
INVASION
FROM THE PLANET OF
TARRASQUES
GUILD
AN EPIC ADVENTURE FOR LEVEL 20 CHARACTERS
BY JAMES INTROCASO



Invasion from the Planet of Tarrasques

A Dungeons & Dragons adventure for level 20 characters.

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Introduction

What's more fun than one tarrasque? How about multiple tarrasques stomping across Waterdeep? How about a whole planet full of tarrasques ready to rumble? If that sounds exciting, then *Invasion from the Planet of Tarrasques* is for you.

Invasion from the Planet of Tarrasques is an adventure for a party of four to six level 20 characters. It takes place in the Forgotten Realms in the city of Waterdeep, but you can set the adventure in any fantastic city by changing a few proper names. The adventure is meant to be a continuation of the *Waterdeep: Dragon Heist* and *Waterdeep: Dungeon of the Mad Mage* adventures, but can be played on its own or integrated into any campaign.

Adventure Background

Halaster Blackcloak, the Mad Mage of Undermountain, always has a contingency in place. As long as Undermountain remains beneath the city of Waterdeep, Halaster can never truly die within its walls, for the dungeon rebuilds the mage's body on the rare occasions when adventurers "kill" Halaster.

Halaster realized that if adventurers destroyed all of Undermountain (a nigh impossible feat more difficult than even slaying the mage), he would lose his immortality. To further protect his life, Halaster took some of the rooms and halls of Undermountain and flung them across the multiverse, including other worlds of the Material Plane. With Undermountain spread across existence, the task of permanently killing Halaster is even more difficult.

Unfortunately for the mage, a party adventurers recently killed him in his dungeon beneath the City of Splendors. When Halaster's body reformed, he found himself in Falx, another world of the Material Plane inhabited entirely by enormous, carnivorous monsters with endless appetites. These scaly bipeds are closely related to the tarrasque, an infamous monstrosity feared across the worlds of the Material Plane. Halaster, now obsessed with punishing the adventurers who killed him, began to hatch a plot. If one tarrasque could level an entire city, what could a planet's worth of the beings do to Faerûn?

Adventure Overview

This adventure is divided into three chapters.

Chapter 1. In "Giff You a Hand" a platoon of giff arrive in a spacefaring vessel and warn the adventurers about a coming invasion of tarrasques. With the clock ticking, the characters have a chance to prepare for the battle by mustering their allies.

Chapter 2. In "Battle for Waterdeep" the characters face-off with the invading titans, defend Waterdeep, and fight for their lives.

Chapter 3. In "Falx, Ho!" the characters travel through a portal to the planet of Falx to face Halaster and his army of tarrasques atop a stone tower made from pieces of Undermountain.

Appendix A. Appendix A contains the statistics of creatures in this adventure not found in the *Monster Manual*.

Appendix B. Appendix B features maps of Waterdeep and Halaster's tower in Falx.

We Didn't Play *Dungeon of the Mad Mage*

If your group didn't play through *Waterdeep: Dungeon of the Mad Mage*, fear not! You can still play *Invasion from the Planet of Tarrasques*. Halaster need not be motivated by revenge. The following alternative motivations for sending tarrasques into an urban area could be given to Halaster:

- After failing to become the Shadow Lord of Waterdeep, Halaster wants to see the city destroyed.
- Halaster wants to add a new level to Undermountain and fill it with tarrasques, but he's bringing them in via the city.
- Halaster knows an invasion of enormous monsters will draw powerful adventurers to Waterdeep. He can then coax those adventurers into Undermountain to further his own goals (see the "Halaster's Goals" sidebar in "Undermountain Overview" in *Waterdeep: Dungeon of the Mad Mage*).
- Halaster is bored.

Battling Tarrasques

Battling a single tarrasque should be an epic struggle in which the characters question their survival every round. Battling more than one should seem like insanity, no matter how strong the characters. If the characters are having an easy time battling one of the monsters, you can increase an encounter's difficulty in the following ways:

- Increase the tarrasque's hit point maximum (up to 990).
- Give the tarrasque a "surprise" ability chosen from the Tarrasque Variant Characteristics table.
- Add another tarrasque to the battle.



Climbing on Tarrasques

If the characters want to climb a tarrasque, rules for climbing onto bigger creatures can be found in "Action Options" in chapter 9, "Dungeon Master's Workshop," of the *Dungeon Master's Guide*. Characters that climb up buildings to leap onto tarrasques gain advantage on their ability check to grab onto the tarrasque, but fall (taking damage and landing prone as normal) if they fail to do so.

Debris Hurling

All tarrasques in this adventure gain the following action option, which they can use in place of a claw attack when they use the Multiattack action or by spending 1 legendary action:

Hurl Debris. *Ranged Weapon Attack:* +19 to hit, range 600/2,400 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Tarrasque Variance

Over the course of this adventure, the characters battle multiple tarrasques. To keep the battles fresh and surprising, you can choose or roll for one or more unique characteristics for each tarrasque on the Tarrasque Variant Characteristics table.

Tarrasque Variant Characteristics

d20	Variance
1	Amorphous
2	Antimagic Cone
3	Breath Weapon
4	Burrow
5	Confusion Aura
6	Disintegration Eyes
7	Energy Shroud
8	Extra Legs
9	Invisibility
10	Limited Magic Immunity
11	Musical Aura
12	Petrifying Gaze
13	Regeneration
14	Rusting Aura
15	Summon Tarrasque
16	Teleport
17	Thunder Stomp
18	Vomits Monsters
19	Wings
20	Zombifying Aura

Amorphous

The tarrasque can move through a space as narrow as 1 inch wide without squeezing.

Antimagic Cone

The tarrasque's eyes create an area of antimagic, as in the *antimagic field* spell, in a 150-foot-cone. At the start of each of its turns, the tarrasque decides which way the cone faces.

Breath Weapon

The tarrasque can use its action or spend 3 legendary actions to breathe energy in a 90-foot cone. Each creature in that area must make a DC 27 saving throw, taking 91 (26d6) damage on a failed save, or half as much damage on a successful one. The ability used for the saving throw and the type of damage are different for each tarrasque and chosen or rolled on the Tarrasque Breath Weapon table. The tarrasque also gains immunity to the damage type of its breath weapon if it does not already have it.

Tarrasque Breath Weapon

d6	Saving Throw	Damage Type
1	Dexterity	Acid
2	Constitution	Cold
3	Dexterity	Fire
4	Dexterity	Lightning
5	Constitution	Poison
6	Constitution	Thunder

Burrow

The tarrasque has a burrowing speed of 40 feet. The tarrasque can burrow through solid rock at half its burrow speed and leaves a 20-foot-diameter tunnel in its wake.

Confusion Aura

Each creature that is not a tarrasque that starts its turn with 30 feet of the tarrasque must succeed on a DC 19 Wisdom saving throw or use its action this turn to make one weapon attack against a random creature that is not a tarrasque that it can see within 30 feet of it, using whatever weapon it has in hand and moving beforehand if necessary to get in range. If the creature is holding no weapon, it makes an unarmed strike. If no creature is visible within 30 feet, it takes the Dash action, moving toward the nearest creature that is not a tarrasque.

Disintegration Eyes

The tarrasque can use its action or spend 2 legendary actions to shoot a disintegration beam out of its eyes at a creature it can see within 120 feet of it. That creature must succeed on a DC 19 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the tarrasque uses its Multiattack action, it can use its Disintegration Eyes in place of a bite attack or using its Swallow.

Energy Shroud

The tarrasque is wreathed in an energy shroud that dances about it like flames. The tarrasque sheds bright light the color of the energy shroud in a 120-foot radius and dim light for an additional 60 feet. In addition, whenever a creature within 10 feet of the tarrasque hits the tarrasque with a melee attack, that creature takes 11 (2d10) damage. The energy color and type of damage are different for each tarrasque and chosen or rolled on the Tarrasque Energy Shroud table. The tarrasque also gains immunity to the damage type of its energy shroud if it does not already have it.

Tarrasque Energy Shroud

d6	Color	Damage Type
1	Green	Acid
2	White	Cold
3	Red	Fire
4	Blue	Lightning
5	Purple	Necrotic
6	Yellow	Radiant

Extra Legs

The tarrasque's walking speed is 80 feet.

Invisibility

The tarrasque can use its action or spend 2 legendary actions to become invisible until the end of its next turn. If the tarrasque uses its Multiattack action, it can use its Invisibility in place of a bite attack or using its Swallow.

Limited Magic Immunity

The tarrasque can't be affected or detected by spells of 6th level or lower that are also unaffected by its Reflective Carapace unless it wishes to be.

Musical Aura

Creatures within 30 feet of the tarrasque that are not deafened hear a jaunty song emanating from the tarrasque. A creature that is not a tarrasque and starts its turn hearing the song must succeed on a DC 19 Wisdom saving throw or dance until the start of its next turn. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While dancing, other creatures have advantage on attack rolls against the creature.

Petrifying Gaze

The tarrasque can use its action or spend 1 legendary action to glare at a creature it can see within 120 feet of it. The targeted creature must make a DC 19 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. If the tarrasque uses its Multiattack action, it can use its Petrifying Gaze in place of its tail attack.

Regeneration

As long as the tarrasque has at least 1 hit point remaining, the tarrasque regains 30 hit points at the start of its turn.

Rusting Aura

At the start of the tarrasque's turn, any nonmagical ferrous metal objects within 30 feet of it corrodes. If the object isn't armor, a shield, or a weapon that is worn or carried, the tarrasque's aura destroys a 1-foot cube of the object.

If the object is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

If the object is a held metal weapon, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed.

Summon Tarrasque

When the tarrasque dies its remains create a momentary portal, which another **tarrasque** immediately steps through. The portal immediately closes after this second tarrasque arrives.

Teleport

As a bonus action, the tarrasque can teleport up to 90 feet to an unoccupied place it can see.

Thunder Stomp

The tarrasque can use its action or spend 2 legendary actions to stomp its feet on the ground and create a thunderous burst of sound. Each creature within 15 feet of the tarrasque must succeed on a DC 27 Constitution saving throw or take 22 (4d10) thunder damage and be knocked prone. If the tarrasque uses its Multiattack action, it can use its Thunder Stomp in place of a bite attack or using its Swallow.

Vomits Monsters

The tarrasque can use one action or spend 2 legendary actions to vomit 2d6 allied creatures onto the battlefield. These creatures were hidden in a safe area of the tarrasque's gullet. If the tarrasque vomits four or fewer creatures, it cannot use Vomits Monsters again for 24 hours. The type of creature is chosen or rolled on the Tarrasque Creature Vomit table. If the tarrasque uses its Multiattack action, it can use its Vomits Monsters in place of a bite attack or using its Swallow.

Tarrasque Creature Vomit

d8	Creature
1	**Death dog**
2	**Dire wolf**
3	**Fire snake**
4	**Ghoul**
5	**Giant hyena**
6	**Giant spider**
7	**Giant toad**
8	**Harpy**

Wings

The tarrasque has wings and a flying speed of 60 feet.

Zombifying Aura

At the start of the tarrasque's turn, all humanoid corpses within 30 feet of the tarrasque that have been dead for less than 24 hours rise as **zombies**. These zombies follow the tarrasque in a horde and attack any creature that tries to harm the tarrasque.



A Different Mage

You may wish to use a different mage than Halaster Blackcloak as the main antagonist in *Invasion of the Planet of Tarrasques*. Feel free to replace or reskin Halaster with any legendary spellcaster or being you choose, including the following suggestions:

- Acererak (see appendix D in *Tomb of Annihilation*)
- Szass Tam (a **lich** and leader of the Red Wizards)
- Valindra Shadowmantle (see "Heart of Ubtao" in *Tomb of Annihilation*)
- Any **drow matron mother** (found in *Mordenkainen's Tome of Foes*)
- An archdevil or demon lord (found in *Mordenkainen's Tome of Foes*)

Making Tarrasques Battle

Tarrasques do not normally harm one another, and by virtue of the rules they normally cannot (since they are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and their attacks are nonmagical). That said, if you as the DM wish to ignore those rules, the characters can attempt to trick two or more tarrasques into battling each other (at great personal risk).

In order to trick two or more tarrasques into harming each other, the tarrasques must be within 20 feet of each other. A character must move in such a way that the character provokes an opportunity attack from two or more of the tarrasques at the same time and at least one of the tarrasques must make an attack that misses. The character can then use an action to make a DC 20 Dexterity (Acrobatics) or Charisma (Deception) check. If the check succeeds, each attack that missed the character hit one of the other tarrasques that did not make the attack (chosen by the DM). At the DM's discretion, after one tarrasque harms another, they can become hostile toward each another.

There Can Be Only One!

This adventure refers to the monsters from Falx as tarrasques for ease of terminology, but it should be noted that some scholars believe the denizens of Falx are merely tarrasque-like, and not actual tarrasques. These sages say there is only one true tarrasque and that the similarity of the creatures of Falx is merely coincidence (as the multiverse is vast and unintentional likeness happens). The creatures from Falx look similar to the tarrasque of legend, but they should have some cosmetic differences like number of horns, number of eyes, color of scales, and body shape.

Epic Characters

The spells, items, and class features available to level 20 characters can result in unexpected and unplanned moments in the adventure. For instance, a wizard character could choose to use a *wish* spell to teleport the entire party to Falx after speaking with the giff, bypassing chapter 2. This type of creative thinking and use of resources is great! Allow it to happen.

Likewise, Halaster is an epic villain. If the characters teleport to Falx immediately after hearing about the problem from the giff, you can speed up Halaster's plans. Maybe the characters arrive in Falx only to find Halaster has already sent several monstrosities through the portal to Waterdeep just as they left. Now the City of Splendors must defend itself without the characters!

Awards

Though the characters cannot advance in level beyond 20, you can allow them to gain epic boons (see "Epic Boons" in chapter 7, "Treasure," of the *Dungeon Master's Guide*). If you are using milestone advancement instead of experience points, the characters gain an epic boon after completing chapter 2 of this adventure, and another after completing chapter 3.



Chapter 1: Giff You a Hand

Waterdeep is about to be in kaiju-sized trouble, but no one in the city knows it. Lucky for the citizens, a platoon of giff, spacefaring, hippopotamus-headed humanoids, uncovered Halaster Blackcloak's plot. The mercenary giff come to the City of Splendors to raise the alarm and get paid.

Meet the Giff

While the adventurers enjoy downtime at the Yawning Portal, a sudden shriek piercing the tavern's revelry as forty 7-foot-tall hippopotamus-headed humanoids (**giff** in appendix A) armed with muskets, pistols, grenades, and swords climb over the side of the well that leads to Undermountain. The first giff to emerge wears a bicorn hat on her head. She raises her hands in a sign of peace to silence the crowd and then introduces herself as Lieutenant Dorabeth Rumpington, leader of the Smoke Eaters, the 525th Giff Platoon. She politely asks to speak to the most accomplished warriors in the tavern. If the characters don't volunteer themselves, Durnan and the regulars in the Yawning Portal are quick to point the party out.



Dorabeth's Story

Dorabeth sits down with the characters and buys them a round of drinks (though she stays sober because she is on the job). She then gives them the following information:

- The Smoke Eaters arrived in Undermountain by way of Stardock (see level 16, "The Crystal Labyrinth," in *Waterdeep: Dungeon of the Mad Mage*). The platoon parked their ship, the *Curly Tusk*, at the asteroid and brokered passage into Undermountain with the githyanki (or whatever creatures now lurk there if the characters ousted the githyanki).
- The giff came to Waterdeep because they are seek a mercenary defense contract with the city.
- The city is about to be attacked by creatures of enormous size, quite similar to the legendary tarrasque.
- Between contracts, the Smoke Eaters decided to take a holiday and hunt a monster in the Material Plane world of Falx, a planet filled with tarrasque-like creatures. Some sages even say the tarrasque of legend originated on the planet.
- A giff scout, Private Condobol Duff, tracking one of these enormous monstrosities returned mortally wounded to the *Curly Tusk*. Just before he died, Condobol told Dorabeth that he stumbled upon a spiral tower that had a large pyre of purple flame at its top. Many of the monstrosities were gathered around the tower, simply staring into the fire.
- Curious, Condobol climbed to the top of the tower where he met a human wizard named Halaster Blackcloak. The mage rambled about using tarrasques to destroy the City of Splendors as revenge against adventurers who had wronged him. The mage muttered something about "opening a portal in the Castle Ward."
- Halaster mentioned his planned date for opening the portal is the current date. There is little time to prepare!
- Condobol asked what the adventurers had done to him, but that question enraged the wizard, who burned the giff with magical fire. Condobol fled, the insane mage did not care to follow, and the private died after sharing the story with Dorabeth.
- Dorabeth believes Waterdeep is in terrible danger and could use the Smoke Eaters' aid. She asks the

adventurers to introduce her post-haste to the city's leader so she can arrange a contract. The giff also warns the characters that the Smoke Eaters alone are not enough of a defense for the city to survive an onslaught of tarrasques. She encourages them to muster every organization they can to Waterdeep's defense.

If the characters have not heard of the tarrasque, Dorabeth shares the lore about the creature found in the *Monster Manual*.

The characters know Laeral Silverhand, the Open Lord of Waterdeep is the person Dorabeth should speak with about being hired to defend Waterdeep. As level 20 characters, they are likely adventurers of such renown that arranging an immediate meeting with Laeral is no problem. If the characters ignore Dorabeth's warning, proceed to chapter 2, "Battle for Waterdeep."

Meeting with Laeral

Laeral Silverhand (see appendix A) agrees to meet with the characters and Lieutenant Dorabeth Rumpington in a meeting room at Castle Waterdeep. An escort of twenty **veterans** guards Laeral. After introductions, Dorabeth tells Laeral the same story she shared with the characters then demands Laeral pay the giff 25,000 gp to lead the defense the city against the tarrasques. Laeral arches an incredulous eyebrow and turns to the characters, asking for their opinion. Score the characters responses based on the following rubric. They start with 0 points:

- A character who claims to believe the giff, claims the warning is too dire to ignore, and succeeds on a DC 15 Charisma (Intimidation or Persuasion) check gains the group 1 point. This check can be made only once.
- A character who tells tales of the legendary prowess of giff, insists the mercenaries are worth every copper, and succeeds on a DC 20 Charisma (History or Performance) check gains the group 1 point. Failure on this check loses the group 1 point. This check can be made only once.
- A character who haggles with Dorabeth to lower her price can get the giff to agree to a price of 20,000 gp with a successful DC 12 Charisma (Persuasion) check. For every increment of 5 the check exceeds the DC, the character is able to haggle Dorabeth's price down another 5,000 gp to a minimum of 10,000 gp. If the character succeeds on this check, the group gains 1 point.
- If the characters offer to pay half the giff's fee, they gain 1 point. If they offer to pay the entirety of the fee, they gain 2 points.
- If the characters played through *Waterdeep: Dragon Heist*, recovered the gold in the Vault of Dragons, and gave it back to the city, they gain 2 points. If they recovered the gold, but did not give it back to the city and Laeral knows it, they lose 2 points.

Allow the characters to get creative in their arguments, and use the rubric to guide scoring out-of-the-box ideas that don't appear in this adventure. Award inspiration to characters who roleplay great responses to Laeral's question.

Outcome of the Meeting

Tally up the points. Once the characters have given their response to Laeral Silverhand, she responds based on their total:

- ***–1 or Fewer Points.*** Laeral becomes enraged and orders the giff to leave Waterdeep immediately or face consequences. Dorabeth honors this request, warning the Open Lord this is a mistake, before heading back to her ship with her platoon. The giff do not stay to defend the city even if the characters offer to pay the fee (see "We'll Hire You!").
- ***0 Points.*** Laeral does not take the meeting seriously. She thanks Dorabeth and the characters for the warning, politely declines the contract, and does nothing to enhance the security of the city.
- ***1 Point.*** Laeral does not hire the giff, but agrees to increase the city's security for the time being by putting every member of the City Watch, City Guard, and the Watchful Order of Magsists and Protectors on call, just in case the threat is real.
- ***2 or Greater Points.*** Laeral hires the giff for protection and puts every member of the City Watch, City Guard, and Watchful Order of Magsists and Protectors on call. She then asks the characters to go out into the city and muster anyone they can to help with the defenses.

We'll Hire You!

If Laeral Silverhand doesn't hire the giff, but the meeting with the Open Lord didn't end with a negative score (see "Outcome of the Meeting"), the characters can hire the giff. Laeral agrees to work with the mercenaries if the characters pay, and Dorabeth demands payment upfront.

Mustering Defenses

After the characters meet with Laeral Silverhand, they have time to muster various groups to the city's defenses. Give the characters the following information:

- The characters each have time to approach one organization if they split up individually.
- The characters can approach one organization as a group of two or more characters, but each character can only participate in one negotiation.

Clever characters could decide to split up before going to see Laeral to maximize their time, sending one or more characters to meet with the Open Lord while others go to seek allies elsewhere in the city. Characters who do not meet with Laeral to instead find other allies to join the fight can negotiate with two organizations instead of one.

Award inspiration to characters who roleplay well during these meetings.

If the characters do not know where to start give them some suggestions. Force Grey and the legitimate factions would be top of mind for any adventurers who have spent time in Waterdeep.



Force Grey and the Gray Hands

Vajra Safahr (see appendix A), the Blackstaff, is in charge of Force Grey and the Gray Hands. Arranging a meeting with her in Blackstaff Tower in the Castle Ward is no problem for accomplished adventurers.

- If at least one of the characters is a member of Force Grey in good standing and the city's defense has the backing of Laeral Silverhand (see "Meeting with Laeral"), Vajra agrees to activate her forces.
- If the characters meet only one of the conditions for automatic help from Vajra, a successful DC 15 Charisma (Persuasion) check convinces Vajra to activate her forces.
- If none of the characters are members of Force Grey and they have not secured Laeral's cooperation, the DC for this check rises to 20.
- If the characters played through *Waterdeep: Dragon Heist*, recovered the gold in the Vault of Dragons, and gave it back to the city, they have advantage on the check. If they recovered the gold, but did not give it back to the city, they have disadvantage on the check.
- This check could instead be a Charisma (Intimidation or Performance) check if the characters attempt to scare Vajra to action with stories of the tarrasque's violence and descriptions of a possible leveling of Waterdeep.

Legitimate Factions

The characters could approach the Emerald Enclave, Harpers, Lord's Alliance, Order of the Gauntlet, and Zhentarim to ask for aid.

- If at least one of the characters is a member of the faction in good standing, a successful DC 13 Charisma (Persuasion) check convinces the faction to help.
- If none of the characters are members of the faction, the DC for the check rises to 18.
- If the characters have secured the backing of Laeral Silverhand (see "Meeting with Laeral"), the check is made with advantage.
- This check could instead be a Charisma (Intimidation or Performance) check if the characters attempt to scare the faction to action with stories of the tarrasque's violence and descriptions of a possible leveling of Waterdeep.
- If all else fails, a faction is willing to aid in the defense of the city in exchange for 10,000 gp.

Legitimate Faction Leaders

The following faction leaders are detailed in "Joining Factions" in chapter 2, "Trollskull Alley," of *Waterdeep: Dragon Heist*. These are the people the characters meet with to negotiate for Waterdeep's defense:

- ***Emerald Enclave.*** Jeryth Phaulkon manifests as a disembodied female voice that can be heard by anyone in the gardens of Phaulkonmere in the Southern Ward.
- ***Harpers.*** **Mirt** (see appendix A) has survived the passing of centuries by means of magic, and of all the Masked Lords, he is the least concerned with concealing his identity. He meets with the characters in his private box at the Lightsinger Theater, a high-end establishment located in the Castle Ward.
- ***Lord's Alliance.*** **Jalester Silvermane** (see appendix A), an earnest man in his mid-twenties who has the favor of Laeral Silverhand, spends much of his time in the Yawning Portal.
- ***Order of the Gauntlet.*** Savra Belabranta (NG female Tethyrian human **knight**) can be found in the Halls of Justice, the temple of Tyr in the Castle Ward.
- ***Zhentarim.*** **Davil Starsong** (see appendix A) keeps a room at the Yawning Portal and does all his business in the establishment's taproom. He negotiates deals with grace and aplomb, even while drunk, and uses an elven lute as a spellcasting focus.





Criminal Factions

The characters could try to recruit any number of criminal factions detailed in *Waterdeep: Dragon Heist*, such as the Cassalanter noble family, Manshoon's Zhentarim, the Shard Shunners, or the Xanathar Guild. Such a plan is risky, but criminals stand to lose just as much as honest folk if the City of Splendors is turned to ash.

- While unlikely, if a character is a member of the faction in good standing, that character convinces the faction to help with a successful DC 15 Charisma (Intimidation or Persuasion) check.
- If the character is not a member of the faction, the DC for the check rises to 20.
- If the characters played through *Waterdeep: Dragon Heist*, recovered the gold in the Vault of Dragons, and gave it to this criminal faction, they have advantage on the check. If they recovered the gold, but did not give it to the faction, they have disadvantage on the check.
- This check could instead be a Charisma (Deception) check if the character is pretending to be a member of the faction or promises something in return they cannot give the faction (such as amnesty for past crimes).
- If all else fails, a criminal faction is willing to aid in the defense of the city in exchange for 25,000 gp.

Criminal Factions at Peace

It might seem like these criminal factions wouldn't give the characters a chance to negotiate before attacking, but the unscrupulous organizations of Waterdeep are smart. They know powerful adventurers could wipe them out in a violent conflict. Provided the characters don't start a fight, the criminals hear them out and don't attack.

Bregan D'aerthe

If the characters know **Jarlaxle Baenre** (see appendix A) and Bregan D'aerthe are in Waterdeep, they can go to the drow to get his mercenary company's help.

- If at least one of the characters is a member of Bregan D'aerthe in good standing, a successful DC 15 Charisma (Persuasion) check coupled with sound reasoning about how Jarlaxle stands to profit from helping secures his aid.
- If none of the characters are members of Bregan D'aerthe, the DC for the check rises to 20.
- If the characters have secured the backing of Laeral Silverhand (see "Meeting with Laeral"), they have advantage on the check.
- If the characters played through *Waterdeep: Dragon Heist*, recovered the gold or the *dragonstaff of Ahghairon* in the Vault of Dragons, and gave either to Jarlaxle, they have advantage on the check. If the characters promised to give those items to Jarlaxle and failed to do so, they have disadvantage on the check.
- This check could instead be a Charisma (Performance) check if the characters attempt to convince Jarlaxle of the stories that will be told of his bravery against the tarrasques should he lend his aid.
- If all else fails, Jarlaxle is willing to aid in the defense of the city in exchange for 25,000 gp.

More information about Jarlaxle and Bregan D'aerthe can be found in *Waterdeep: Dragon Heist.*

Other Factions

The characters could try to secure the help of another faction not listed in this section. Use the following guidelines to determine if the characters secure the faction's help:

- If at least one of the characters is a member of the faction in good standing, a successful DC 15 Charisma (Persuasion) check convinces the faction to help.
- If none of the characters are members of the faction, the DC for the check rises to 20.
- This check could instead be a Charisma (Intimidation or Performance) check if the characters attempt to scare the faction to action with stories of the tarrasque's violence and description of a possible leveling of Waterdeep.
- If all else fails, a faction is willing to aid in the defense of the city in exchange for 10,000 gp.

Aurinax

If the characters played through *Waterdeep: Dragon Heist*, then they are likely familiar with Aurinax, an **adult gold dragon** who resides in the Vault of Dragons beneath the city. The characters could attempt to enlist his help against the tarrasques.

- If the characters are on good terms with Aurinax, a successful DC 18 Charisma (Persuasion) check convinces the dragon to help the city.
- If the characters are not on good terms with Aurinax, the DC for the check rises to 22. Even if the check succeeds, Aurinax only agrees to help if given gems with worth equaling 50,000 gp.



Count the Allies

After the characters speak to the forces they wish to help defend the city, it's time to get to the Castle Ward before the tarrasques to arrive! Each ally and organization's help the characters secure is worth a specific number of ally points:

- Laeral Silverhand, the City Watch, the City Guard, and the Watchful Order of Magsists and Protectors (3 ally points)
- Smoke Eaters Giff Platoon (1 ally point)
- Force Grey and the Gray Hands (2 ally points)
- Legitimate factions (1 ally point each)
- Criminal factions (1 ally point each)
- Bregan D'aerthe (1 ally point)
- Other factions (1 ally point each)
- Aurinax (1 ally point)

Tally up the total number of ally points the characters have then proceed to chapter 2, "Battle for Waterdeep."











Chapter 2: Battle for Waterdeep

Time has run out for Waterdeep. The characters must defend the City of Splendors from Halaster Blackcloak's army of tarrasques!

Arrival of the Tarrasques

If the characters heeded the warnings of the Smoke Eaters, they begin this chapter in the Castle Ward, waiting for the tarrasques to arrive along with any other forces they managed to muster. If the characters did not heed the giff's warning, the tarrasques appear on the street as the adventurers exit the Yawning Portal (which is in the Castle Ward).

Suddenly a magic hum sounds throughout the area as circular portal with a 30-foot radius opens in the middle of Rainrun Street. Massive creatures that make the portal look like a cramped doorway exit the swirling energy and stomp onto the street. Each is reptilian in appearance, with a massive maw of sharp teeth, a horned head, clawed hands, and a carapace covering its back. The monstrosities give hungry roars as they tear into the buildings nearby, and cries of alarm fill the streets.

Castle Ward Features

The Castle Ward has the following features.

Buildings

Lavish buildings between 40 and 50 feet tall dominate the Castle Ward. Climbing one of the buildings without equipment requires a successful DC 15 Strength (Athletics) check.

Streets

The streets of the Castle Ward are paved or cobbled and have paved sidewalks with curbs setting them above the street level.

Lighting

The Castle Ward is brightly lit at all times. The sun lights the city during the day and street lamps lit by *continual flame* spells light the streets at night.

Tarrasque Takedown

This is it! The characters need to defend themselves and Waterdeep against an invasion of titans.

Enemies and Allies

The number of tarrasques the characters battle is determined by the number of ally points they gained in chapter 1 (see "Count the Allies"):

- ***0 Ally Points.*** The characters battle two **tarrasques** at once.
- ***1–2 Ally Points.*** The characters start the battle fighting one **tarrasque** and then a second **tarrasque** joins the fray once the first is reduced to 330 hit points.
- ***3–4 Ally Points.*** The characters start the battle fighting one **tarrasque** and then a second **tarrasque** joins the fray once the first is reduced to 0 hit points.
- ***5–6 Ally Points.*** The characters start the battle fighting one **tarrasque** and then a second **tarrasque** with only 450 hit points remaining joins the fray once the first is reduced to 0 hit points.
- ***7 or Greater Ally Points.*** The characters battle one **tarrasque**.

The characters' battle is not the only one in the city. Even if they begin the fight with no allies, the forces of Waterdeep muster on their own and Vajra Safahr activates the city's walking statues once the invasion begins. As the characters fight their own battle, the city combats other tarrasques.

Environmental Hazards

Waterdeep is crowded with buildings and people. A battle in the streets with titanic creatures isn't just about taking the tarrasques down. Falling buildings, explosions, and friendly fire can be just as deadly as the monstrosities. Each round on initiative count 20 (losing initiative ties), choose or roll for an event on the Tarrasque City Hazards table.

Tarrasque City Hazards

d6	Hazard
1	Building Collapse
2	Dust Cloud
3	Explosion
4	Friendly Fire
5	Reflected Spell
6	Stampede

Building Collapse

The wanton destruction of Waterdeep causes a building of the DM's choice within 50 feet of a tarrasque the characters are battling to collapse. Each creature on the building falls to the ground. Those creatures and each creature within 10 feet of the building must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage and getting knocked prone on a failed save, or only taking half the damage on a successful one.

Dust Cloud

A dust cloud from the city's destruction rolls through the Castle Ward, causing everything within 50 feet of the ground to be lightly obscured until the start of initiative count 20 of the next round. Each creature in the dust cloud must make a DC 15 Constitution saving throw or become poisoned until the start of initiative count 20 of the next round.

Explosion

Something flammable explodes thanks to the destruction happening all over Waterdeep. Up to three characters within 10 feet of each other must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half the damage on a successful one.

Friendly Fire

An arrow, crossbow bolt, or spear affected by the *magic weapon* spell meant for a tarrasque careens toward a randomly chosen character. Make an attack roll with a +8 bonus against that character. If the attack hit, it deals 1d6 + 5 piercing damage.

Reflected Spell

A spell reflected by a tarrasque's Reflective Carapace careens toward a randomly chosen character. Roll or choose a spell from the Reflected Spells table. If the spell is a cantrip, roll a d20 to determine the level of the creature that cast the spell. These spells have a +9 bonus to hit and a spell save DC of 17.

Reflected Spells

d6	Hazard
1	*Fire bolt*
2	*Ray of frost*
3	*Chromatic orb*
4	*Guiding bolt*
5	*Lightning bolt*
6	*Sunbeam*



Stampede

A terrified crowd of people runs through the Castle Ward. Up to three characters standing on the street within 10 feet of each other must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and get knocked prone.

Complications

If the characters need an extra challenge, add one of the following complications anytime during the encounter.

Burning Building

The chaos of the battle causes a building to go up in flames. A human woman **commoner** outside the building shrieks that her baby is still inside. Characters can enter or exit the building by spending 30 feet of movement. They can look for the woman's baby using an action to make a DC 15 Wisdom (Perception) check. A character who fails the check finds nothing. A character who succeeds finds a tabby **cat** hiding under a wet blanket that has protected it from the flames.

The cat is the woman's baby, but it is terrified and attacks any creature that tries to force it from the safety of its blanket. A character who succeeds on a DC 10 Wisdom (Animal Handling) check made as a bonus action or who can communicate with the cat can pick up the beast without it attacking. Once the woman has the cat back, she thanks the characters and flees the scene.

At the start of each round, any creatures in the burning building (except for the cat) take 11 (2d10) fire damage, and there is a 20 percent chance the building collapses. If the building collapses everyone inside and within 10 feet of the building must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, and half as much damage on a successful one.

Frozen in Terror

The characters spot a creature frozen in terror on the streets of Waterdeep. If the creature doesn't move soon, it could get killed! There is an 80 percent chance the creature is a humanoid **commoner** and a 20 percent chance the creature is a domesticated animal (such as a **cat**, **draft horse**, **mastiff**, or **mule**).

If the creature is a humanoid, a character who makes a successful DC 10 Charisma (Intimidation or Persuasion) check as an action gets the person to flee the scene. If the creature is an animal, a character who makes a successful DC 10 Wisdom (Animal Handling) check as an action gets the beast to flee the scene.

Looters

The characters notice a group of 3d6 **thugs** taking advantage of the tarrasque invasion by looting storefronts. A character who attacks the thugs or succeeds on a DC 15 Charisma (Intimidation) check scares the looters off.

Walking Statue Goes Berserk

It's been ages since the walking statues of Waterdeep were activated to aid in the defense of the city. The characters notice that the Honorable Knight, a statue that looks like a male human wearing plate armor wielding a sword, has gone berserk after being damaged in the battle. The **walking statue of Waterdeep** (which has 250 hit points remaining, see appendix A) is indiscriminately attacking the closest creatures, whether or not they are tarrasques. The statue must also be destroyed for the good of Waterdeep!

When the Dust Settles

If the characters win their encounter, they notice the other tarrasques that were attacking the city are either killed or have retreated back through the enormous portal. They are approached by **Laeral Silverhand** and **Vajra Safahr** (both detailed in appendix A) and congratulated for fighting well.

Laeral tells the characters that she is going to take stock of the damage and reinforce the city's defenses, since there is no telling when the tarrasques could return, then nods knowingly to Vajra. Vajra tells the characters that she has an important mission for them. The rewards will be great for the characters if they can find a way to close the portal... likely by finding the person who opened it on the other side. Both Laeral and Vajra have tried dispelling the portal, but they've had no luck with their most powerful spells.

Vajra impresses the importance of closing the portal as quickly as possible before more tarrasques can come through. The characters are the toughest heroes in Waterdeep, so they're the best hope.

Hanging Around

Odds are the characters understand the importance of closing the portal and immediately head through. If they do not, every hour they remain on the Faerûn side of the portal, there is a 50 percent chance another **tarrasque** emerges and attacks the city.



Chapter 3. Falx, Ho!

A single step through the portal takes the characters from the streets of Waterdeep to another world! The problem is that world is Falx, and there's a tarrasque army led by a mad wizard waiting for them.

Welcome to Falx

When the characters step through the portal in Waterdeep, they find themselves stepping out of a similarly sized bright purple flame that has no heat in Falx. They stand at the top of high spiral tower of black stone on a verdant peninsula over looking the ocean. Surrounding the tower on all sides are fifty still and silent **tarrasques** that stare up at the flame.

A sudden shriek overhead draws the attention of the characters who notice **Halaster Blackcloak** (see appendix A) on the back of a winged **tarrasque** (see "Tarrasque Variance" in the introduction and add at least one more variance to this tarrasque). He calls out, "My vengeance against Waterdeep will level the Sword Coast!" then attacks.

Falx Battleground Features

This area of Falx has the following features.

Lighting

The area is brightly lit at all times. The sun lights it during the day, and the purple flame lights it at night.

Ocean

The ocean that almost surrounds the peninsula is 50 feet deep and filled with crashing waves. A creature in the water without a swim speed must succeed on a DC 15 Strength (Athletics) check to move.

Peninsula

The peninsula ground sits 200 feet above the ocean. The sides of the peninsula leading down to the ocean are cliffs that require a successful DC 13 Strength (Athletics) check to climb without equipment.

Purple Flame

The purple flame was created by Halaster and is fueled by the magic of Undermountain (thanks to the tower being made out of pieces of the dungeon). A *detect magic* spell reveals the flame radiates auras of conjuration and enchantment magic. The spell also reveals the flame has magically linked Halaster and the tarrasques and acts as a portal to Waterdeep.



When the characters step through the portal, Halaster locks the flame's teleportation functionality. The characters cannot pass through the flame to return to Waterdeep as long as Halaster lives.

While the purple flame burns, Halaster commands the tarrasques.

No Legendary Actions. While the purple flame allows Halaster to control the tarrasques that can see it, the magic has a cost. Both Halaster and the tarrasques have part of their minds occupied by the powerful enchantment and cannot use their legendary actions while they are on Falx.

Tower

The 100-foot-tall tower is a solid piece of rock, made from the walls of Undermountain with a 20-foot-wide spiral rap leading up to its top. A character who is a dwarf, who is proficient with mason's tools, or who succeeds on a DC 20 Intelligence (History) check knows the tower is made of the exact same type of stone that sits beneath the city of Waterdeep and knows how to collapse the tower (see "Collapsing the Tower").

Huge and Gargantuan creatures can climb up and down each level of the ramp without following the circular path as if using stairs, but Large and smaller creatures must climb, which requires a successful DC 15 Strength (Athletics) check without equipment.

If Halaster dies within 1,000 feet of the tower, it counts as being in Undermountain for the purposes of his Rejuvenation feature.

Battle in Falx

Halaster controls the tarrasques through the magic of the strange purple flame atop the tower. He begins combat by casting *meteor swarm* on the characters before having his tarrasque mount fly down to attack. He also calls up one tarrasque from the group of fifty to battle the characters. Halaster calls up another tarrasque if his mount or the one fighting the characters falls, but he does not call up more than this, knowing the weight of too many tarrasques would collapse the tower.

Tarrasques on the Ground

If a character falls off or climbs down the tower, the tarrasques on the ground move to attack, though only one titan can reach the character in the crowd. If that tarrasque falls, another takes its place.

If a creature on the tower damages a tarrasque on the ground, the tarrasque's destructive instinct kicks in, overriding some the purple flame's magic. The monstrosity still won't attack Halaster, but it no longer remains still and climbs up the tower to attack the creature that hurt it and any creature in its way. If too many tarrasques climb up the tower, it collapses (see "Collapsing the Tower").

Finishing the Battle

With fifty tarrasques at his disposal, the battle against Halaster may seem impossible, but the characters need not (and likely cannot) kill every tarrasque to win the day. A character who casts the *detect magic* spell in this area or who knows the tower is made of stone from Undermountain (see "Tower") and succeeds on a DC 15 Intelligence (Arcana) check knows the tower, the purple flame, the tarrasques, and Halaster are all linked and that if Halaster or the tower is destroyed, the flame goes out, closing the portal in Waterdeep. There are no other ways to extinguish the flame.

Killing Halaster

If the characters kill Halaster while the tower is still standing, the purple flame begins to shrink, immediately becoming too small for any Gargantuan creatures to pass through. With Halaster dead, the characters can go through the flame back to Waterdeep provided they move quickly. Any tarrasques that were already attacking the characters continue to do so after Halaster's death.

At the end of the second round after Halaster's death, the flame disappears as does the portal in Waterdeep. Any remaining tarrasques watching the flame regain their senses and attack any creatures that are not tarrasques they notice. Any characters still in Falx when the flame goes out need to find their own way off the planet.

Collapsing the Tower

Halaster's tower is tough (and can withstand even an *earthquake* spell), but it cannot withstand the destructive power and weight of multiple tarrasques. If the characters get a total of five living tarrasques to climb or stand atop the tower at once, the structure collapses. Each creature on the tower falls 100 feet to the ground, taking 35 (10d6) bludgeoning damage and landing prone unless they mitigate or avoid the fall (such as with the *feather fall* spell). These creatures must also make a DC 15 Dexterity saving throw to avoid the falling debris, taking 35 (10d6) bludgeoning damage on a failed save or half as much damage on a successful one.

When the tower collapses, the purple flame immediately goes out, and the portal in Waterdeep vanishes. All the tarrasques in the area no longer have any loyalty to Halaster, and they attack any creatures that are not tarrasques. Halaster casts *teleport* to get away as soon as he can. The characters need a similar trick if they want to survive.

When the tower collapses, its magic and connection to Undermountain disappear. It no longer counts as being part of Undermountain for the purposes of Halaster's Rejuvenation feature (see "Tower").

Help from the Mad Mage

If the characters cannot figure out how to close the portal, allow Halaster's madness to aid them. Halaster might shout one of the following clues to the tarrasques (or no one in particular):

- "Not too many of you on the tower at once!"
- "Protect me! I am the key!"
- "My magic alone controls the portal!"
- "Wait your turns! Too many of you at once is bad news!"

Treasure

If the characters did not take Halaster's equipment after facing him in *Waterdeep: Dungeon of the Mad Mage*, they have a chance to grab it in this encounter. Halaster's equipment is detailed in his statistics in appendix A.

Conclusion

If the characters fail to close the portal in Waterdeep, Halaster continues to bombard the city with tarrasques and eventually levels Waterdeep. He then lets the monstrosities loose on the rest of the Sword Coast as he returns to Undermountain.

If the characters close the portal, but die in Falx, Laeral Silverhand has them brought back from the dead as a reward for their bravery. Their equipment is likely still in Falx. If they want it, they need to get it.

If the characters close the portal and make it back to Waterdeep alive, they are hailed as heroes. Laeral Silverhand rewards them with a gift of 25,000 gp, five *potions of supreme healing*, and two *potions of longevity* each.



Mark Hyzer

Appendix A: Creatures

Davil Starsong

Medium humanoid (elf), neutral

Armor Class 14 (chain shirt)
Hit Points 82 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +6
Skills Arcana +6, History +6, Insight +4, Perception +4, Performance +6
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, Dwarvish, Elvish
Challenge 6 (2,300 XP)

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

Spellcasting. Davil is a 12th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): *mage hand, mending, minor illusion, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, sleep*

2nd level (3 slots): *crown of madness, invisibility, suggestion*

3rd level (3 slots): *nondetection, sending, tongues*

4th level (3 slots): *compulsion, freedom of movement, polymorph*

5th level (2 slots): *dominate person, greater restoration*

6th level (1 slot): *Otto's irresistible dance*

Actions

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

Giff

Medium humanoid, lawful neutral

Armor Class 15 (breastplate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Senses passive Perception 11
Languages Common
Challenge 3 (700 XP)

Headfirst Charge. The giff can try to knock a creature over; if the giff moves at least 20 feet in a straight line that ends within 5 feet of a Large or smaller creature, that creature must succeed on a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

Firearms Knowledge. The giff's mastery of its weapons enables it to ignore the loading property of muskets and pistols.

Actions

Multiattack. The giff makes two pistol attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Musket. *Ranged Weapon Attack:* +4 to hit, range 40/120 ft., one target. *Hit:* 7 (1d12 + 2) piercing damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Fragmentation Grenade (1/Day). The giff throws a grenade up to 60 feet. Each creature within 20 feet of the grenade's detonation must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much damage on a successful one.

Halaster Blackcloak

Medium humanoid (human), chaotic evil

Armor Class 14 (17 with *mage armor*)
Hit Points 246 (29d8 + 116)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	24 (+7)	18 (+4)	18 (+4)

Saving Throws Int +14, Wis +11
Skills Arcana +21, History +21, Perception +11
Damage Resistances fire and lightning (granted by the *blast scepter*; see "Special Equipment" below)
Senses darkvision 120 ft., passive Perception 21
Languages Abyssal, Celestial, Common, Draconic, Dwarvish, Elvish, Infernal, Undercommon
Challenge 23 (50,000 XP)

Special Equipment. Halaster wears a *robe of eyes* that lets him see in all directions, gives him darkvision out to a range of 120 feet, grants advantage on Wisdom (Perception) checks that rely on sight, and allows him to see invisible creatures and objects, as well as into the Ethereal Plane, out to a range of 120 feet.

Halaster wields a *blast scepter* (a very rare magic item that requires attunement). It can be used as an arcane focus. Whoever is attuned to the blast scepter gains resistance to fire and lightning damage and can, as an action, use it to cast *thunderwave* as a 4th-level spell (save DC 16) without expending a spell slot.

Halaster also wears a *horned ring* (a very rare magic item that requires attunement), which allows an attuned wearer to ignore Undermountain's magical restrictions (see "Alterations to Magic," page 10).

Arcane Recovery (1/Day). When he finishes a short rest, Halaster recovers all his spell slots of 5th level and lower.

Legendary Resistance (1/Day). If Halaster fails a saving throw, he can choose to succeed instead.

Rejuvenation. If Halaster dies in Undermountain, he revives after 1d10 days, with all his hit points and any missing body parts restored. His new body appears in a random safe location in Undermountain.

Spellcasting. Halaster is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). He can cast disguise self and invisibility at will. He can cast fly and lightning bolt once each without expending a spell slot, but can't do so again until he finishes a short or long rest.

Halaster has the following wizard spells prepared:

Cantrips (at will): *dancing lights, fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *mage armor, magic missile, shield, silent image*

2nd level (3 slots): *arcane lock, cloud of daggers, darkvision, knock*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (3 slots): *confusion, hallucinatory terrain, polymorph*

5th level (3 slots): *Bigby's hand, geas, wall of force*

6th level (2 slots): *chain lightning, globe of invulnerability, programmed illusion*

7th level (2 slots): *finger of death, symbol, teleport*

8th level (1 slot): *maze, mind blank*

9th level (1 slot): *meteor swarm, wish*

Actions

Blast Scepter. Halaster uses his *blast scepter* to cast *thunderwave* as a 4th-level spell (save DC 16).

Legendary Actions

Halaster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Halaster regains spent legendary actions at the start of his turn.

Cast Spell. Halaster casts a spell of 3rd level or lower.

Spell Ward (Costs 2 Actions). Halaster expends a spell slot of 4th level or lower and gains 5 temporary hit points per level of the slot.

Jalester Silvermane

Medium humanoid (human), lawful good

Armor Class 18 (chain mail, *badge of the Watch*)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

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

Saving Throws Str +4, Con +3
Skills Athletics +4, Survival +4
Senses passive Perception 12
Languages Common, Elvish
Challenge 4 (1,100 XP)

Special Equipment. Jalester carries a *badge of the Watch*.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Jalester can regain 16 (1d10 + 11) hit points.

Actions

Multiattack. Jalester makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage when used with two hands.

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

Reactions

Riposte. When a creature that Jalester can see misses him with a melee attack, he can use his reaction to make a melee weapon attack against that creature. On a hit, the target takes an extra 4 damage from the weapon.





Jarlaxle Baenre

Medium humanoid (elf), chaotic neutral

Armor Class 24 (*+3 leather armor*, Suave Defense)
Hit Points 123 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	14 (+2)	20 (+5)	16 (+3)	19 (+4)

Saving Throws Dex +11, Wis +8
Skills Acrobatics +11, Athletics +6, Deception +14, Persuasion +8, Sleight of Hand +11, Stealth +16
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Draconic, Dwarvish, Elvish, Undercommon
Challenge 15 (13,000 XP)

Special Equipment. Jarlaxle wears *+3 leather armor*, a *hat of disguise*, a *bracer of flying daggers*, a *cloak of invisibility*, a *knave's eye patch*, and a *ring of truth telling*. He wields a *rapier, +3* and carries a *portable hole* and a *wand of web*. His hat is adorned with a *feather of diatryma summoning* (see appendix A of *Waterdeep: Dragon Heist* for items not in the *Monster Manual*).

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Jarlaxle instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.



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

Innate Spellcasting. Jarlaxle's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness, faerie fire*, *levitate* (self only)

Legendary Resistance (1/Day). If Jarlaxle fails a saving throw, he can choose to succeed instead.

Master Attuner. Jarlaxle can attune to up to five magic items, and he can attune to magic items that normally require attunement by a sorcerer, warlock, or wizard.

Sneak Attack (1/Turn). Jarlaxle deals an extra 24 (7d6) damage when he 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 Jarlaxle's that isn't incapacitated and Jarlaxle doesn't have disadvantage on the attack roll.

Suave Defense. While Jarlaxle is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Sunlight Sensitivity. When not wearing his knave's eye patch, Jarlaxle has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Jarlaxle makes three attacks with his rapier +3 or two attacks with daggers created by his bracer of flying daggers.

+3 Rapier. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d8 + 9) piercing damage.

Flying Dagger. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Legendary Actions

Jarlaxle can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jarlaxle regains spent legendary actions at the start of his turn.

Quick Step. Jarlaxle moves up to his speed without provoking opportunity attacks.

Attack (Costs 2 Actions). Jarlaxle makes one attack with his *rapier, +3* or two attacks with daggers created by his *bracer of flying daggers*.

Laeral Silverhand

Medium humanoid (human), chaotic good

Armor Class 18 (*robe of the archmagi*)
Hit Points 228 (24d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	20 (+5)	20 (+5)	20 (+5)	19 (+4)

Saving Throws Int +11, Wis +11
Skills Arcana +17, History +17, Insight +11, Perception +11, Persuasion +10
Damage Resistances fire
Damage Immunities poison
Senses truesight 60 ft., passive Perception 21
Languages Common, Draconic, Dwarvish, Elvish, Giant, Infernal
Challenge 17 (18,000 XP)

Special Equipment. Laeral wears a white *robe of the archmagi* (accounted for in her statistics). She wields a *flame tongue longsword*.

Magic Resistance. While wearing her *robe of the archmagi*, Laeral has advantage on saving throws against spells and other magical effects.

Spellcasting. Laeral is a 19th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to hit with spell attacks). Laeral has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, prestidigitation, ray of frost*

1st level (at will): *detect magic, disguise self, magic missile, shield*

2nd level (at will): *detect thoughts, invisibility, misty step*

3rd level (3 slots): *counterspell, fly, sending, tongues*

4th level (3 slots): *banishment, greater invisibility, Otiluke's resilient sphere*

5th level (3 slots): *cone of cold, geas, Rary's telepathic bond*

6th level (2 slots): *globe of invulnerability, mass suggestion*

7th level (1 slot): *prismatic spray, teleport*

8th level (1 slot): *feeblemind, power word stun*

9th level (1 slot): *time stop*

Actions

Multiattack. Laeral makes three attacks with her silver hair and *flame tongue longsword*, in any combination. She can cast one of her cantrips or 1st-level spells before or after making these attacks.

Silver Hair. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) force damage, and the target must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Flame Tongue. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 7 (2d6) fire damage, or 6 (1d10 + 1) slashing damage plus 7 (2d6) fire damage when used with two hands.

Spellfire (Recharges after a Long Rest). Magical, heatless, silver fire harmlessly erupts from Laeral and surrounds her until she is incapacitated or until she uses an action to quench it. She gains one of the following benefits of her choice, which lasts until the silver fire ends:

- She can breathe underwater.
- She can survive without food and water.
- She is immune to magic that would ascertain her thoughts, truthfulness, alignment, or creature type.
- She gains resistance to cold damage, and she is unharmed by temperatures as low as −50 degrees Fahrenheit.

While the silver fire is present, she has the following additional action options:

- Cast the *cure wounds* spell. The target regains 1d8 + 5 hit points. After Laeral takes this action, roll a d6. On a roll of 1, the silver fire disappears.
- Cast the *revivify* spell without material components. After Laeral takes this action, roll a d6. On a roll of 1–2, the silver fire disappears.
- Release a 60-foot line of silver fire that is 5 feet wide or a 30-foot cone of silver fire. Objects in the area that aren't being worn or carried take 26 (4d12) fire damage. Each creature in the area must succeed on a DC 21 Dexterity saving throw, taking 26 (4d12) fire damage on a failed save, or half as much damage on a successful one. After Laeral takes this action, roll a d6. On a roll of 1–3, the silver fire disappears.

Mirt

Medium humanoid (human), chaotic good

Armor Class 16 (*bracers of defense*)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +8, Wis +5
Skills Acrobatics +8, Athletics +8, Perception +5, Persuasion +6, Stealth +8
Senses passive Perception 15
Languages Common, Dwarvish
Challenge 9 (5,000 XP)

Special Equipment. Mirt wears *bracers of defense* and a *ring of regeneration*. He wields a *longsword, +1* and a *dagger, +1*.

Brute. A melee weapon deals one extra die of its damage when Mirt hits with it (included in the attacks below).

Evasion. If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Mirt instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

Sneak Attack (1/Turn). Mirt deals an extra 14 (4d6) damage when he 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 Mirt's that isn't incapacitated and Mirt doesn't have disadvantage on the attack roll.

Actions

Multiattack. Mirt makes three attacks: two with his +1 longsword and one with his +1 dagger.

+1 Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage when used with two hands.

+1 Dagger. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage when used as a melee weapon, or 7 (1d4 + 5) piercing damage when used as a ranged weapon.

Reactions

Parry. Mirt adds 2 to his AC against one melee attack that would hit him. To do so, Mirt must see the attacker and be wielding a melee weapon.



Vajra Safahr

Medium humanoid (human), lawful neutral

Armor Class 14 (*Blackstaff*, 17 with *mage armor*)
Hit Points 126 (23d8 + 23)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	11 (+0)	16 (+3)

Saving Throws Int +10, Wis +5
Skills Arcana +10, History +10
Senses passive Perception 10
Languages Common, Dwarvish, Elvish, Giant, Halfling, Undercommon
Challenge 13 (10,000 XP)

Special Equipment. Vajra wields the *Blackstaff* (see appendix A in *Waterdeep: Dragon Heist*), accounted for in her statistics. Roll 2d10 to determine how many charges the staff has remaining.

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

Spellcasting. Vajra is an 18th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +12 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, message, prestidigitation*

1st level (4 slots): *detect magic, identify, mage armor, thunderwave*

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

3rd level (3 slots): *counterspell, fly, sending*

4th level (3 slots): *banishment, fire shield, stoneskin*

5th level (3 slots): *Bigby's hand, geas, telekinesis*

6th level (1 slot): *chain lightning, globe of invulnerability*

7th level (1 slot): *forcecage, prismatic spray*

8th level (1 slot): *antimagic field, power word stun*

9th level (1 slot): *imprisonment*

Actions

Blackstaff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage when used with two hands. Vajra can expend 1 of the staff's charges to deal an extra 3 (1d6) force damage on a hit.

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

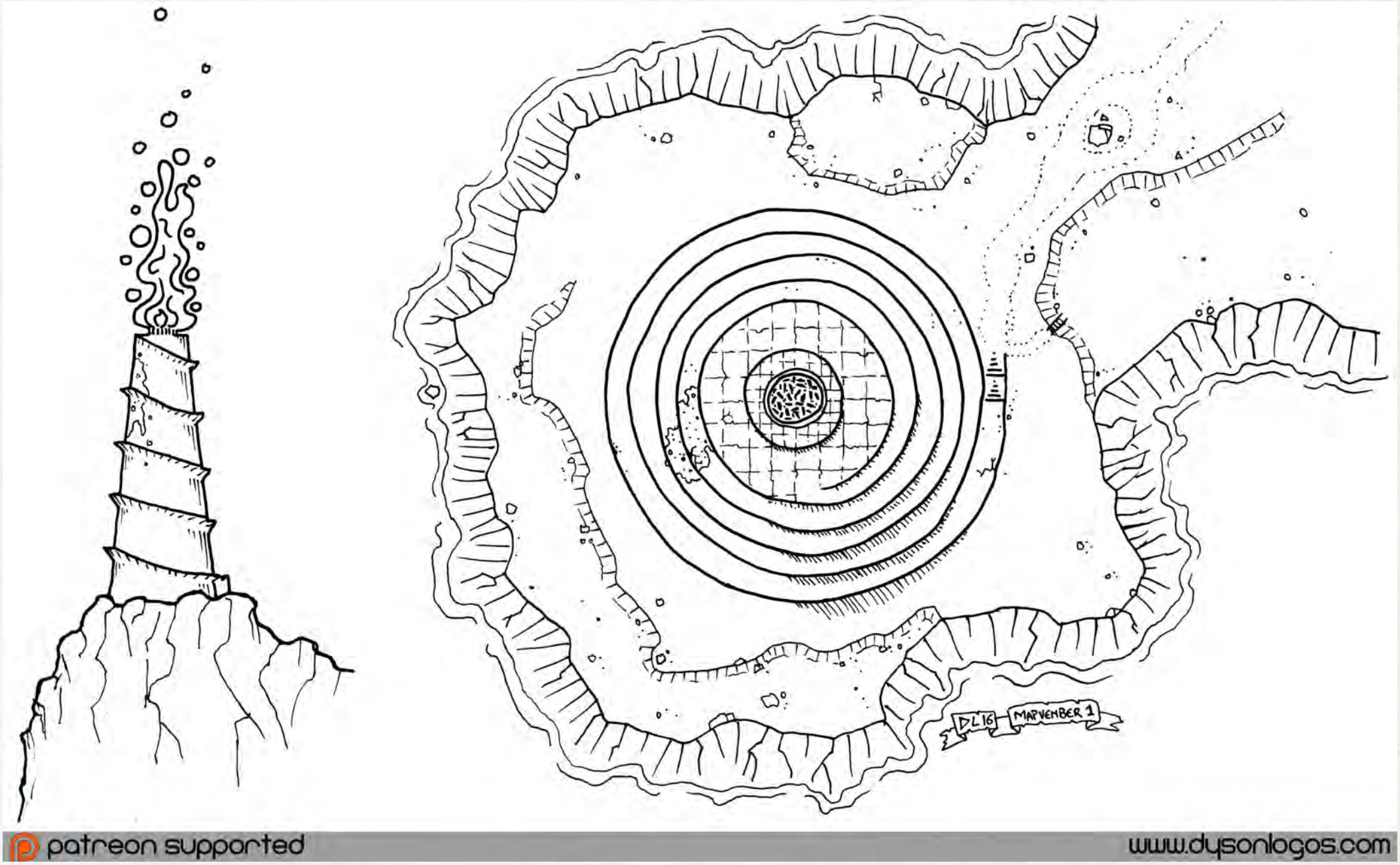
Multiattack. The statue makes two melee attacks.

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.

Appendix B. Maps




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MAPVEMBER 1
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