

Waterdeep's Notice Boards 2
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WATERDEEP'S NOTICE BOARDS 2

Welcome to *Waterdeep's Notice Boards 2*, a fresh collection of quest seeds for the City of Splendors. As you walk into this product, paraphrase or read out loud:

"If you don't like tongue-in-cheek quests, turn around and walk away. This is no product for serious folk." The author spits and crosses his arms. The spit makes a clean ringing sound as it hits the spittoon head on. You hear someone counting money in the distance.

To run these quests, you need a *Dungeon Master's Guide*, a *Player's Handbook*, the *Monster Manual*, and some time to prepare the individual boards.

The quests can be tackled by parties of different levels and offer balancing suggestions when necessary. To facilitate on-the-fly balancing, which considers number and level of all characters, a new metric called PowL (Power Level) is introduced. To calculate the PowL of a group, add the levels of all characters then multiply the total by the number of characters. For example, a group consisting of one 3rd and two 4th level characters has a PowL of 33. This number is then used to calculate the CR or number of enemies.

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CURSED GENIE BOTTLE!

Adventurers urgently needed—a crisis has befallen our city! Report to Seneschal Lohrmahr in the castle if you have experience with one or more of the following:

- *Mundane or magic abductions*
- *Cursed or genuine genie bottles*
- *Daring rescue operations where everyone else has failed*

BACKGROUND

During a dance in the Castle Waterdeep, Sogesonoy (chaotic neutral female **djinni**) smuggled in her golden genie bottle to capture new pets. She placed it on a small table, and whoever rubbed the cursed lamp got themselves spirited away to Sogesonoy's floating tower, located on the Elemental Plane of Air. Meanwhile, the smirking djinni hovered above the guests and treated herself to some delicacies from the buffet. All of her victims were nobles, high dignitaries, and diplomats. If they are not returned, it could mean war!

The curse on the lamp not only brought the rubbers to the tower, it also turned them into pets. After Sogesonoy felt satisfied, she returned home, but left her cursed bottle behind—otherwise the characters couldn't entrap themselves and the quest would end right then and there.

PREPARATIONS

In the castle, Lohrmahr explains to the characters what happened, now three days ago. In the meantime, the Lords sent many guards and supposed professionals into the lamp, to no avail. If the characters cast *remove curse* or *dispel magic* on the lamp, it loses its properties for 1 hour, but the trapped do not return. Using *detect magic*, the characters can ascertain that the lamp is enchanted with a spell of the conjuration school. Casting *identify* on it also reveals a hidden enchantment of transmutation magic which alters the rubbers in a random fashion.

If the characters attempt to destroy the lamp Sogesonoy appears, attacks the characters, and takes her lamp back to her tower after the characters flee or lie dead. If the characters defeat her, the lamp ceases to function, and the trapped starve in the tower. As a reward, Lohrmahr promises the characters 1,000 gp for every rescued noble or diplomat—the previous rescue teams are of no concern to him.

Rubbing the lamp brings the characters to the tower. Roll on the Random Beast table to determine the characters' transformation. Reroll duplicates so that each character assumes a different form.

*Never mess with a djinni!
They are mischievous
creatures. If you wish for a
pot of gold, they might drop it
on your head to kill you!*

RANDOM BEAST

d8	Beast
1	Badger
2	Bat
3	Cat
4	Crab
5	Frog
6	Rat
7	Raven
8	Spider

SOGESONNOY'S TOWER

The characters trap themselves in Sogesonoy's domain. They have few possibilities to escape; they can end the djinni's concentration on her spells by rendering her unconscious, free the trapped air elementals, or enlist the help of the giant eagles, sworn enemies of Sogesonoy. If the characters feel out of their depth, introduce the trapped hummingbird familiar Odi (neutral female gnome **mage**), a "surviving" member of the previous rescue parties.

FAMILIARS AND PETS

Life as a Familiar. For the first 24 hours after arriving in Sogesonoy's tower, the characters become Sogesonoy's familiars as per the *find familiar* spell, except that Sogesonoy can have unlimited familiars. If Sogesonoy gives the characters an order, they must succeed on a DC 18 Wisdom saving throw to resist it—otherwise they have to follow it to the letter. Additionally, the characters have access to the following cantrips while in familiar form: *druidcraft*, *light*, *mage hand*, *mending*, and *produce flame*. These cantrips should allow the familiars to help her in the household, Sogesonoy figures.

Becoming a Pet. After 24 hours, the characters must succeed on a DC 14 Intelligence saving throw or they become mindless pets. The saving throw must be repeated every 24 hours. Once a character has become a mindless pet, the player loses control over the character. They can only be reverted with a *dispel magic* spell. If the characters should succumb to the magic and become mindless yet adorable pets, the players can roll new characters who go in for a second attempt to free their former characters. Repeat until success.

GENERAL

The Tower. Sogesonoy's tower floats in the Elemental Plane of Air with no ground in sight. Airworthy characters can fly away from the tower in any desired direction and find their way back as long as they can see the tower. Calm winds pass through the tower, creating a constant breeze. The tower is constructed of white marble with a few dark veins that occur in wavy patterns.

The Pets. A total of twenty mindless pets roam about the tower. They are made up of the original nobles and various rescue parties. No animal appears twice. For example, the characters can meet and fail to communicate with a budgerigar, a weasel, a snow fox, an owl, a skunk, a dung beetle, a goose, a dodo, and many more.

TOP SPIRE

The characters arrive already transformed at the Top Spire after they rub the lamp. Read or paraphrase the following:

You arrive on a circular platform, smelling the freshest air imaginable. You see exotic plants and frolicking animals all around. On the platform's edge, there is a small balustrade, and beyond, only the sky. To your dismay, you realize that your body was transformed—you have become some sort of small animal.

Sogesonoy floats 60 feet above the floor and peruses a thick tome labeled "1001 Wishes and How Not to Fulfill Them." She greets the characters when they arrive and orders them to prepare food in the kitchen below.

Giant Eagles. A convocation of giant eagles nests on a floating island 8 miles away from the tower. A character who succeeds on a DC 18 Wisdom (Perception) check spots the island.

LEVEL 3

Read or paraphrase the following when the characters enter the room for the first time:

Transparent water tanks cover the walls of this room, with spherical pockets of air inside. The bubbles float about lazily but get agitated once you enter the chamber.

The tanks store collected rainwater for the kitchen and toilet. Inside the tanks, Sogesonoy has trapped three **air elementals**. She sucks their life force dry to power some of her experimental gear. Using the air bubbles, the elementals form Auran letters, calling for help. The characters can free the elementals by accessing them through the toilet, for example, then swimming up to Level 3, and breathing them in. Since there is water in the pipes, the characters must dive to reach the higher levels. Once freed, the air elementals attack and kill the djinni.

LEVEL 2

The northern part of Level 2 contains Sogesonoy's lab. A successful DC 16 Dexterity check using **thieves' tools (!)** opens the door. Remember: After the characters' transformation, they have lost their equipment and their thumbs. Spiders can squeeze through the door frame. Read or paraphrase the following, if the characters enter:

Alien machines blubber, steam, spit, and flash in this room. More than a dozen alchemical ingredient racks adorn the walls and high stacks of books cover the floor.

The laboratory contains enough poison to kill Sogesonoy a hundred times over. A character proficient with alchemist's supplies can pick a poison with an effect of their choice. Other characters pick a deadly poison at random (see "Poisons" in chapter 8 of the *Dungeon Master's Guide*).

LEVEL 1

This level houses a kitchen, a bathroom which includes a toilet of inadequate cleanliness, and a storage area.

Kitchen. The characters can use the kitchen to prepare food. A successful DC 14 Wisdom check using cook's utensils produces a meal Sogesonoy is willing to consume. If the characters mix a poison into the food which is not tasteless, the DC increases to 18.

Bathroom. The bathroom contains nothing of value but offers access to the water tanks in Level 3.

Storage Area. A **giant rat** "guards" the storage area. It attacks all characters who aren't a rat. The characters find a set of tinker's tools and thieves' tools in the storage. Additionally, they find many foodstuffs and three giant eagle eggs.

GIANT EAGLE NEST

Sogesonoy stole the giant eagles' eggs for an upcoming breakfast. The twenty **giant eagles** are angry—extremely angry. They want their eggs back; but they can't fit into the tower to retrieve them, and if they simply attack, Sogesonoy might destroy the eggs to spite them.

If the characters bring the eggs to the eagles or hide them somewhere else in the tower and communicate this to the eagles, they attack Sogesonoy and rip her to shreds.

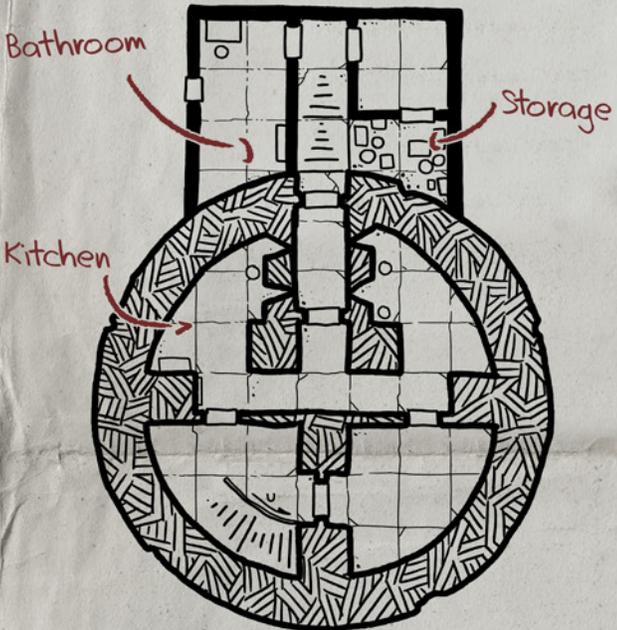
CONCLUSION

If Sogesonoy dies or loses consciousness, characters who haven't become mindless pets revert to their normal form. Additionally, the tower with all its inhabitants is sucked through the genie bottle onto the Prime Material Plane. The tower "makeshiftly" attaches itself to the Castle Waterdeep—if the characters entered the lamp there. All in all, the characters receive 6,000 gp for the rescued nobles, if all survived.

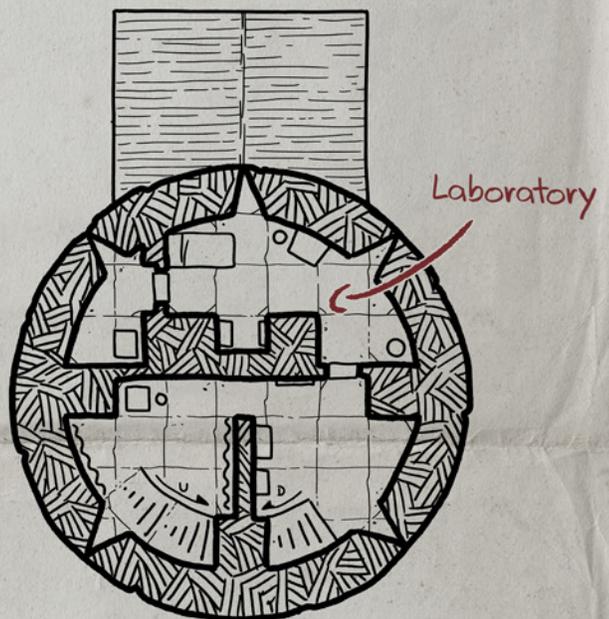
SOGESONNOY'S FLYING TOWER

PUPPIES, KITTENS, PLAYFUL OTTERS.
SHE CAUGHT THEM ALL!

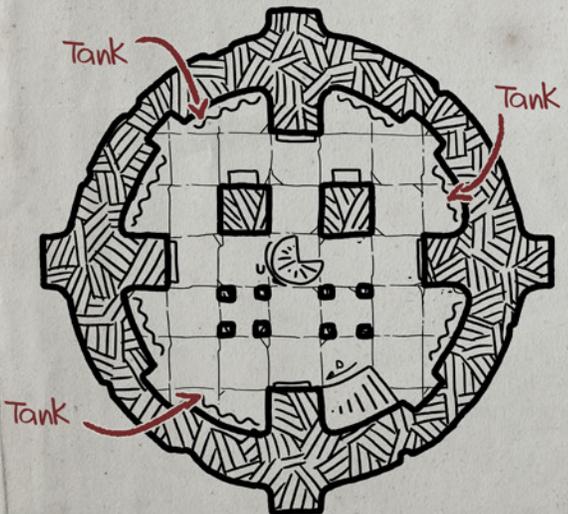
LEVEL 1



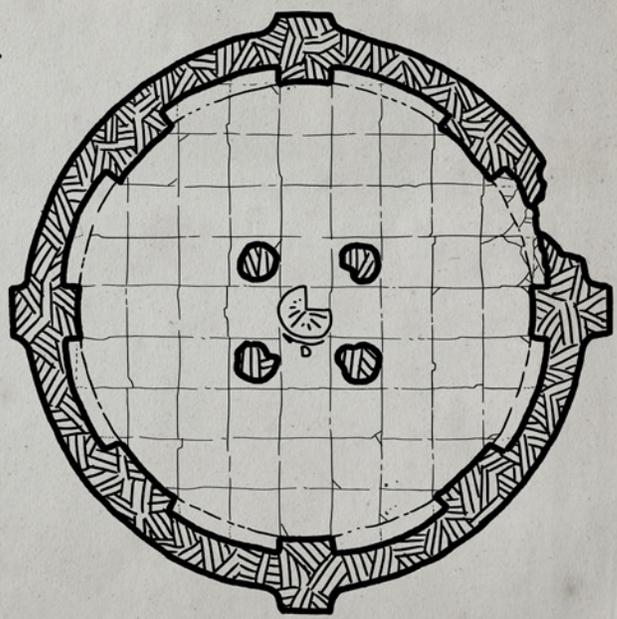
LEVEL 2



LEVEL 3



TOP SPIRE



HAUNTED TAVERN!

Cheers my friends! I have recently been duped like a darn hillbilly. I bought an abandoned tavern from a shifty gnome—and here I ignored all warning signs—for an outrageously good price. I sent a small army of renovators into the Battered Kettle, how the tavern was formerly called, but none returned. Could you kindly meet me this evening in front of the joint to go into the matter? I would be much obliged! ~ Ozuh

BACKGROUND

Smiling Ozuh (chaotic neutral female tiefling **archmage**) is a notorious prankster. Her plan goes as follows. She prepared the tavern's cellar to look like the inside of a mimic or creature, covering it with arcane symbols, pigs' blood and intestines—gruesome stuff, but nothing brave adventurers haven't seen before.

A number of homunculi (**commoners**) Smiling Ozuh created also wait in the cellar, disguised as commoners disguised as monsters. For example, they wear hollowed-out bull and goat heads and are covered in pigs' blood, like the rest of the cellar. The homunculi are disguised as commoners under their monstrous' guise in the hopes that the characters kill them and then believe they have slain mere actors.

While the characters hack and slash in the cellar, Smiling Ozuh leads real spectators into the taproom, promising them to witness how a band of brave

adventurers soil themselves and run away screaming from her actors. If the plan works out, the characters leave the cellar victorious, bloodied, and unsoiled, facing the shocked crowd—hilarity ensues!

PREPARATION

Smiling Ozuh, wearing a *hat of disguise* to appear like a human, awaits the characters in front of the tavern. If the characters see through her *hat of disguise*, she explains that she is afraid to walk about looking like a tiefling—one never knows!

Ozuh explains the characters' mission like so. Go into the tavern, have a look around, see if they can find out what happened to the workers. Save whoever they can, and kill any aberrations the curse might have brought forth.

She hands the characters the keys and wishes them good luck. If the characters ask for a reward, she presents them a bag of diamond dust—the last of her savings. Whatever sum the characters demand, she pretends to agree to, after some masterful haggling. A character with a passive Wisdom (Insight) of 20 or higher has an odd feeling about Smiling Ozuh.

THE TAVERN

TAPROOM

When the characters enter the room, read or paraphrase the following:

A few rays of light creep in through the boarded windows. Dust dances in the narrow beams, disturbed by your movement. Dust also covers the old tables and the chairs that rest upon them. A pile of building materials lies against the far wall next to a door which was left ajar. Above the bar counter hangs an old painting, covered in grime.

While the characters search the taproom, use the opportunity to make them uncomfortable and create an eerie aura. The floorboards creak when the characters walk across, a few of the tools are covered with trace amounts of blood, the faces of the people on the portrait are abraded and unrecognizable. From below, characters with a passive Wisdom (Perception) of 16 or higher can hear quiet moaning. All items in the taproom, aside from the building material, Smiling Ozuh hasn't touched; everything is as the previous owner left it.

From the door on the far wall, which leads into the cellar, escapes the smell of rotting flesh and blood.

CELLAR

A spiral staircase leads down into a 15-foot-square cellar. Woodworms have eroded the shelves which hung on the wall in the past. Dozens of broken jars and jugs lie strewn about on the dirt floor. The floor is partially moist, partially sticky, caused by the pigs' blood. The characters easily notice a trap door where a bloodstained rope leads deeper down. The rope is new and has replaced a brittle ladder.

SECRET MEETING ROOM

The rope ends in the center of 50-foot-square room. Read or paraphrase the following when the characters rope down:

Several inches of blood cover the ground. Intestines hang from the ceiling and skin covers the walls. Towering piles of bloodied furniture and other lumber stand all around. The skin on the walls is tattooed with glowing runes; a red, pulsating light reflects in the fresh blood before everything shortly returns to darkness.

The homunculi hide beneath the junk piles. A character with passive Wisdom (Perception) of 15 or higher notices movement in the blood which covers the floor.

When the characters arrive in the room, or when they attempt to climb back up, the homunculi attack, intending to die. Read or paraphrase the following:

A horde of monsters springs from the piles, covered in blood and gore. They scream with bestial rage and storm at you with weapons raised!

Monsters. The characters face five **commoners**, armed with greataxes. The homunculi miss all their attacks voluntarily, maintaining the semblance of being actors. A character with a passive Wisdom (Perception) of 15 or higher notices that these aren't real monsters. When the commoners die, their masks come off, revealing their human faces.

Homunculi. A successful DC 18 Intelligence (Arcana) or DC 18 Wisdom (Medicine) check reveals that the homunculi aren't real humans. A successful DC 22 Intelligence (Arcana) check reveals that they are artificial creations, barely considered to be alive.

Treasure. Aside from five grotesque greataxes there is nothing of value.

SURPRISE!

When the characters climb back up to the taproom, they encounter two dozen city folk and Smiling Ozuh. She laughs, claps and proclaims: "And another band of brave adventurers runs from our actors! Not as brave as you thought after all? Welcome to Ozuh's House of Horror!" The city folk hold their stomachs and cry a little while laughing.

If the characters didn't ascertain that the commoners aren't real and don't run off, Smiling Ozuh retches and pretends to be shocked when the characters reveal that they killed the "actors." To further deceive the characters, Smiling Ozuh shoos away the spectators and asks the characters if they can get rid of the bodies. There are saws here, after all, and she can fetch a few sacks? And then there are the other witnesses who she shoosed away; those come next.

CONCLUSION

If Smiling Ozuh manages to fool the characters, she is content and leaves them alone. If the characters saw through her charade, she will return; with a better plan!

HELD FOR RANSOM!

Dear Sir or Madam, if you find this note, please help me, or post it on some sort of blackboard. My name is Adil and I am the son of Syl-Pasha Feisal el Persakhal. I am presently in distress and held against my will by ill-reputed children of dogs. To free me, you must place one thousand pieces of platinum in Lord Walrus's hands. If you secure my freedom, I promise you compensation, rich rewards, and friendship. This project is not risky.

Best regards. —Prince Adil el Persakhal

BACKGROUND

The Shadow Thieves hold Adil el Persakhal against his will in a secret underground facility. Agents of the thieves' guild captured Adil while he was on a secret mission in Waterdeep and sent an extortion letter south to Calimport. A rival faction at court intercepted the letter, and Adil is on his own. To escape his prison, Adil bound several notes on the backs of sewer rats which passed through his cell—and wished for the best. Eventually, one of the rats found itself in a trap of a rat-catcher who posted the note on the board.

PREPARATIONS

If the characters bring 10,000 gp to Mirt the Moneylender, he can facilitate the exchange and Adil is set free; bummer.

Alternatively, Mirt makes the following suggestion. Instead of giving the Shadow Thieves free coin, why not find their hideout and free Adil the old-fashioned way—sword swinging and fireball slinging? Mirt reveals the location of a Shadow Thieves' safe house to the characters. There, he assumes, they can find a few suckers willing to sing.

The safe house is located in the cellar of an apartment block in the Trades Ward, hidden behind a secret door. The characters can open the secret door by flushing the three toilets in the cellar simultaneously. The safe house is a simple 20-foot-square room with many bunk beds and a table. When the characters arrive, they find three **spies** playing poker. One is completely naked. A successful DC 18 Charisma (Deception or Intimidation) check, or brutal killing of two-thirds of the thieves, reveals the location of the prison. If the lone survivor is the naked thief, he also tells the characters of the secret stash in the prison (room R3)—'tis the naked truth.

Searching the safe house and succeeding on a DC 20 Wisdom (Perception) check reveals a secret compartment under one of the bunk bed's soiled mattresses. It contains five vials of basic poison.

THE PRISON — INTO THE SEWERS

After the thieves spilled the beans, the characters have no trouble finding the prison. They arrive at the staircase leading down into room R1.

R1. RUG ROOM

When the characters enter the room, read or paraphrase the following:

Twelve glowing spheres illuminate this room in a hazy light. Dozens of rugs cover the floor and walls; their sizes and colors vary greatly. It smells faintly of lavender and mothballs. Aside from the carpeting and the chortling stream of sewage which runs straight through the room, it lies empty.

The glowing spheres are simple lampions enchanted with *continual flame*. If the characters enter the room, they encounter a number of **rugs of smothering** equal to 3% of their PowL (Power Level), rounded down, with a maximum of 5 enemies. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

R2. MOTHBALL STORAGE

When the characters enter the room, read or paraphrase the following:

The smell of mothballs intensifies. Several large crates line the walls of this room, leaving barely enough space to turn. The floor is covered with white balls most of which are trampled to a fine powder.

In this room, the characters find mothballs worth 250 gp, weighing 3 tons. A character with a passive Wisdom (Perception) of 18 or higher finds the secret entrance and the mechanism to open it on the northern wall. A character who knows of the secret entrance—as revealed by the thieves above—finds the secret entrance after a 10-minute search.

R3. STASH ROOM

When the characters enter the room, read or paraphrase the following:

Several broken brooms and rusty shovels cover the floor of this chamber. A jar of pickled herrings sits on a small shelf on the far wall.

The pickled herrings are delicious but poisoned. A character who eats some must succeed on a DC 18 Constitution saving throw or takes 1 poison damage and feels an angry rumble in their innards.

A character with a passive Wisdom (Perception) of 20 or higher finds a secret compartment hidden behind a loose stone. If the characters learned about the secret stash before, they find it after 5 minutes of searching. The stash contains a *necklace of fireballs* with 3 charges and an agate worth 500 gp.

R4. GUARD ROOM

When the characters enter the room, read or paraphrase the following:

A number of hooded rogues throw knives at a chopped-up painting; it shows a pantomime. On a small table in the corner stand several bottles of ale and a shaky tower, built from many oblong pieces of wood. Another rogue carefully pulls one of the pieces out from the center of the construction.

The characters encounter five **bandits**. Additionally, they encounter a number of **bandit captains** equal to 2% of their PowL (Power Level), rounded down, with a maximum of 4 enemies. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

Searching the bodies reveals a cell key, 56 gp, a jade comb worth 10 gp, and a 4 by 6-inch drawing showing one of the bandits and their happy family. On the back of the drawing it says:

“In love, your Jordan. May our lucky star burn forever.”

R5. STAIRCASE TO THE CELLS

If the characters descend the stairs, they find several empty cells and a cell holding Prince Adil el Persakhal. Read or paraphrase the following:

The captive stands up, straightens their torn clothing with a strict pull, and addresses you thusly: “Shall we?”

Aside from using the proper key, a successful DC 16 Dexterity check using thieves' tools or a DC 20 Strength (Athletics) check opens the door.

RANDOM ENCOUNTER

On their way out, the characters encounter **Mothman** (see Monsters below) in room R1. Mothman is out for figurative blood and wants to eat the characters' clothes. It only knocks the group unconscious and delights itself on their fabrics. If Mothman is hit by mothballs found in room R2, it takes 26 (4d12) necrotic damage.

CONCLUSION

Prince Adil el Persakhal wants to leave the premises as soon as possible and is very taciturn until he has bathed for several hours. Alas, he is completely broke and asks the characters if they can loan him coin. Once Adil returns to Calimport, he sends the characters diamonds worth 25,000 gp total via a hippogriff rider. It takes half a year before the gems reach the characters.

MONSTERS

Mothman

Small fey, chaotic evil

Armor Class 16

Hit Points 84 (24d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	22 (+6)	10 (+0)	13 (+1)	16 (+3)	15 (+2)

Skills Perception +6, Stealth +9

Damage Resistances bludgeoning, piercing, slashing from non-magical attacks

Damage Vulnerabilities fire, radiant

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Flyby. Mothman doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. Mothman's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid splash* (see "Action" below), *inflict wounds* (see "Action" below), *sleep*

1/day each: *hold person*, *insect plague*, *silence*, *slow*, *Tasha's hideous laughter*

ACTIONS

Acid Splash (Cantrip). One target, or two targets within 5 feet of each other, must succeed on a DC 14 Dexterity saving throw or take 10 (3d6) acid damage.

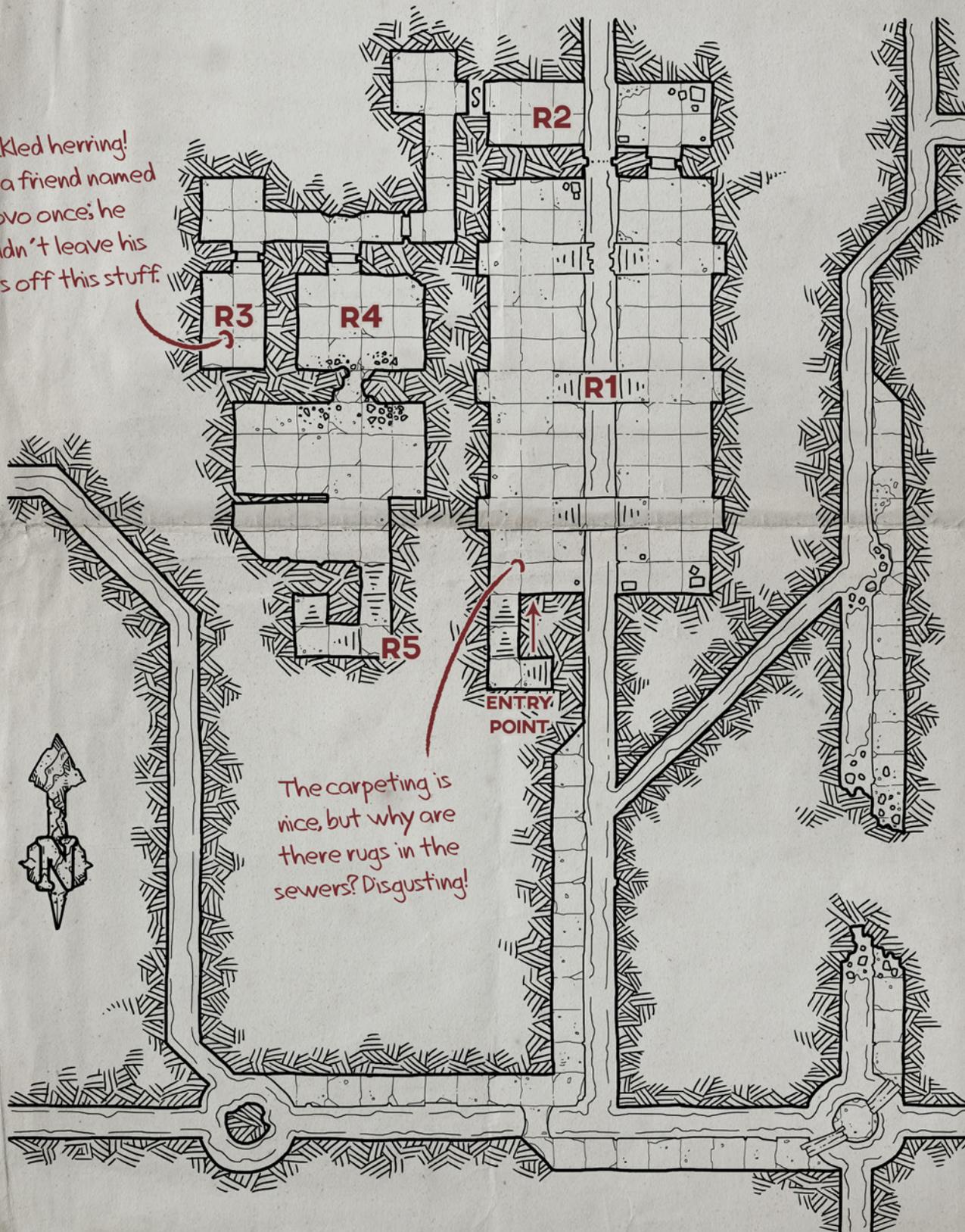
Inflict Wounds (1st Level Spell). *Melee Spell Attack:* +6 to hit, range 5 ft., one creature. *Hit:* 16 (3d10) necrotic damage.

Mothman is a depraved being that preys on peoples' clothes and dreams. Nobody knows where it came from, but all know where it must go: to the Nine Hells!

LAIR OF PERSAKHAL'S ABDUCTORS

WHY ALL THE MOTHBALLS?

Pickled herring!
I had a friend named
Kovo once; he
couldn't leave his
paws off this stuff.



The carpeting is
nice, but why are
there rugs in the
sewers? Disgusting!

NEED HELP CAPTURING TOOTH FAIRY!

*I need some face-smashing, gut-stabbing heroes to help me capture the Tooth Fairy. I know what you are thinking, stop laughing—I am dead serious. Meet me in the Fiery Flagon in the Sea Ward.
Ask for Joingard*

BACKGROUND

Joingard (neutral evil male frost giant **thug**) is a cursed frost giant. A vindictive high priestess of Auril named Aelyf reduced the frost giant in size to the height of a gnome. After living for years with this humiliating size, Joingard grasps at every straw. Recently, he heard of an elusive fey creature called the tooth fairy. Allegedly, it awards the slumbering with hard coin for every tooth they leave under their pillow at night. Here comes the interesting part—the rumor continues that if you manage to capture the fairy and give it a kiss, it must fulfill you one wish. Joingard is desperate to believe the tale, and rightfully so—it works exactly as explained. With a caveat, however. Whoever gets the wish fulfilled also becomes the next tooth fairy.

PREPARATIONS

When the characters arrive, they see Joingard for the first time. Based on his rugged looks, he could almost pass for a small dwarf. However, his blue skin gives his

true nature away. If the characters make fun of his height, he punches the culprit in the face, once he is restored to proper size.

Joingard explains his plan as follows: the group roughs up some randos on the street to extract their chewers, then place the teeth under their pillows for the night. Before everybody descends into the realm of dreams, they have to rig some sort of alarm trap, however. Else nobody awakes once the fairy shows up. After the alarm goes off, the group jumps the fairy and knocks it unconscious. Joingard stresses that the fairy must not be killed, otherwise it spells certain doom. If asked why Joingard won't try this on his own, he explains that he won't risk it. This might be the only chance he ever gets, and he has lost his battle prowess due to the curse. If the characters uncharacteristically ask for a reward, Joingard promises to pull a few shipwrecks onto the coast that they can loot at their leisure. Once he is returned to his magnificent size, that is.

Collecting teeth is no challenge for the characters, unless they are picky. Of note: Although the characters may not be, the tooth fairy is extraordinarily picky. It doesn't accept teeth older than a day.

THE FATEFUL NIGHT

After the trap is set and the teeth are placed, the characters and Joingard can go to rest. Assuming the trap that the characters set is remotely functional, read or paraphrase the following during the night:

The trap rips you from your dreams in the middle of the night. A hulking figure stands in the room, exclaiming: "Oh brocklor, here we go again."

The characters and Joingard face an **orc war chief** with the following changes:

- ❖ It has colorful, tiny wings on its back.
- ❖ It wields a *wand of wonder*, fastened to the tip of its greataxe, which it uses once on its turn in addition to its two greataxe attacks.

If the characters kill the "tooth fairy," a **wraith** appears during the subsequent seven nights and attempts to kill them. Additionally, Joingard is very upset with the characters.

If everything goes according to plan and the group knocks the orc war chief unconscious, Joingard steals himself and plants a kiss on its mouth, muttering the words:

"By Annams's shriveled elderberries. Well, I've had worse."

Once the deed is done, read or paraphrase the following:

The room starts spinning, colors smudge into each other, and words come out backwards. After a loud plop, you stand in the midst of a beautiful glade. Several suns shine in different hues, among them some you have never seen before.

IN THE FEYWILD

A character who has previously visited the Feywild or has a passive Intelligence (Arcana) of 16 or higher, realizes where they have landed. After the characters have taken in their surroundings, and Joingard has vented his anger with a good cussing, a coven of nine **green hags** appears in a circle around the group. They appear like beautiful, barely clothed men and women of the elven race. They all speak simultaneously:

"We are the council, welcome to our domain. You have come with one purpose in mind and we will fulfill a wish of yours, but—"

INTENDED DEVELOPMENT

Joingard interrupts the coven with the following words: *"Return me to my original size, this is my wish!"*

The coven laughs and disappears. In a gargantuan puff of smoke, Joingard appears in his original size with the statistics of a **frost giant**, additionally armed with a wand of wonders. From the nether, the council speaks: *"Prove yourself, impatient one!"*

A **death slaad** appears and attacks the confused Joingard.

SUPERIOR DEVELOPMENT

It is entirely possible that one of the characters seizes the moment and says a wish before Joingard has the chance. In this case, the character becomes a new tooth fairy—there is more than one. This entails the following:

- ❖ A pair of colorful, tiny but flightless wings grow on the character's back.
- ❖ A *wand of wonder* appears in the character's hand.
- ❖ The character vanishes during a long rest and spends 1d100 of the group's gold pieces buying teeth. If need be, the gold vanishes from the other characters' inventory. The character reappears rested after 6 hours with many teeth in their inventory.
- ❖ The character can use *plane shift* once per day. The destination must be in the Feywild or the character's previous location before using *plane shift*.
- ❖ By casting a *remove curse* spell at 7th level on the character the condition ends.

CONCLUSION

If the encounter proceeds as described in Intended Development, Joingard is cautiously optimistic—he hasn't noticed the tiny wings yet. He explains that if the characters want to take him up on his offer to raise a shipwreck, they only need to summon him by sleeping with teeth under their pillows. Joingard then uses *plane shift* to return the characters to Waterdeep, or wherever they came from.

SPIRIT HUNTERS URGENTLY NEEDED!

I greet you! I am a wandering provider of a valuable service, but I have found my match. Will you help me fulfill my duty and reclaim my honor? Come to the place you call an inn which bears the name Celestial Calm. There, I wait for you under the guise of Pho.

BACKGROUND

Pho (lawful neutral female gith **githzerai monk**) is a planeswalking spirit hunter. The priests of Oghma have called on her to capture a petulant ghost who haunts their library, the Font of Knowledge. The priests' efforts have failed miserably. Likewise, but not as catastrophic, Pho failed during her initial attempt. During the battle, she destroyed many bookshelves and priceless books, which grieves her. Nevertheless, the priests have allowed her to make a final attempt at capturing the ghost since it has killed many priests already, and the survivors are out of options.

The ghost is that of **Weyon the Gouger** (see Monsters below), an ill-famed archmage who plagued the region several centuries ago. Summoned by a cadre of gullible—now acutely eyeless—devotees, Weyon has returned as a ghost to continue his relentless eye gouging. However, first he has to learn of a way to create a proper body for himself. In the Font of Knowledge, Weyon hopes to uncover forbidden knowledge to further his machinations.

PREPARATIONS

When the characters arrive in the North Ward's Celestial Calm, Pho greets them with an extended bow. She explains that she is a spirit hunter and needs help dealing with an especially dogged specimen. However, the ghost mustn't be destroyed, it must be captured in a special contraption Pho carries with her. Pho presents an oblong, black bottle inscribed with runes in the language of the gith. Using a special technique, Pho, and maybe the characters, can summon a weapon with which they can defang Weyon the Gouger and collect him in her bottle. Then, Pho can return with the bottle to her containment unit, where she keeps a myriad of ghosts, trapped safely for eternity, or until the unit fails.

To help Pho efficiently, the characters must form a so-called "psion pack" through a connection to Limbo which Pho opens. With sheer willpower, the characters must bend the untamed chaos into shape. Meditating for 1 hour then succeeding on a Wisdom check creates a psion pack with charges according to the Psion Pack table. A character can make one attempt per week. Pho must attempt a Wisdom check as well, but always creates at least 1 charge.

PSION PACK

Result	Charge(s)
11 - 15	1
16 - 20	2
21+	3

PSION PACK

Wondrous item, special

A psion pack manifests itself as glowing spheres which stack on your back, the number of spheres depending on the respective pack's charge. When you expend all charges, the psion pack is destroyed.

As an action, you can expend 1 charge and point at a creature within 60 feet of you. A continuous stream of crackling blue and yellow energy lances out toward the target. If the target is undead and has the Incorporeal Movement feature, it must succeed on a DC 18 Charisma saving throw or its speed is reduced to 0. The target can repeat the saving throw at the beginning of its turn, ending the effect on a success. You must maintain concentration while the target's speed is reduced to 0, as if you were casting a spell. Other targets take 1d4 lightning damage.

For the duration, as an action, you can drag or pull the target 5 feet in a direction of your choice while its speed is reduced to 0.

GOING IN: THE FONT OF KNOWLEDGE

THE PLAN

Pho makes the following suggestion to the characters. After they meditate to acquire their psion packs, they should sneak into the library and attempt to surprise the ghost. If this succeeds, they may be able to capture it before it unleashes its deadly spells. Using their psion packs, the characters and Pho must pull the ghost toward her special bottle, in which Pho will trap the ghost. Before setting out, Pho warns the characters to never cross the streams, and then advances.

THE IMPLEMENTATION

General Information. The Font of Knowledge is a rectangular building, 500 feet long and 250 feet wide, with a 60-foot-ceiling. Rows of bookshelves 5 feet apart cover the entire floor, aside from a 15 feet wide main corridor which cuts the room in half lengthwise. The bookshelves are 40 feet high.

The priests cower in front of the entrance and beseech the group to do what they can. Read or paraphrase the following, when the characters enter:

One gigantic, open room lies before you, filled with rows upon rows of bookshelves. At the far end, you see books flying around in a small whirlwind, and hear a hollow voice shouting profanities.

The Encounter. Weyon hovers in the library at a height of 30 feet and peruses the books. Every hour, he crosses the main corridor to access a different bookshelf. If the characters approach in a stealthy manner, compare a Dexterity (Stealth) group check with Weyon's passive Wisdom (Perception) to determine if he is surprised.

Tactics. Weyon opens combat by casting *weird*, if he can hit more than half of the group, rounding down. During the subsequent turns, he follows up with a *prismatic spray* and *cloudkill*.

Capturing the Ghost. When Pho is within 5 feet of Weyon, she uses an action to trap the ghost within her bottle. If the battle went over too smoothly, and Weyon has more than half of his hit points left, he escapes after 1 minute. Pho proclaims that the characters must weaken the ghost by damaging it before it can be successfully trapped.

CONCLUSION

With the ghost of Weyon safely secured, Pho receives her reward, minus damages, which equals to 5 sp and 2 cp. She shares the proceeds with the characters and returns to Limbo, where she puts Weyon into her containment unit; never to be seen again?

Weyon has gouged more than one-thousand eyes throughout his life. He has preserved all the eyes in jars, sitting in his spectorium.

There, he bathed in the attention of his former servants, enemies, and annoying family members.

MONSTERS

Weyon the Gouger

Medium undead, chaotic evil

Armor Class 11

Hit Points 90 (20d8)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	10 (+0)	20 (+5)	18 (+4)	17(+3)

Saving Throws Int +9, Wis +8

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages Abyssal, Common, Undercommon

Challenge 12 (8,400 XP)

Incorporeal Movement. Weyon can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Spellcasting. Weyon is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Weyon can cast *invisibility* at will and has the following wizard spells prepared:

Cantrips (at will): *chill touch* (see “Actions” below), *mage hand*, *mending*, *prestidigitation*

1st level (4 slots): *detect magic*, *shield*, *thunder wave*

2nd level (3 slots): *crown of madness*, *darkness*, *hold person*

3rd level (3 slots): *counterspell*, *fear*, *slow*

4th level (3 slots): *blight*, *ice storm*, *Mordenkainen’s faithful hound*

5th level (3 slots): *cloudkill*, *dominate person*, *telekinesis*

6th level (2 slots): *globe of invulnerability*, *mass suggestion*, *Otto’s irresistible dance*, *true seeing*

7th level (2 slots): *finger of death*, *prismatic spray*

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

9th level (1 slot): *weird*

ACTIONS

Multicasting. Weyon can cast *chill touch* as a bonus action, if he used his action to cast a spell of 4th level or lower.

Chill Touch (Cantrip). Ranged Spell Attack: +9 to hit, range 120 ft., one creature. Hit: 18 (4d8) necrotic damage and the target can’t regain hit points until the start of Weyon’s next turn.

Eye Gouge (Recharge 6). A creature within 5 feet of Weyon must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 28 (8d6) necrotic damage and is blinded for 24 hours. On a successful save, the target takes half as much damage and is not blinded.

SURVEILLANCE NEEDED!

Greetings dear reader! Our family needs help with a discreet matter. If you are of the stealthy type and have done surveillance missions before, please ask for Jolly in the Boar's Head Inn. She acts as the intermediate and judge of your skills and character. Coin won't be a problem. Cheers!

BACKGROUND

Madelina Cassalanter, the youngest daughter of the noble house of Cassalanter, visits the Heart of Waterdeep almost every night to rave like it is 1399 DR. Due to the unusual route one must go, and seemingly random steps one must take, to reach the Heart of Waterdeep, no one could follow Madelina—for now.

The Heart of Waterdeep is a pocket dimension reachable by activating several hidden portal keys in Waterdeep. It is a free town, ruled by a mad **beholder** named Vinasaka. It is Xanathar's sibling, in the sense that they grew simultaneously in the same vat. Naturally, they hate each other with a passion. For now, Vinasaka simply enjoys watching the people who live in and visit its little pocket dimension. It hovers over the town in the form a planetoid eye, while the rest of its body is veiled behind a misty cover.

All visitors willfully subject themselves to a 9th level *geas* spell from Vinasaka, preventing them from talking about the Heart of Waterdeep outside the dimension.

PREPARATION

When the characters find Jolly in the Boar's Head Inn, she lays out the details for them if they agree to remain silent about the matter. Jolly represents Lara Cassalanter, Madelina's mother, who is worried about her daughter and fed up with her constant insubordination. Lara hires the characters through Jolly to surveil her daughter, follow her wherever she goes at night, and burn that place to the ground—or whatever else the characters feel must be done. A lucrative sum of 500 pp awaits the characters on completion. If the characters agree, Jolly brings them to the Cassalanter Mansion in the Sea Ward and supplies them with guard uniforms, if needed. Additionally, she points out Madelina and her room.

If the characters approach Madelina directly and ask where she is going, she giggles and tells them that she'd be happy to take them along during her next trip. Unless the characters lift the *geas*, she cannot provide any more details.

I can feel that mad flesh sack floating around. It is so close, but where; oh where? Sylgar, tell me where it is, I implore you! Sylgar, no! What are you doing with that dagger?



THE CHASE

During the night, the characters witness Madelina leaving the mansion. She goes through the usual routine to reach the pocket dimension:

- ❖ One has to collect the first loose stone they come across.
- ❖ On the Market, one has to kiss the brass statue of a horse.
- ❖ On Felock Court, one has to pirouette three times while holding their nose.
- ❖ In the City of the Dead, one has to put their pinky toe in one of the ponds.
- ❖ As the last step, one has to drop the collected stone and a bit of their own blood into the well on Virgin's Square then immediately jump.

Aside from the last step, the others can be performed in random order. If done correctly, a portal opens inside the well and takes the person to the Heart of Waterdeep.

ENTERING THE HEART OF WATERDEEP

When the characters first enter the Heart, as with all visitors, the eye focuses on them. It comes closer to the characters, while it shrinks, and finally appears as the beholder Vinasaka before them. Paraphrase or read out loud:

"New visitors to watch, I am exalted! Welcome to the Heart of Waterdeep, my personal domain and playground. If you want to stay, there is only one condition. I have to put a teeny-tiny geas on you, so you do not blabber about my retreat or sow death and chaos."

Accepting the Geas. If the characters agree, harnessing the power of its pocket dimension, Vinasaka puts a 9th level *geas* on the group. The commands are:

- ❖ Do not communicate about the Heart in any imaginable or unimaginable way when not in the Heart of Waterdeep.
- ❖ Keep the peace in the Heart, including, but not limited to, attacking people or casting aggressive spells.

What do you mean by "that note was not written by me?" Who else could have written it? It even has my sign right here! I am me, no doubt about it!



Refusing the Geas. If the characters do not agree, Vinasaka attempts to push them out of its dimension. Characters who fail a DC 18 Intelligence saving throw pop out of the well through which they entered. Vinasaka can make a new attempt after 1 minute.

Destroying the Heart. If the characters kill Vinasaka, the pocket dimension collapses and 605 (10d20 + 500) people pop out of the well in Virgin's Square over the course of one hour.

EXPLORING THE HEART

The pocket dimension contains an exact—yet bizarre—copy of the city block surrounding Virgin's Square. It is always night in the Heart, phosphorescent plants and lichen grow all around, and above everything hovers the almost all-encompassing eye of Vinasaka.

The Heart of Waterdeep houses free spirits, fishy players, stranded criminals, and the otherwise persecuted. Artists paint the houses with colorful murals, inhabitants hang lanterns above the street, and merchants sell imported goods and exotic food from market stalls throughout the plaza.

EARNING SAKAS

Sakas are the currency of choice in the Heart. They are created by Vinasaka from thin air and show the likeness of the beholder on both sides—its face and its hindquarters respectively. The characters can earn Sakas by divulging secrets to Vinasaka who doles out a reward as it sees fit. While located in the Heart, one can use sakas to create any mundane item or creature by wishing for it. Vinasaka receives the wish, and it is in its discretion whether an item or creature is safe to create and if the wisher has enough Sakas on their person. If not, nothing happens. The created item or creature vanishes when taken out of the pocket dimension. In the Heart, sakas are exchanged one to one for gold coins by merchants and inhabitants.

LOCATIONS

The characters can visit locations of interest according to the Heart Locations table, although there are many more. Reputable vendors make clear which items are virtual—created by Vinasaka—and which are real. However, fraud is not prevented by the geas.

HEART LOCATIONS

d6	Location
1	Buggy's Drafts and Draughts
2	Desire's House of Delights
3	Jekatrina's Hideous Poisons
4	Lumchek's Smashies and Stabbies
5	Popa's Stage
6	The Testing Grounds

Buggy's Drafts and Draughts. A pub owned by an affable **bugbear** called Buggy. It smokes a pipe and arm-wrestles with customers.

Desire's House of Delights. Desire, a fallen aasimar, summons creatures to have fun with in her establishment. She caters to almost all patrons and their wishes—discretion is advised.

Jekatrina's Hideous Poisons. Jekatrina is a **green hag** who appears like a young girl with one skeletal hand. The poisons she sells are not only deadly, but also painful.

Lumchek's Smashies and Stabbies. Lumcheck, a half-orc, sells weapons that he and his twin have taken off their enemies. Decades of killing has resulted in an enormous supply.

Popa's Stage. A stage where one can perform a play or sing to be judged by the famous Popa and earn some Sakas to boot.

The Testing Grounds. The Testing Grounds is an arena where the owner Jumchek (twin of Lumcheck) can summon deadly creatures to fight against.

DEALING WITH MADELINA

While in the Heart, Madelina works in Buggy's pub as the bartender for fun. She likes the liberating atmosphere and exotic customers—a stark contrast to her noble house. The characters can fulfill their quest in the following ways (or another of your choosing):

- ❖ Kill Vinasaka and destroy the Heart of Waterdeep.
- ❖ Report the Heart to the city officials about the Heart, who seal the well on Virgin's Square—merely a temporary measure.
- ❖ Succeed on a DC 18 Charisma (Persuasion) check and convince Madelina that she will bring doom to the Heart if she continues to visit this frequently.
- ❖ Bring about the downfall of House Cassalanter so Madelina can live her life in peace.

TERRIBLE INFESTATION!

I have a huge problem with rats in my cellar—really huge. This is nothing for your run-of-the-mill adventurers. I need some experienced, heavy duty killers with some sort of arcane backup. This is a big quest, for big earners! Come to my place on Soothsayer’s Way in the Trades Ward during the evening—ask around for Grombil Whitehammer.

BACKGROUND

Grombil Whitehammer is the owner of Whitehammer’s, a restaurant chain with joints in Waterdeep, Baldur’s Gate, and Neverwinter. He recently signed a contract with a devil called Honest Bob who produces “tender chicken bits” from cockatrices, raised in the sewers on mystery meat. The people who eat Whitehammer’s famous Golden Nuggets partially turn to stone, or completely petrify if they eat too much; and most people eat a great deal too much because the Golden Nuggets are—like the dwarves say—gilthoking delicious. After a day passes, the customers who haven’t shattered in the meantime revert to their original form.

Grombil is not aware of the chicken meat’s origin. He assumes some miser cursed his joint because of his great success. Now, Grombil lures some adventurers to his home with the note. He doesn’t want to direct them to Whitehammer’s proper, or else people might assume there is something wrong with his business.

PREPARATIONS

Grombil welcomes the characters in his home and reveals the true purpose of his note. He needs some mercenaries to figure out a peculiar problem and then put the culprits in the ground. Paraphrase or read out loud:

“You might know Whitehammer’s? That’s my joint! The problem is with my business, not my cellar, so we have to keep that on the down low. So, here’s the issue: My customers keep turning to stone. For now, I keep them in my office. Most become normal again after a day or so—but the one that dropped to the ground didn’t. Maybe it was for the best. So, is this something you think you’re up to?”

Grombil takes the characters to his restaurant and gives them the keys. They can investigate as they please. The characters can find the following clues:

- ❖ A successful DC 16 Intelligence (Arcana) check on one of the petrified patrons reveals that an airborne or orally ingested petrifying agent is to blame.
- ❖ A successful DC 14 Intelligence (Nature) check reveals the food supplies in the kitchen and storage contain cockatrice meat.

❖ A character who eats of Whitehammer's Golden Nuggets must succeed on two consecutive DC 11 Constitution saving throws or be turned to stone for 24 hours.

❖ A successful DC 18 Intelligence (Investigation) check in Grombil's office reveals a suspicious contract. It contains the following subsection: "§3 III. a) ii) For a life-time discount on tender meat bits, the undersigned agrees to exclusively buy tender meat bits from the partner, to not disclose the exclusive business relationship to third parties, and to become the property of the Viscount of Minauros."

If the characters ask Grombil about his suppliers, he tells them that they drop off the raw meat in the storage room during the night. Surveilling the storage room during the night reveals two **lemures**—covered with potato sacks—who slither in through the backdoor. They carry crates containing the cockatrice bits. The characters can follow the lemures back to the sewer entrance from whence they came.

INTO THE SEWERS — YET AGAIN!

The characters enter a nondescript maintenance room. Dusty tools hang from the wall and construction materials lie on the floor. A door on the south wall leads to Honest Bob's office.

W1. HONEST BOB'S OFFICE

Read or paraphrase the following when the characters enter the room:

A tidy desk and several filing cabinets stand in this room. On the desk, two candles burn with green flames and illuminate a poster hanging on the wall. The poster shows a chained-up person hanging from dungeon masonry. The person is in the process of being tortured by a horned figure with branding irons; in thick, white letters below, it says "Hang in there!"

Searching the room reveals extensive statistics and bookkeeping. A character with an Intelligence of 18 or higher who examines the files over the course of 8 hours finds that Honest Bob runs a successful business and pays proper taxes.

W2. COCKATRICE PENS

Read or paraphrase the following when the characters enter the room:

Dozens of leathery chicken-things scream and fight on a caged island in the putrid sewer stream. A cackling, winged fiend throws small bits into the cage and watches the monsters fight for the morsels.

The characters find Honest Bob (**imp**) feeding the "chickens" with rotten meat that the lemures fish from the sewage. Honest Bob sits on a small throne with a golden bucket attached to it from where it pulls the fodder. The throne rests on the shoulders of four **lemures** who carry Honest Bob around.

Negotiation. The imp is not necessarily interested in a fight. If the characters want to talk, Honest Bob promises them to "disinfect" the cockatrice meat in the future to prevent unwanted petrification.

Monsters. If the characters choose the bloody route, they must face one **imp**, four **lemures**, and a number of **cockatrice** equal to 10% of their PowL (Power Level), rounded down, with a maximum of 12 enemies. To calculate the PowL, add the levels of all characters then multiply the total by the number of characters.

W3. ABATTOIR

Read or paraphrase the following when the characters enter the room:

With three chicken-things tightly wrapped in its left hand, a hulking beast chops their heads off with a mighty slash of its greataxe. The severed heads spin through the air, screaming in final outrage. With a bloody slop, they land on the dirty floor.

The characters encounter Grokoles (**minotaur**). It is Honest Bob's Butcher and a weird one. It is soft spoken and likes to impress people with its vast knowledge on many subjects. Grokoles was once guarding a library labyrinth and spent many decades reading. Once Grokoles establishes that it is a peaceful and wise creature to lower its enemies guard, it chops their heads off clean. It wields a *greataxe +1* called "Choppa."

CONCLUSION

Bloody Route. If the characters kill Honest Bob, it regenerates in hell and returns after 666 days. Meanwhile, Waterdeep is safe from sudden petrification, at least those caused by the Golden Nuggets. However, after Honest Bob returns, it opens a ranch not far from Waterdeep selling basilisk steaks. Despite the hiccup, Grombil's business continues to flourish. Since Honest Bob is unable to supply Grombil with the tender chicken bits, the contract is null and void, and the dwarf can keep his soul.

Negotiation. If the characters agree to Honest Bob's proposal to "disinfect" the cockatrice bits, the imp hires a mad sewer priest of Ghaunadar. The **priest** named Klorinat casts *remove curse* on the crates before the lemures ship them to Whitehammer's.

The Butcher. If the characters don't discover and kill Grokoles, the now unemployed minotaur finds work as a sloppy assassin for the Xanathar Thieves' Guild after one week.

Far Future. After Grombil's death, his soul goes to Mammon, where he quickly ascends in rank to become one of the Archdevil's most trusted servants—unless the characters "killed" Honest Bob.

WHITEHAMMER'S MENU

FOOD

GOLDEN NUGGETS	2 CP
GOLDEN NUGGETS WITH TATOS	3 CP
GOLDEN NUGGETS WITH SPECIAL SAUCE	3 CP
PIG SNOUT IN A BUN	4 CP
SKEWERED COW FEET	4 CP
SURPRISE SOUP	1 CP
SALAD	9 CP

DRINKS

PURE WATER	3 CP
CHERRY WATER	2 CP
SHORE FILTRATE	1 CP
WHITEHAMMER STOUT	5 CP
HOT MEAD	3 CP
MULLED WINE	2 CP
FIREWATER	7 CP

THE FOOD MIGHT CONTAIN TRACE AMMOUNTS OF RAT POISON

LAIR OF HONEST BOB AND GROKOLES

WHITEHAMMER'S! COME FOR THE NUGGETS,
STAY FOR THE PETRIFYING CURSES!



WINGED MENACE!

The city urgently searches for venturesome mercenaries to tackle the latest threat: brain pigeons! Swarms of these spell-slinging pests threaten the populace and yet worse, defecate poisonous slime all over the city. Ask for Captain Meier at the River Gate for the latest information.

BACKGROUND

In the sewers of Waterdeep, a crazed **mind flyer** named Floohoosoon creates a race of superior brain pigeons. Why? It remains a mystery, hidden beneath infinite broken layers of thoughts in Floohoosoon's shattered mind. At his side, Floohoosoon carries a rust bucket filled with a lobotomized part of an elder brain. Floohoosoon calls it Elder Brian.

Employing its **swarms of brain pigeons**, Floohoosoon spies on Waterdeep, collects foodstuff to nourish itself and Elder Brian, and searches for sanity.

PREPARATION

Asking Captain Meier (lawful neutral male human **guard**) for help is a waste of time. All that the overworked soldier can tell the characters is that there are pigeons with their brains sticking out who are a general nuisance. Adventurers who can find their source or nest and destroy it receive 1,000 gp and a literal Get Out of Jail Free card for minor offenses.

The characters have no trouble locating a swarm of brain pigeons by watching busy plazas and bakeries for several hours. If the characters do not attack a swarm of brain pigeons or interact with it in any way, they can follow a swarm to a large sewage pipe in the Dock Ward, where the swarms enter the sewers and fly to Floohoosoon's lair.

If the characters attempt to talk to the brain pigeons, for example using *Speak with Animals*, they get a gibberish as an answer:

"Fly, poop, collect seeds, poop, go home and feed master, poop."

Since the swarm can communicate telepathically, no spell is necessary, but it would be a sign of a diseased mind to speak with dirty pigeons without magical aid.

A successful DC 17 Intelligence (Arcana) check after dissecting one of the animals reveals that they were mundane pigeons once. A powerful, corrupting magic enhanced their latent, evil abilities and made them what they are now.

One brain pigeon alone is a menace. In a swarm, they poison the water, ruin harvests, and topple kingdoms.

INTO THE SEWERS – A FINAL TIME

The characters enter the sewers at the spot marked on the map. Paraphrase or read out loud when the characters enter the sewer through the sewage pipe:

The stench of civilization caresses your nose as you wade through the chunky liquid. Glowing excrement on the walls reveals the way deeper into the den of filth.

S1. CELLAR OF THE WIDE NET

Paraphrase or read out loud when the characters enter the room:

A dank cellar where the floor is covered in fish-guts and a small gnome goes about their business. The smell of rotten fish is overpowering.

The Wide Net is a tavern in Waterdeep's Dock Ward. It is unrelated to the influx of brain pigeons. In the cellar, the characters encounter Fluppi, a shackled gnome **commoner** who is working off their debts by gutting rotten seafood for the jambalaya. A successful DC 12 Dexterity check using thieves' tools opens the shackles and frees Fluppi.

S2. BRAIN PIGEON ROOST

Paraphrase or read out loud when the characters enter the room:

Red eyes in the darkness. Dozens—if not hundreds—of pigeons coo and shuffle around in this chamber.

Monsters. Five **swarms of brain pigeons** rest in the roost. They remain peaceful if unprovoked. If the characters attack them, the swarms cast *telekinesis* on them and float the characters to Floohoosoon.

Treasure. Since pigeons are known as the lowest of the low of the avian variety, they don't hesitate to steal from the citizens of Waterdeep. Using their *mage hand*, they steal coin pouches, trinkets, and other valuables from passersby. They have no use for the valuables and hide them in their roost out of sheer malice. Digging through the excrement for 1 hour reveals coins worth 319 gp and jewelry worth 1,375 gp.

S3. FLOOHOOSOON'S SANCTUM

Paraphrase or read out loud when the characters enter the room:

The fresh smell of brine permeates this chamber, while the floor is covered with a whitish liquid. Small tadpoles whizz around the waters and evade droplets which are falling down from the ceiling.

Floohoosoon floats in the water, with the rusty bucket containing Elder Brian close to him. Brain pigeons keep it informed about the characters' movements by flying within 60 feet of it regularly.

Escorted by Brain Pigeons. If the characters were previously trapped by the swarms' *telekinesis*, Floohoosoon takes the opportunity to have a meal. It uses its Mind Blast on the perfectly aligned characters and attempts to use Extract Brain.

Entering Regularly. The **mind flayer** does not attack the characters when they enter. Instead, it attempts to converse with them using its telepathy. Floohoosoon explains that it flew from its colony to lead a peaceful life, but the surface dwellers don't want mind flayers around, it learned. Additionally, Floohoosoon is interested in learning how strong the characters are and if they pose a threat to it. It asks them if they ever saw a mythical dragon and slew it. Or maybe they raided a village of giants to brew potions of giant strength from their extremities? If the characters leave it alone, Floohoosoon promises to keep its brain pigeons clear of the city. At least until it has created enough to subjugate the city, but it omits that part. In exchange for the characters' leniency, Floohoosoon promises to tell them all it knows about the Underdark, if they ever need information. After half a year has passed, Floohoosoon unleashes its forces upon Waterdeep.

S4. THE VATS

Paraphrase or read out loud when the characters enter the room:

Several barrels filled with a bubbling liquid stand in this room. Inside, several pigeons swirl around, their craniums pulsating ominously.

In the vats, Floohoosoon grows its army of brain pigeons. Whenever a specimen is fully grown, it joins its brethren in the roost.

A character with a passive Wisdom (Perception) of 14 or higher notices the secret entrance to the cellar of the Two-legged Mermaid.

S5. CELLAR OF THE TWO-LEGGED MERMAID

Paraphrase or read out loud when the characters enter the northern room:

Dust covered shelves and cabinets contain jars of marmalade, beetroot, mayonnaise, and more. One wall is adorned with a portrait of a young half-orc, a half-elf, and a halfling.

The Two-legged Mermaid is a tavern and Inn in Waterdeep's Dock Ward. It is unrelated to the influx of brain pigeons. Searching the storage rooms and succeeding on a DC 15 Wisdom (Perception) check reveals a secret compartment which contains a Zhentarim codebook and two keys.

The owner of the Two-legged Mermaid is a retired Zhentarim agent named Big Stick (neutral male half-orc **veteran**) who once ran with a group called the "three halves." The half-elf Sinda is already dead, the halfling Bobby is still alive and possesses a third key. All three keys combined open a portal to a treasure pocket dimension, guarded by an **iron golem**.

CONCLUSION

If the characters kill Floohoosoon, peace returns to Waterdeep—at least in regard to the winged menace. However, if the characters leave the mind flayer be, it steadily grows its army of brain pigeons.

MONSTERS

Swarm of Brain Pigeons

Medium swarm of Tiny beasts, neutral evil

Armor Class 11

Hit Points 28 (8d8 - 8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	9 (-1)	16 (+3)	13 (+1)	13 (+1)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages telepathy 30 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting (Psionics). The swarm's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). As long as it has more than half of its hit points remaining, the swarm can innately cast the following spells, requiring no components:

At will: *mage hand*, *minor illusion*, *ray of sickness* (see "Actions" below)

1/day each: *Bigby's hand*, *dominate person*, *telekinesis*

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

ACTIONS

Ray of Sickness (1st Level Spell). *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) poison damage, and the target must make a Constitution saving throw. On a failed save, the target is also poisoned until the end of the swarm's next turn.

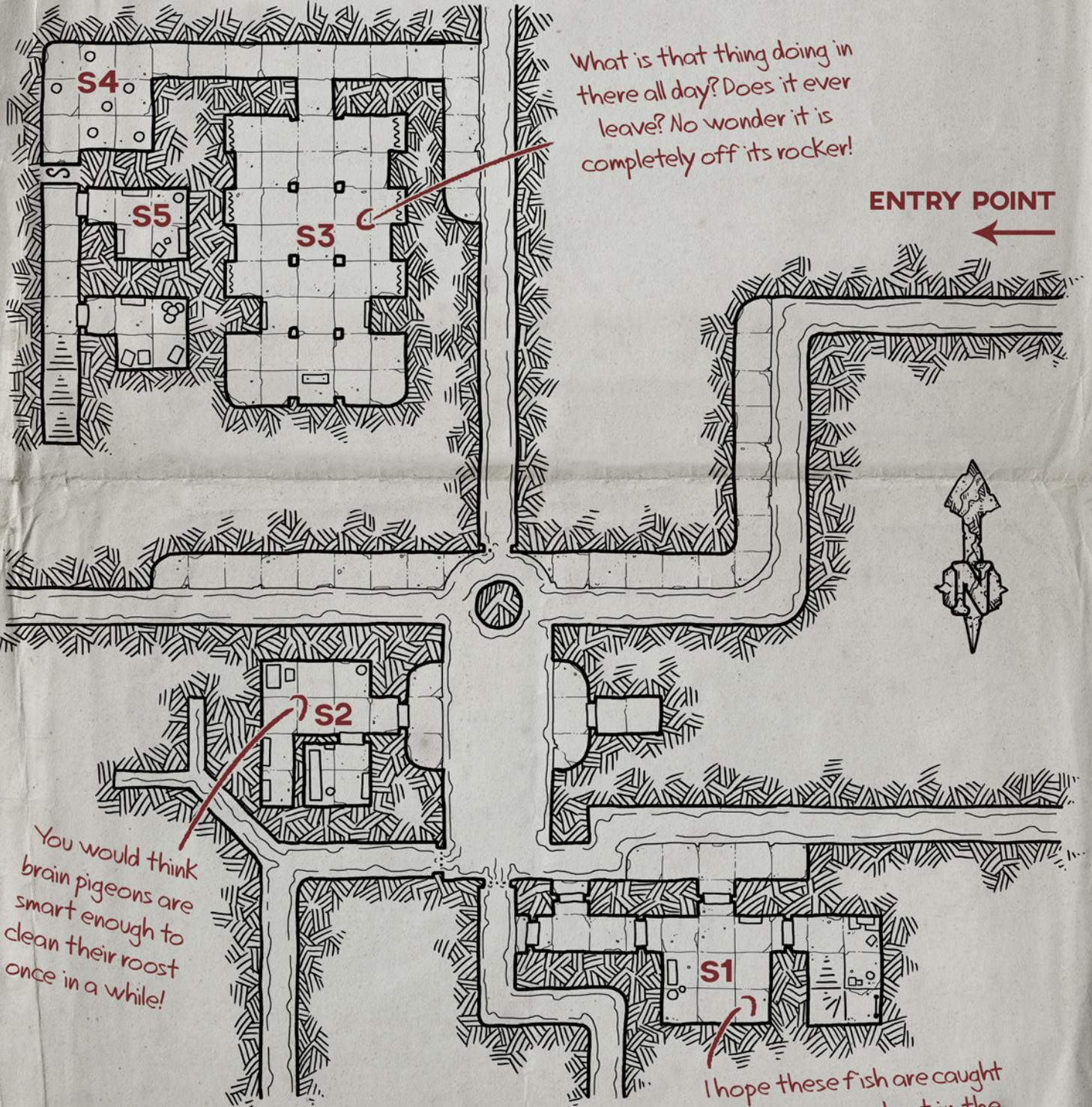
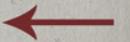
Bombing Run. Creatures in a 5-foot-diameter-cylinder below the brain pigeon must succeed on a DC 15 Dexterity saving throw or take 18 (4d8) acid damage.

LAIR OF FLOOHOOSON AND ELDER BRIAN

BEWARE THE BRAIN PIGEONS!

What is that thing doing in there all day? Does it ever leave? No wonder it is completely off its rocker!

ENTRY POINT



You would think brain pigeons are smart enough to clean their roost once in a while!

I hope these fish are caught in the ocean and not in the sewers. You can't tell from the smell!