a spellcaster to assist with the heist.

Yellow- The Yellow layer is destroyed after being dealt 60 points of force damage.

Green- The Green layer is destroyed with a Passwall spell.

Blue- The Blue layer is destroyed with 25 points of fire damage.

Indigo- The Indigo layer is destroyed by a bright light shed by the daylight spell.

Violet- The Violet layer is destroyed by a "Dispel Magic" spell.

Hiring Help

If the characters are unable to cast the spells necessary to break through the prismatic wall, their Benefactor or Black Viper can put them in touch with help. Kwen Questoria (CN female gnome mage) is willing to cast the spells if she's well paid and satisfied that the distraction created will let her leave free and clear- she has no interest in entering the Tower herself!

Creating a Distraction

The other problem presented is, even with hired help, getting through all seven layers is somewhat time consuming. If any guards pass by while the scoundrels do their work, a city wide alarm will be sounded.

Characters should plot out some sort of distraction to keep the guards away from the Tower. Allow complete freedom in what the characters are attempting to do here, this is a fun opportunity to let the party run riot over Waterdeep. Make it clear to the players that, if it's loud and disruptive it'll work.

The Time Stop Trap

The Time Stop trap was as far as Black Viper was able to get on her previous attempt- she had assumed that her token of recognition would also deactivate this trap. She learned the hard way that the Time Stop trap can only be deactivated by a passphrase, and the passphrase must be spoken by a specific person.

The Mark

Shamus Majistarr (LG human male commoner) is a descendant of one of Ahghairon's Apprentices.

The pass code to the Time Stop trap has been passed down throughout the generations, so that the Tower would always have a steward. Shamus is fiercely protective of the Tower, and only enters once every five years to perform some basic maintenance and upkeep (along with other stewards, who have passcodes to get them through other traps)

Shamus cannot be bribed into opening the Time Stop trap. characters must either con him or strongarm him. Allow characters freedom in how they get Shamus' help, although some suggestions are below for inspiration.

» Shamus is married, with a 20 year old child. A particularly moral-free party could kidnap his family in exchange for his help. If they do so, Shamus will assist them until his family is freed, but after the heist is over he will place a substantial bounty on their heads.

» Basic observation of Shamus shows he is somewhat bored and stuck in a routine. Although the excitement of crime holds no interest to him, if he can be persuaded that breaking into the Tower is for a heroic aim, he will assist the party. Perhaps he can be tricked into thinking that some relic locked away in the Tower is needed to stop an ancient evil.

» If Shamus is kidnapped the night of the heist, he will say the passcode under the influence of the "Command", "Charm Person", or "Dominate Person" spell. Or, if this is done to Shamus before the heist, the "Minor Illusion" cantrip will allow them to perfectly impersonate his voice, negating the need to bring him along.

The password is “Room Service”.

The Alarm Ward

The last step in planning the heist is figuring out how to avoid the Alarm Ward- when triggered, the alarm will send one of the massive Walking Statues of Waterdeep towards the Tower.

Grim News

Every lead turns cold, every investigation comes back blank. No matter how much time is spent researching, the characters make a disconcerting discovery- there is no reliable way for them to get

past the Alarm Wards without setting them off. The magic is too old, the enchantments too deep. Only heirs of apprentices may enter the Tower- Shamus alone may be able to go in, but with an entire party, the alarms are going off.

This puts a time limit on the caper- a cursory investigation shows it takes ten minutes for the statue to walk across town and reach the Tower. The characters will have to get in, and out in five minutes.

Part Two: Heist Night

On the evening of the heist, several complications can present itself.

The Force Cage

On the evening of the heist, Black Viper will make a sleight of hand check, to attempt to hide the fact she is pressing the Token against the Force Wall. This can be spotted with an Opposed Roll, Wisdom (Insight) against her Sleight of Hand (She rolls with a +7.) character rolls are made with advantage if they are certain she is lying.

At any time during the heist, characters may attempt to pickpocket the Token from her, so that they can prevent her from leaving or leave without her. This is an Opposed Roll, Sleight of Hand against her Wisdom. (She rolls with a +2)

The Prismatic Wall

On the night of the heist, Kwen Questoria is being held up for questioning on the street by three **Guards** (MM 347) for a previous heist pulled the week before. Characters must diffuse the situation, either by social maneuvering or violence. If they use violence, Kwen Questoria moves to the nearest corner and plays lookout to make sure no more Guards are coming. Black Viper will join in the fight, but flees if she is reduced to half her hit points.

Allow the distraction created by the characters to go off without a hitch, so that the table can enjoy whatever anarchy they have planned. If the distraction involves characters having to leave and re-enter the Force Wall, give more opportunities for them to notice Black Viper is palming the token.

The Time Stop Trap

If Shamus believes they are breaking into the Tower for noble aims, he speaks the password loudly and clearly. If he is entering under duress, he quietly whispers the password. A successful DC 12 Wisdom (Perception) check allows them to overhear it. (Although it still must be spoken in his voice to leave.)

The Alarm

As the characters cross the threshold into the Tower, they hear the booming steps of a Walking Statue in the distance!

Part Three: Into the Tower

Characters have ten minutes until the Walking Statue arrives at the doorway to bash anyone leaving. The Walking Statue stirring is also rousing the City Watch!

Locked Door

The entryway to the Tower itself is locked. If Shamus believes the party is entering the Tower for noble gains, he pulls out a key to unlock it. If he is entering under duress, he does not bring the key along, and claims to have forgotten it.

Characters can pick this lock. Rather than a failed lockpicking roll ending the adventure, the roll simply determines how much time it takes to open the door. A successful DC 20 or higher Dexterity (Thieves Tools) check opens the lock in one minute. A roll of 19 or below opens it in thirty seconds.

> "Once inside you are amazed to find the supply room as if Ahghairon were still alive. The caretakers and powerfull magic have preserved this Tower and at the top a Living Tomb. The feeling is too uneasy. Those of you sensitive to magic hear the call of something darker than Mystra, pulling at the Weave. All others are feeling fear, subtle and pervasive fear."

Agharions' Tower



The Dungeon Masters Keyed Map

The next four pages go into detail for each level of Agharion's Tower. There are also Players Maps included in this module without the labels. Feel free to print the Player Maps or use them in an online playing system. Locations are marked by numbers, teleportation glyphs are marked by letters.

The Supply Room

Ⓐ This glyph serves as an entry point if teleporting to this level from another level of the Tower. Once stepping off the glyph, stepping back onto it sends characters to the "Ahghairon's Study" level of the Tower.

Ⓑ Standing on this glyph teleports players to the "Summoning Room" level.

① This gate turns into stone when closed, this is the entry point once the players remove the lock and enter the Tower.

② Contained in these boxes are a variety of material components for spells. Boxes towards the top feature components for Level 1 spells. The bottom of the stack has three 5,000 GP valued gems for resurrections. One minute of searching the boxes locates the gems.



③ Ahghairon's desk, where he left shopping lists for servants. In Ahghairon's final note, he had requested the ingredients for Gallantine Pie.

④ These Boxes contain a variety of groceries.

Ahghairon's Study

Ⓒ Characters teleporting to this level from another section arrive at this glyph. Once stepping off this glyph, stepping back onto it teleports characters to the "Supply Room" level of the Tower.

❺ This table is a **Mimic** (MM 220) it attacks characters when inspected.

❻ This table has a "Fireball" Spell scroll and scrawlings of Ahghairon of interest to a collector.

Ⓥ Standing on this glyph teleports characters to the "Ahghairon's Tomb" level of the Tower.

Ⓕ On this table is a **Wand of Freezing Ray** and journals of Ahghairon.

❽ This table is covered in blank and uncompleted scrolls, uncompleted work by Ahghairon.



❾ The center table contains a map that seeds a future adventure. Characters can follow your plot hook, or sell it to a more enterprising party for a percentage of their loot.

❿ The fireplace logs are enchanted. The fire generates enough heat for comfort, but not enough to burn, even to the touch. The fire also generates no smoke- the top of the fireplace is closed. Ahghairon enjoyed relaxing and reading by the low maintenance fire. These logs can be taken as torches, and kept in bags without burning any other objects.

⓫ If the carpet is pulled up, characters will find "Ahghairon's Stash". Two gems, worth 5,000 each are there, along with a "Rod of Iron Golem Control". This rod has one charge, which can be used to deactivate the Iron Golem in the "Ahghairon's Tomb" level. There is also a rubix cube, which flashes from an inner light. Solving the rubix cube (Either an Intelligence roll DC 15, or hand one to the players) deactivates the alarm. If the alarm is deactivated, they hear the Walking Statue in the far distance turn on it's heels and return to it's starting point. If this happens, Black Viper is willing to see the heist through and stops looking for an opportunity to escape.

The Summoning Room

Ⓔ Characters teleporting to this level arrive at this glyph. If characters step off the glyph, then step back onto it, they are teleported to the "Ahghairon's Tomb" level of the Tower.

Ⓕ Standing on this glyph teleports characters to "Ahghairon's Study."

⑫ On this table is a sacrificial dagger used for demonic summoning rituals, and a variety of essays and technical documents about planar summoning.



⑬ A **Pit Fiend** ((MM 77) stands in the center of the circle, captured by the runes for many long years. He was summoned by Ahghairon so that the mighty wizard could consult with him on matters of other planes, and has been trapped there since Ahghairon's death. His primary motive is to convince the characters to release him, scratching a rune on the ground with the ceremonial knife on the table disrupts the circle, allowing him to leave.

The Pit Fiend tells the characters that he knows how to recall the walking statue. He also tells the characters that an Iron Golem patrols the upper level, and he will tell them how to deactivate it. He offers to give this information in exchange for being released, and assures the characters he will not attack them, but simply teleport back to hell. He is telling the truth.

If the characters seem willing but uncertain, the Pit Fiend offers to sweeten the deal by giving the name of a Waterdeep Noble Family pledged to Avernus. He will tell them the Casselentars have a demonic pact, although he does not know the details of it. (If you are not playing Dragon Heist, give the Pit Fiend another one of your campaign secrets to barter with.)

If released, the Pit Fiend gives the location of "Ahghairon's Stash" in the study, then teleports away, off to cause trouble later in your campaign.

Ahghairon's Tomb

(G) Characters teleporting to this level from another level of the Tower arrive at this glyph. Once stepping off, stepping back onto this glyph sends characters to the "Summoning Room" level of the Tower.

(h) Stepping onto this glyph sends characters to the "Ahghairon's Study" level of the Tower.

(14) Ahghairon (LG Human Corpse) lies in repose with the Dragon Staff next to him. If Ahghairon is touched, a Banshee Scream echoes through the room. (Con save 12, or reduced to 0 HP)

(15) This chest contains a variety of writings on magical theory, too complex for the layman to understand. The box also contains a "Tome of Clear Thought". (DMG 208)



(16) When the Dragon Staff is picked up, an Iron **Golem** (MM 170) bursts through this wall. The Iron Golem is programmed to beat any interlopers into unconsciousness, then throw their body into the force wall outside to be picked up later.

Once Ahghairon's study is empty (either because the characters fled, or all characters in the room were beaten into unconsciousness), the Iron Golem will make it's way through the Tower, clearing each room. It will spend two rounds in each room of the Tower, working it's way down from 4th to 1st.

An Iron Golem At Level 3?!?

Help new players understand that an Iron Golem is likely too difficult for level 3 characters to best in combat, and fleeing may be wiser. Experienced players should probably already know better.

Back outside

If the characters are out in less than five minutes, they see the **Walking Statue** (DH 219) in the distance, lumbering towards them. If they took too much time, the Walking Statue will attempt to grab and hold them for the town guard.

Conclusion

If the Iron Golem or the Walking Statue catch the characters, remember these are not fatal threats, neither are interested in killing thieves, just capturing them. If the characters are caught, start planning a "Prison Break" adventure for your next session!

If the characters are successful, their employer is disappointed to learn that the Dragon Staff in the Tower was a fake- apparently Ahghairon placed a normal staff of sentimental value next to his tomb. (For information on where the REAL Dragon Staff is, read "Waterdeep: Dragon Heist"!)

Wand of Freezing Ray

This wand has seven charges.

While holding it, you can expend one charge to cast "Ray of Frost", dealing 1d8 damage.

For two charges, it deals 2d8 damage.

For three charges, it deals 3d8,

For four charges, it deals 4d8.

The wand regains 1d6 charges at dawn. If you expend every charge, roll a d20. On a 1 the wand crumbles into ashes and is destroyed.

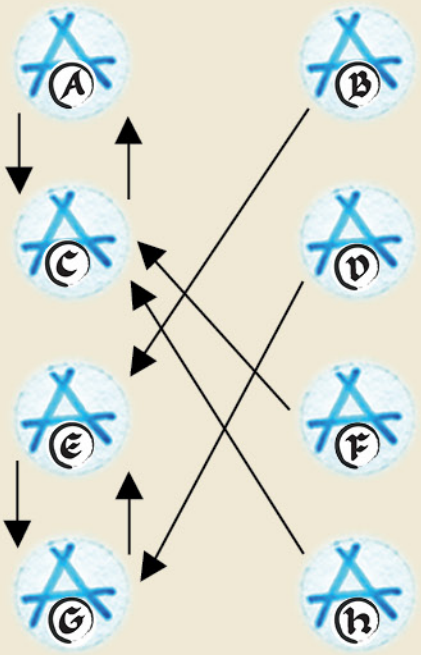
Glyph-Portation Chart

Supply Room lvl 1
A Entry / To "Ahghairon's Study" lvl 2
B To "Summoning Room" lvl 3

Ahghairon's Study lvl 2
C Entry / To "Supply Room" lvl 1
D To "Ahghairon's Tomb" lvl 4

Summoning Room lvl 3
E Entry / To "Ahghairon's Tomb" lvl4
F To "Ahghairon's Study." lvl 2

Ahghairon's Tomb lvl 4
G Entry / To "Summoning Room" lvl 3
H To "Ahghairon's Study" lvl 2



Adventure well and enjoy your time with friends.

Farewell!

Thank you so much for taking the time to check out "Handful of Heists", I hope you and your players both enjoy! I plan on releasing more "Pick Up and Play" adventures, so please give feedback and let me know what worked and what didn't. My goal is to make it easy for DMs to provide a memorable and fun experience for their table, and your feedback helps me to do that better every time.

Happy gaming!

Credits

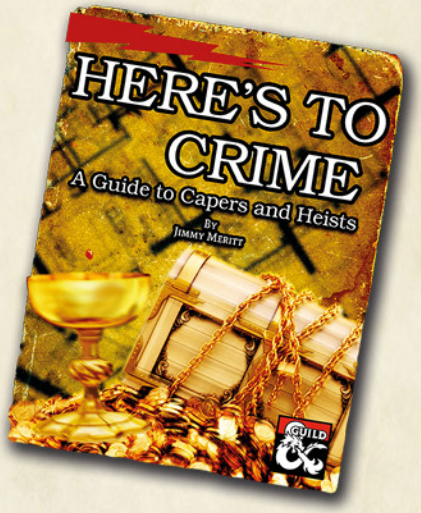
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Create your own heist!

If you enjoyed this, check out "Here's to Crime: A Guide to Capers and Heists". It's a set of house rules that help you run adventures with the feel of "Ocean's 11" and "Leverage".



Influences: Adventures in this book were influenced by "Waterdeep: Dragon Heist", by the Wizards RPG Team, and "Waterdeep: City of Splendors" by Ed Greenwood and Elaine Cunningham. Thank you to the DMs Guild for letting me cause mischief on these playgrounds!

This module was assembled using InDesign, based on a template by Nathanael Roux from the DMsGuild. Photoshop was the coloring and crafting program for the art and maps. Original drawings were done in pencil and ink on 9x12 Strathmore colored pencil paper, inked with Pigma pens.

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The Griffon on the inside front and back cover
was originaly created by Joannes Jonstonus in the 1600's.

THE FOLLOWING PAGES ARE MONSTER STATS & PLAYER MAPS

Kraken Priest

Medium humanoid (any race), any evil alignment

Armor Class 10
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 30 ft.

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

Skills Perception +5
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Senses Passive Perception 15
Languages any two languages
Challenge 5 (1,800 XP)

Amphibious. The priest can breathe air and water.

Innate Spellcasting. The priest's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: command, create or destroy water

3/day each: control water, darkness, water breathing, water walk

1/day each: call lightning, Evard's black tentacles

Actions

Thunderous Touch. Melee Spell Attack: +5 to hit, reach 5 ft., one creature. Hit: 27 (5d10) thunder damage.

Voice of the Kraken (Recharges after a Short or Long Rest). A kraken speaks through the priest with a thunderous voice audible within 300 feet. Creatures of the priest's choice that can hear the kraken's words (which are spoken in Abyssal, Infernal, or Primordial) must succeed on a DC 14 Charisma saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gazer

Tiny aberration, neutral evil

Armor Class 13
Hit Points 13 (3d4 + 6)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws WIS +2
Skills Perception +4, Stealth +5
Condition Immunities Prone
Senses Darkvision 60 ft., Passive Perception 14
Languages --
Challenge 1/2 (100 XP)

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

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

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

Eye Rays. The gazer shoots two of the following magical eye rays at random (reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1. Dazing Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2. Fear Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3. Frost Ray. The targeted creature must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4. Telekinetic Ray. If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer.

If the target is an object weighing 10 pounds or less that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

Walking Statue of Waterdeep

Gargantuan construct, unaligned

Armor Class 17 (Natural Armor)
Hit Points 314 (17d20 + 136)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	27 (+8)	1 (-5)	10 (+0)	1 (-5)

Saving Throws CON +14
Damage Immunities Cold, Fire, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Senses Truesight 120 ft., Passive Perception 10
Languages --
Challenge 18 (20,000 XP)

Crumbling Colossus. When the statue drops to 0 hit points, it crumbles and is destroyed. Any creature on the ground within 30 feet of the crumbling statue must make a DC 22 Dexterity saving throw, taking 22 (4d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Immutable Form. The statue is immune to any spell or effect that would alter its form.

Magic Resistance. The statue has advantage on saving throws against spells and other magical effects.

Siege Monster. The statue deals double damage to objects and structures.

Actions

Multiattack. The statue makes two melee attacks.

Slam. Melee Weapon Attack: +16 to hit, reach 5 ft., one target. Hit: 29 (3d12 + 10) bludgeoning damage.

Hurled Stone. Ranged Weapon Attack: +16 to hit, range 200/800 ft., one target. Hit: 43 (6d10 + 10) bludgeoning damage.

Black Viper

Medium humanoid (human), 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
Senses passive Perception 13
Languages Common, thieves' cant
Challenge 5 (1,800 XP)

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

Evasion. If the Black Viper 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. She can't use this trait if she's incapacitated.

Sneak Attack (1/Turn). The Black Viper 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 the Black Viper that isn't incapacitated and the Black Viper doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Black Viper makes three attacks with her rapier.

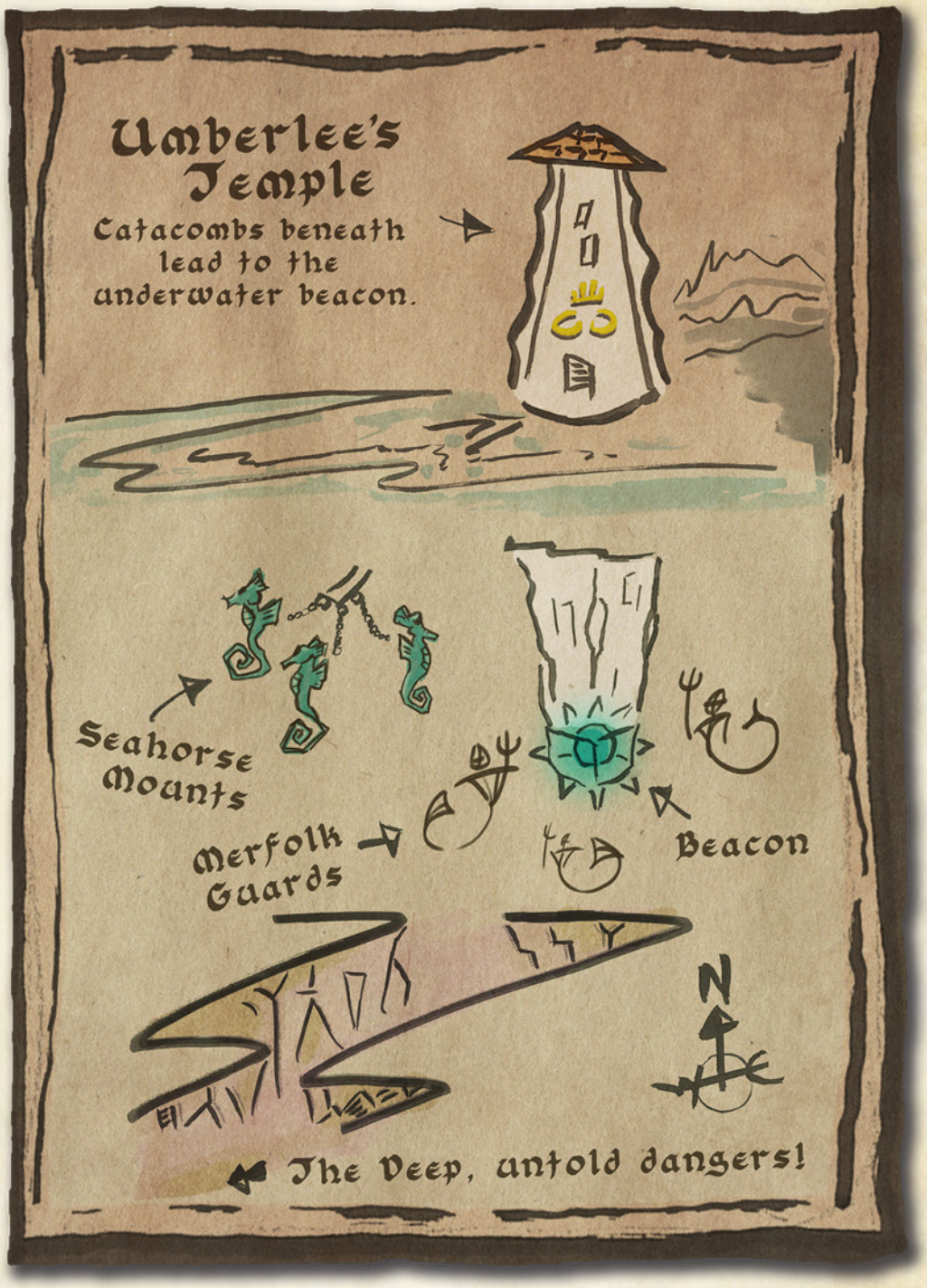
Rapier. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +7 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

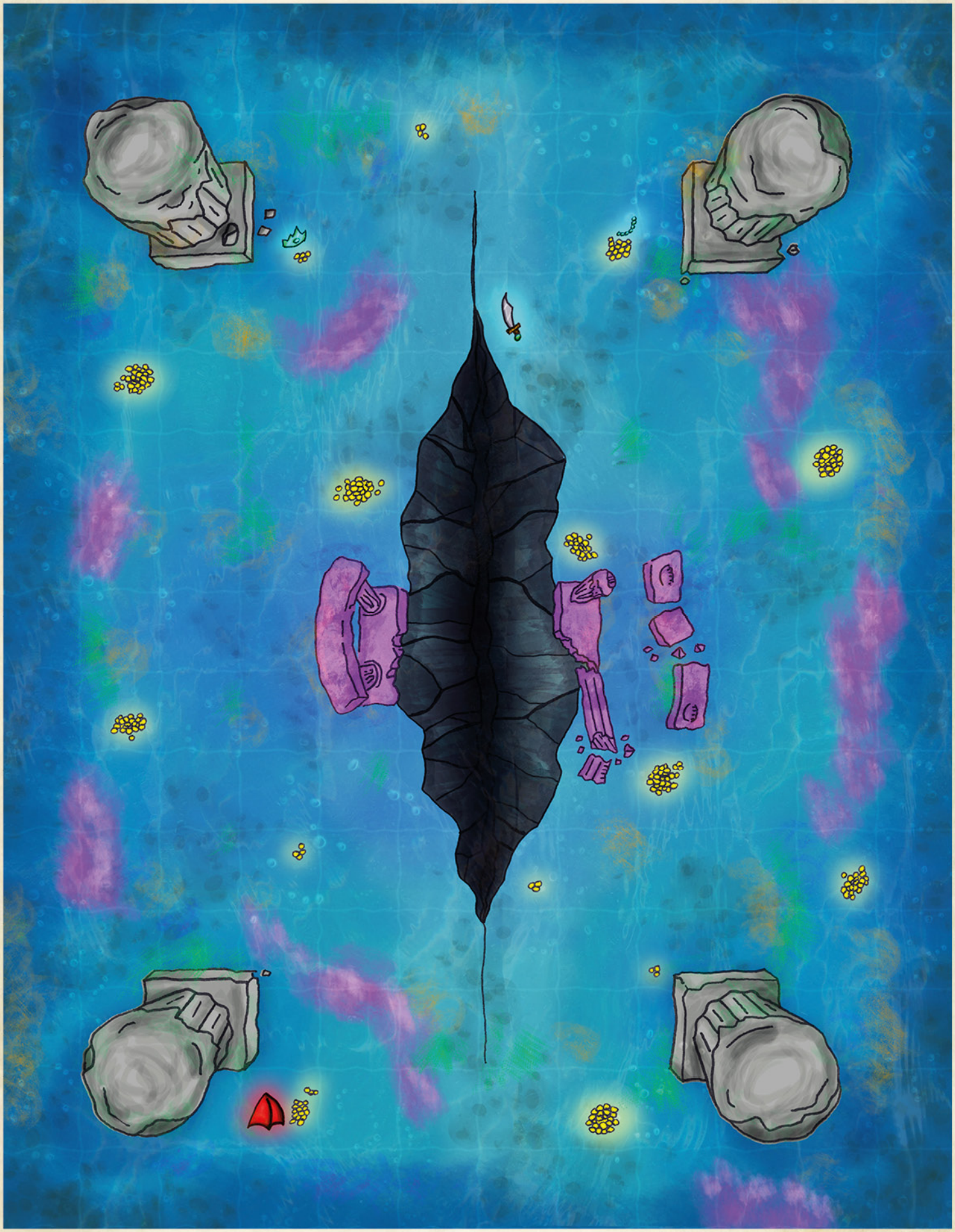
Uncanny Dodge. The Black Viper halves the damage that she takes from an attack that hits her. She must be able to see the attacker.

A Map to More Adventure!





PLAYER MAP: INTO THE DEEP - SIDEVIEW MAP



PLAYER MAP: UNDERSEA TEMPLE BATTLE MAP

The Supply Room



Anghairon's Study



The Summoning Room



Anghairon's Tomb



Husteem's Vault





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HANDFUL OF HEISTS

