

WATERDEEP: DRAGON HEIST

FIREBALL



INTRODUCTION

Chapter 3: Fireball is the real 'hook' of **Waterdeep: Dragon Heist**. It's where the adventure starts in earnest, as an explosion of fire pulls the adventurers from their leisurely lives at Trollskull Manor and right into the middle of a criminal investigation - and a hunt for 500,000 gold dragons!

It's not an entirely flawless ride, however. Because while the *fireball* will certainly get the party's attention, it's not certain it will actually get them involved. And even if they do, their investigation might still come to a dead end - or a forced and unsatisfactory intervention by the DM. Lastly, the last stand in Gralhund Villa is an exciting and chaotic series of encounters, that can have even experienced DM's reeling.

In this document, we seek to give you resources that'll help make running Chapter 3: Fireball manageable for you - and fun for your players! It's strongly recommended that you read through Chapter 3: Fireball before reading the resources included in this document. And remember: all advice is optional. You know best what works at your table.

The Hook. First, we'll give advice on how to make sure the fireball-incident succeeds in getting the party involved.

The Investigation. Second, we'll go over the investigation itself, identifying problem areas, adding new optional clues and giving advice on how to make sure the party gets where they need to go without clumsy DM intervention.

The Confrontation. Third, we'll take a closer look at Gralhund Villa and the series of encounters that play out here, ensuring that you're well prepared to handle the chaos.

DM's Resources. Fourth, you're given a single page of condensed DM's Notes, easy to reference at the table, as well pages of statblocks for each encounter your party is likely to face during the chapter.

THE HOOK

The characters are dragged forcefully out of the downtime in Chapter 2 and into Chapter 3: Fireball, as a *fireball* explodes in Trollskull Alley. It's a catastrophe certain to make the front pages of Waterdeep's many broadsheets for days to come. It's also meant to be the hook that gets the party involved in the final two chapters of the adventure.

Here we encounter Chapter 3's first and biggest problem. Because while the party might initially get curious - and even examine the crime scene before the Watch arrives - they are quickly and expressly told by the authorities (Sergeant Cromley and Barnibus Blastwind) to stay away. With no expectation of reward and no personal connection to the incident - besides proximity - they might choose to comply.

Some parties will always try to get involved simply because it's what's in front of them. But some parties won't. And that's an awful chance to take with the event that's supposed to hook them into the rest of the adventure. Below we'll look at a handful of different ways to motivate your party to investigate the incident on their own.

BAD FOR BUSINESS

If the characters have renovated Trollskull Tavern and run it as a business, you can use that as a tool of motivation.

After interviewing the characters, sergeant Cromley tells them: "As you can surely understand, you're going to have to keep closed until we find whoever is behind this, or we're sure that you and your customers weren't the intended targets. Don't worry, it shouldn't take more than a month."

This simple quip alone might nudge your party toward investigating on their own, to get their tavern opened faster.

Note - Choosing your Villain

Your choice of villain influences Yalah's motivation - why she betrays Urstul Floxin, and who she's fetching the *Stone of Golorr* for. If we had to decide based on what's presented in this chapter, the Cassalanter seem the logical villains, since they are the leaders of the cult of Asmodeus, which the Gralhunds are also in.

However, you don't have to choose a villain yet, if you're still in doubt about which one to pick. By the end of Chapter 3 the party still won't know who's behind everything, unless they've somehow gotten Yalah or Hrabbaz to speak (which is unlikely).

We'll go more in depth with the choice of villain in a later product covering **Waterdeep: Dragon Heist - Chapter 4**.

RENAER NEVEREMBER

The chapter instructs to have Renaer speak with the party at some point during the investigation. But if you need to give the party a little push, you can choose to introduce him early.

Simply have Renaer arrive just a few minutes after Sergeant Cromley and Barnibus Blastwind have finished their interview with the characters: "I heard what happened.. I came as fast as I could. Is everyone alright? What a terrible, terrible tragedy - and the worst thing is, I think I might be to blame once again!" He then tells them the suspicion outlined in the chapter: that one of his father's spies, a gnome named Dalakhar, has been asking questions about him and the party. He thinks the dead gnome might be Dalakhar!

If this isn't enough to get the party interested by, you can have Renaer ask (and even pay) the party to look into it (preferably without speaking with the Watch and making Renaer the main suspect in a murder investigation).

FACTIONS

You can also have a faction ask the party to look into the incident. Below are mission statements from factions that have reason to want their own investigation:

Bregan D'aerthe. Jarlaxle tells a member of Bregan D'aerthe: "A citywide search for suspicious individuals could put unwanted - and unwarranted - attention on us. Better that the real culprit is found fast, yes?"

Force Grey/Gray Hands. Vajra Safahr tells a member of the Gray Hands: "It's not that I don't trust the Watch - I do! - but sometimes bureaucracy slows things down. I'd like you to find out what happened and resolve the matter quickly. I'm stepping on some prickly toes asking you to do this, so it has to be done unofficially and off-the-books."

Zhentarim. Davil Starsong tells a member of the Zhentarim: "With dead zhents - not ours, mind you - in the middle of this, it's bad for both the city and our business. We need this resolved before the Watch comes around here asking questions. You think you can handle that?"

Harpers. Mirt tells a member of the Harpers: "The Watch are more likely to arrest the corpses for littering, than catching whoever's behind this debacle. We want you to see if you can't give them a helping hand, and get to the bottom of who's behind this disaster."

THE INVESTIGATION

If the characters get the right clues, their investigation should take them from Trollskull Alley to the House of Inspired Hands and then end at the Gralhund Villa. However, work can be done to strengthen the clues leading from one place of interest to the next. While you can always have an NPC or faction hand clues to the party, the investigation will feel more rewarding if the players have a chance on their own.

Below we'll go over some of the clues presented in the chapter, as well as present ideas for adding additional clues.

SPEAKING WITH WITNESSES

There's three witnesses with useful information. Jezrynn Hornraven saw the nimblewright throwing the bead that caused the fireball, Fala Lefaliir can tell the party that a cloaked man survived and took something from the dead gnome, and Martem Trec has found the *necklace of fireballs* the nimblewright used.

Speaking to Jezrynn. Of all three victims, only Jezrynn's story is going to point the characters to the House of Inspired Hands. Therefore, it's a good idea to highlight her as a witness. As the party arrive on the scene, make sure to describe the middle-aged woman, a noble by the looks of her expensive (but soot-stained) dress, who sits pale-faced on the street not far from the carnage. When a friendly character approaches, Jezrynn is easily coaxed with kind words and a sip of water to give her account of 'a puppet without strings' hurling something into the crowd.

Speaking to Fala Lefaliir. Fala has some pretty important news: someone took something from the gnome and escaped. This clue tells the party two things. First, that the gnome was the likely target of the blast, and second, that something was stolen. It's not pivotal, but it's a good clue for the party to have. Since Fala was upstairs in their shop when the explosion happened, they can come down at any time in the minutes after the explosion to exclaim that: "He ran away! I saw him!" before giving their account of 'a cloaked man' taking something from the gnome and 'limping away' towards the exit by the Bent Nail, while 'looking over his shoulder' as if afraid of being followed.

Speaking to Martem Trec. To introduce Martem, you can have the two most perceptive characters roll a DC 10 Perception while at the crime scene. If successful, a character notices the boy trying to hide something under his shirt, as he stares wide-eyed at the charred corpses. If a character confronts Martem, he gives his account of how the *necklace of fireballs* plopped into the rainbarrel after the blast.

Optional Clue: Gond's Symbol. If a character searches the roof of Corellon's Crown, from where the nimblewright threw the bead, have them make a DC 10 Investigation or Perception check. On a success, they find a piece of cloth (from a cloak the nimblewright stole from the House of Inspired Hands) with a symbol on it: a toothed cog with four spokes. A character who's been in contact with Gond's temple or who succeeds on a DC 10 Religion check, recognizes it as Gond's holy symbol. If the party doesn't think to do this on their own, you can have Martem point towards the roof of Corellon's Crown and say: "It must've come from up there!", when the party asks him about the *necklace of fireballs*.

SPEAKING WITH THE VICTIMS

If the characters use *speak with dead* to interrogate Dalakhar and the two zheints, they'll be able to learn Dalakhar's identity and intentions, as well as the name of the zheint's leader (Urstul Floxin) and their base (Gralhund Villa).

Optional Clue: Wooden Man. None of the victims' answers point to the House of Inspired Hands (indeed, they might actually cause the party to instead head straight for Gralhund Villa!). However, if your party didn't learn about the nimblewright from the witnesses, you can have any one of the dead victims answer that "a weird, wooden man" threw something at them, if the party asks who caused the fireball.

GETTING TO GOND'S TEMPLE

Now, just because the players have found out that the culprit is a magical construct, it doesn't necessarily mean they will head straight toward the House of Inspired Hands. In the book, we're told that a character local to Waterdeep realizes that they've seen similar creatures to the nimblewright during the annual Day of Wonders parade arranged by the House of Inspired Hands. This is obviously effective, as far as advancing the plot goes, but can also feel just a bit *too* easy.

Here are five different ways the party might realize where to go, without it feeling undeserved:

History. A character native to Waterdeep remembers seeing constructs in the Day of Wonders parade arranged by Gond's priests with a DC 10 Intelligence (History) check.

Religion. A character proficient in Religion knows that Gond is the deity associated with the invention of magical constructs with a DC 10 Intelligence (Religion) check.

The Symbol. If the characters searched the roof of Corellon's Crown and found the piece of cloak with Gond's symbol, this can also help point them to Gond's Temple.

Day of Wonders. If you haven't yet finished running chapter 2, you can describe the Day of Wonders parade happening during the downtime. Of course, this is only an option if the downtime occurs during autumn - or if you move the date.

Helping Hand. If everything else fails, the characters can ask any of the knowledgeable NPCs they know - Volo, Jarlaxle, Vajra, Mirt, etc. - and they'll be pointed to the temple.

NIM'S SECRET

Moving on with the investigation, the party find themselves at the House of Inspired Hands. It's here they meet Nim, who explains through sign language that it has created another nimblewright - which has since escaped. It's also here the party are supposed to find the *Nimblewright Detector*, which will lead them to Gralhund Villa. There's three things to note:

The Right Nimblewright. The chapter assumes that the characters know that Nim is not the nimblewright they're looking for, but doesn't explain why. To avoid the party getting it into their heads that Nim is the culprit, make sure Valetta explains that it isn't possible, because Nim is bound to the temple grounds by a powerful enchantment. This would also explain why Nim never used the *Nimblewright Detector*.

Finding the Nimblewright Detector. The characters only find the *Nimblewright Detector* if they think to search Nim's room. To ensure that they don't miss the main thing that'll get them towards Gralhund Villa, you can have Nim present it to the party, along with a plea that they return the other nimblewright unharmed. This is in contrast to Valetta's wishes, so she refuses to translate it to the characters, which could lead to a fun little debate in agitated sign language.

Using the Nimblewright Detector. The campaign book does not specify exactly how long a search takes, but only says it could take days. If we look at older maps of Waterdeep, the city is roughly 8 square miles all told. Since the detector finds nimblewrights within 500 feet, they just have to get reasonably close to find it. If you have the party tell you, in order, which wards they comb through, counting a half day spent per ward seems about right.

THE CONFRONTATION

Gralhund Villa is the 'dungeon' of Chapter 3, so to speak. It's where the party will finally get dirt on their hands and blood on their blades - if they decide to, that is.

SHOULD THEY OR SHOULDN'T THEY

Immediately at the onset of this part of the chapter, the party is presented with a dilemma: go to the Watch or take matters into their own hands. Depending on your party, their affiliations and their motivation for being involved, they might do one or the other. However, it does feel it would be a shame if the party simply leaves everything to the Watch.

If you want to nudge the party toward going in themselves, you can give the following description as they arrive at Gralhund Villa (assuming they were lead there by the *Nimblewright Detector*):

You stand before a sprawling villa, enclosed by 12-foot-high stone walls. Through the bars of a huge and ornate iron door, you see a yard with huge trees and two footpaths that lead to a two-story brick building.

And then adding, to the most perceptive characters:

You suddenly realize that you can faintly hear the sound of metal clinking on metal coming from within the estate.

Giving this prompt might make your characters decide to investigate for themselves, instead of heading for the Watch.

ENCOUNTERS IN THE VILLA

First, a quick overview of what the party might encounter:

- **G2.** Hurv Taldred (**cult fanatic**) and two **mastiffs**, or three **shadows** if the party approaches during the night.
- **G8.** Two zhent **thugs** guarding the stairs to G13.
- **G12.** Three **spectres** attack if Yalah's book is opened.
- **G13.** Four **veteran** guards battle three zhent **thugs**.
- **G15.** Urstul Floxin is trying to get to **Orond Gralhund**.
- **G16.** Yalah Gralhund and **Hrabbaz** have just sent the nimblewright away with the Stone of Golorr.

Depending on how the party handles the situation in Gralhund Villa, and which encounters they manage to bypass, they might have a very easy time or a very tough time. Below is some advice on how to balance things on the fly.

G13. Upstairs Foyer. When the characters arrive at the upstairs foyer, they find four wounded veterans facing three wounded thugs. This is a lopsided encounter that leaves at least three veterans alive. The veterans help the party deal with Urstul Floxin (making it a trivial encounter), but in the end Yalah might have the veterans aid Hrabbaz against the party (in turn making this a very deadly encounter). If you want to minimize the veterans' impact on both possible encounters, you can flip the script and have four **thugs** facing off against two **veterans** when the party arrive at G13.

G15. Guest Suite. Urstul Floxin is already damaged and has no poison on his weapons, reducing his challenge rating to 3. This is probably a good thing, but it does make him very unimposing. You can compensate a little by at least making him smart. Just as the party arrive at the guest suite, he manages to kick down the door to G15B, and goes straight to his **flying snakes**, unleashing them on the party. Having allies attacking the party allows the Zhentarim assassin to deal sneak attack damage on one attack each turn.

G16. Master Bedroom. The half-orc Hrabbaz is an absolute beast, with more than a 100 hit points and the potential to deal upwards of 40 damage each turn, as well as the ability to reroll failed saving throws twice. If the characters get into a fight with Hrabbaz and are losing badly, you can have the Watch arrive just in time to save their lives (alerted by witnesses seeing the party go in, escaped servants or simply the noise of the battle). On the other hand, if the characters are having a too easy time at it, you can have Hurv Taldred arrive with his two mastiffs during the battle, assuming the party haven't already dealt with him.

DEALING WITH YALAH

The situation on the top floor of Gralhund Villa is interesting - but also very chaotic. You have Urstul Floxin and his thugs fighting Gralhund veterans while trying to capture Orond Gralhund, so they can pressure Yalah Gralhund and Hrabbaz to give up the *Stone of Golor*. Before running this part, it's a good idea to give some thought to what happens, when Urstul Floxin is dead or has fled the scene and the party find themselves alone with the Gralhunds, their bodyguard and any surviving house guards. Here are some suggestions:

Thank Tymora you're here! If Yalah thinks she can make it look like the Zhents are the sole culprits, if she knows the Watch is on the way, and/or if she doesn't have the numbers to confidently fight the party, she'll simply thank them for coming to her aid and offer the same explanation she would've given the City Watch. She'll feign complete ignorance if asked about the nimblewright.

Kill them! If Yalah feels the party knows too much (she's heard Orond spill the beans about everything, or the characters ask uncomfortable questions) and no great noise has been made (such as with the *thunderwave* spell), Yalah shrewdly asks the party if they've alerted the City Watch. If they say no, and she still has some guards left, Yalah will give the deadly order ("Kill them!"), preferring to leave no witnesses with accounts that conflict with her own.

I'll never tell! Under no circumstances will Yalah divulge who she's really working for or where the nimblewright has gone. If the characters resort to threats of torture or violence against her children, she'll protest loudly ("Assaulting a noble woman in her own home? You'll hang before sunset! You wouldn't dare!"). If this doesn't dissuade the party, you can have one of the servants from G19 arrive, shouting: "Milady, are you safe? We've send for the Watch - they're on the way!"

A Mutual Understanding. If the party has learned about Yalah's dealings with the zhents, her and her husband's devil worship, or her involvement in the *fireball* explosion in Trollskull Alley, but Yalah has no hope of defeating them (or has already been defeated herself), she might extend an offer. "Go now, before the Watch get here, and none of us will remember that you were ever here - as long as you do the same." If the party have behaved poorly (hurting servants or the Gralhunds, stealing stuff, etc.), they might be wise to at least consider this offer.

MAP OF GRALHUND VILLA

The DM's Guild does not allow reproductions of maps to be included in products sold on their site, but you can head over to [ValeurRPG](#), where you'll find any free content we've created for Waterdeep: Dragon Heist.

DM's NOTES

TROLLSKULL ALLEY

- **Fireball** - An explosion right outside early in the morning. DC 13 Arcana check to realize it's a *fireball*.
- **Victims** - male rock gnome (Dalakhar), two male humans with swords (zhents), old female, two female humans, male half-elf, two female halflings, two male halflings.
- **DC 15 Perception/Investigation** - finds snake tattoo on a zhent's forearm and dry waste on the gnome's boots + 500 gp gemstones (DC 13 Sleight of Hand to steal).
- **City Guard** - After a few minutes, the City Guard arrives, cordons off the alley and guard the crime scene.
- **City Watch** - Sergeant Saeth Cromley and Barnibus Blastwind investigate the scene and knocks on doors.
- **Interrogation** - Barnibus deduces that Dalakhar was the target and moving towards Trollskull Manor. Questions the party - who is the gnome, who knew him?

WITNESSES

- **Fala Lefaliir** - the wood elf saw a cloaked man take something from the dead gnome and limp away.
- **Jezrynne Hornraven** - the noblewoman saw 'a puppet without strings' hurling something into the crowd.
- **Martem Trec** - the young boy heard a plop and found a *necklace of fireballs* with a broken clasp and two beads.
- **Optional Clue: Gond's Symbol** - Searching the rooftop finds cloth with Gond's symbol. DC 10 Religion recognizes.

SPEAKING WITH THE VICTIMS

- **Dalakhar** - the gnome stole an artifact called the *Stone of Golorr* from Xanathar's lair. He works for Dagult Neverember. Stone of Golorr is the key a large cache of gold hidden in the city. Wanted to deliver the stone to the party, because he heard they saved Renaer Neverember.
- **Zhents** - Bashekk Ortallis and Wern Malkrave worked for Urstul Floxin and resided at Gralhund Villa. Their job was to catch Dalakhar, who had a valuable artifact.
- **Optional Clue: Wooden Man** - Any victim could have seen a wooden man throw a bead before the explosion.

HOUSE OF INSPIRED HANDS

- **Outside Description** - Corner of Seawatch Street and Shark Street in Sea Ward. Looks like cross between temple and workshop. Toothed cog with four spokes on front.
- **Nim's Welcome** - Nim accidentally sends metal sparrow towards the party from the roof. Init 10, 60 feet speed, AC 15, 1 HP, +0/1d3 piercing damage. Destroyed on impact.
- **Main Hall** - filled with extraordinary creations on pedestals. Stand-outs: clock tower, wooden flying machine, miniature dragon turtle, "waking helmet", model of red submarine shaped like manta ray.
- **Valetta** - dragonborn **priest** leads the party up to Nim.
- **Nim's Room** - Door is locked. Valetta doesn't have the key. DC 20 Dexterity (Thieves' Tools) to open. DC 17 Persuasion gets Nim to open, Valetta gives advantage.
- **Speaking with Nim** - uses sign language. Admits he build another nimblewright because he was lonely. Valetta orders acolytes to take away Nim's inventions.
- **Nimblewright Detector** - The party can find a Nimblewright Detector, or Nim presents it to them. Finds nimblewrights other than Nim within 500 feet.
- **Valetta's Offer** - Valetta offers the party 500 gp and a nonmagical invention to destroy the nimblewright.
- **Search by Foot** - one ward each ½ day.

GRALHUND VILLA

- **Entering** - DC 15 Stealth to sneak in, proficient character can take disadvantage to give another character advantage. DC 15 Athletics to climb the 12-foot-high walls.
- **G1. Locked Gates** - *Arcane Lock*. DC 25 Athletics/DC 20 Thieves' tools.
- **G2. Yard** - Can see balcony (20 feet up, DC 15 Athletics). DC 13 Stealth to cross yard without Hurv (**cult fanatic**) and two **mastiffs** attacking.
- **G3. Coach House** - Four draft horses, black riding horse Maladar. Two cots. DC 20 Thieves' Tools to open lock. **Treasure:** Maladar has *horseshoes of speed* and two saddlebags with four 250 gp gold trade bars each.
- **G4. Guard Barracks** - Ten bunk beds and footlockers.
- **G5. Kitchen** - The door to the kitchen is unlocked.
- **G6. Pantry** - Shelves of food and drink. Old male human and male halfling corpses. Door to street can be opened from outside with DC 20 Athletics, but makes noise.
- **G7. Laundry Room** - buckets, basins, mops, chamber pots. Middle-aged female human corpse on stairs to G19. Has ring of keys for all doors + locked cabinets in G8.
- **G8. Great Hall** - Two zhent **thugs**. Eight dead guards and two dead zhents. Sound of fighting from the top of staircase to G13. Two chandeliers, dining table, chairs. Locked cabinets porcelain and silverware. Family portrait.
- **G9. Parlor** - Dainty chairs, chaise longue, wine cabinet, framed paintings of old Gralhunds. Two dead guards.
- **G10. Den** - beast heads, armor, bearskin rugs. Falcon.
- **G11. Orond's Study** - Locked. DC 15 Thieves' Tools. Wrestling mat, chairs, naked men statues, bookshelf, desk.
- **G12. Family Library** - Bookshelves, ladders, lectern with a closed, locked tome on it, chairs, fireplace. Tome is Gralhund family history (includes devil worship). Protected by magic. DC 15 Thieves' Tools or *knock*. Without keys, three **specters** attack for 1 minute.
- **G13. Upstairs Foyer** - six guards and two zhents dead on the floor. Three zhent **thugs** (20 hp) and four **veteran** (30 hp) guards fighting. Door to master bedroom (G16) open - Lady Gralhund shouts: "The City Watch is on the way!". Door to G15A ajar. Characters hear kicking.
- **G14. Ballroom** - Locked. DC 15 Thieves' Tools. Mirrors, tapestries, big fireplace, marble floor, mural of orgy.
- **G15. Guest Suite** - G15A: bathroom with curtain and bath. G15B: bedroom with teleportation circle and three **flying snakes** in cage. Gralhund barricaded in G15B. DC 18 Athletics to open. **Urstul Floxin** (50 hp, no poison) kicking door. **Orond Gralhund** surrenders and DC 10 Intimidation gets him to tell all he knows (disadvantage if Yalah is near): Stone of Golorr is ancient creature and key to hidden vault with half million gp, House Gralhund bankrolls Zhentarim in Waterdeep including kidnap of Renaer, and Yalah sent nimblewright to retrieve the stone.
- **G16. Master Bedroom** - bed, locked trunk, bathtub, fireplace, wardrobe, open glass doors. **Yalah Gralhund** and **Hrabbaz**. Yalah has ring of keys for all doors + the locked trunk. Yalah goes to G18 and makes a final stand. **Wooden Trunk:** DC 15 Thieves' Tools. Folded clothes - DC 15 Perception finds secret compartment with two holy symbols of Asmodeus and two red and gold robes.
- **G17. Balcony** - open glass door, large balcony and chairs.
- **G18. Children's Room** - DC 15 Thieves' Tools. Three beds, wardrobes, desks. 13-year boy Zartan, 10-year boy Greth. 18-year sister Tomassin visiting cousin in Yartar.
- **G19. Servants' Wing** - Three rooms. The head butler and head maid have rooms to themselves. Largest chamber has six bunk beds. Nine servants (**commoners**) armed with improvised clubs.

G2. YARD

SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	14 (+2)	13 (+1)	6 (–2)	10 (+0)	8 (–1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

HURV TALDRED

Medium humanoid (human), lawful evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages Any one language (usually common)

Challenge 2 (450 XP)

Dark Devotion. Hurv has advantage on saving throws against being charmed or frightened.

Spellcasting. Hurv is a 4th-level spellcaster. His spell casting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). Hurv has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. Hurv makes two melee attacks.

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

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

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

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

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

Actions

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

G8. GREAT HALL

THUG

Medium humanoid (human), neutral evil

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Any one language (usually common)
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

G12. FAMILY LIBRARY

SPECTER

Medium undead, chaotic evil

Armor Class 12
Hit Points 22 (5d8 + 0)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

G13. UPSTAIRS FOYER

THUG

Medium humanoid (human), neutral evil

Armor Class 11 (leather armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Common
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

VETERAN

Medium humanoid (human), any alignment

Armor Class 17 (splint)
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Athletics +5, Perception +2
Senses passive Perception 12
Languages Common
Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

G15. GUEST SUITE

URSTUL FLOXIN

Medium humanoid (human), lawful evil

Armor Class 15 (studded leather)
Hit Points 50 ~~78~~ (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Saving Throws Dex +6, Int +4
Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9
Damage Resistances poison
Senses passive Perception 13
Languages Common, Orc, Thieves' cant
Challenge 3 (700 XP)

Assassinate. During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). The assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, ~~and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.~~

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, ~~and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.~~

FLYING SNAKE

Tiny beast, unaligned

Armor Class 14
Hit Points 5 (2d4 + 0)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses blindsight 10 ft., passive Perception 11
Languages —
Challenge 1/8 (25 XP)

Flyby. The snake doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage plus 7 (3d4) poison damage.

OROND GRALHUND

Medium humanoid (human), neutral evil

Armor Class 15 (breastplate)
Hit Points 9 (2d8 + 0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	9 (-1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

G16. MASTER BEDROOM

YALAH GRALHUND

Medium humanoid (human), neutral evil

Armor Class 15 (breastplate)
Hit Points 9 (2d8 + 0)
Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5
Senses passive Perception 12
Languages Common and Infernal
Challenge 1/8 (25 XP)

Actions

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

Reactions

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.

HRABBAZ

Medium humanoid (half-orc), neutral evil

Armor Class 12
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	10 (+0)	14 (+2)	12 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Intimidation +4, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Orc
Challenge 5 (1,800 XP)

Indomitable (2/day). Hrabbaz can reroll a saving throw that he fails. He must use the new roll.

Relentless Endurance (1/long rest). When Hrabbaz is reduced to 0 hit points but not killed outright, he drops to 1 hit point instead.

Actions

Multiattack. Hrabbaz makes three attacks with his morningstar.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage, plus 3 (1d6) piercing damage if Hrabbaz has more than half his hit points remaining.

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A big thank you to everyone who purchased this product. You are helping adventures become real and dreams come true. You can find our other work on the [DM's Guild](#).

