5e

Wanted

A Collection of Short Adventures in an Urban Environment

ASSASSIN GAMES

Credits

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Introduction

This supplement is a collection of very short adventures meant to be dropped into existing low-level campaigns. Each should provide enough material to grant at least a single evening of entertainment, as the PC's hunt down the "monsters" responsible. While many of these events are set to take place in a town or city, some minor adjustments would equally allow them to take place in a more rural environment.

Before running any of these short adventures, it is recommended that the Dungeon Master read the entry entirely, so that they understand what challenges the PC's are about to face. Some of the antagonists are not exactly what they seem.

The Prelude section of each entry gives a short breakdown of the events that lead up to the adventure, including revealing the motivations of some of the antagonists within. Some are motivated by hunger, some by greed, and some are motivated by darker desires.

The DM Info section gives a short synopsis of any issues that may arise, and often reveals the antagonist.

The Location section provides information on any areas that are relevant to the adventure.

The Hunt gives some options on how the PC's may approach their quarry. Although clever PC's may concoct additional clever methods of reaching their target, those that are provided are often the most mundane and straightforward.

Statistics provide any game mechanics focusing on the targets the PC's seek, as well as any traps they may have waiting for those unlucky enough to pursue them. Feel free to adjust the numbers to more adequately challenge your adventuring party.

Creature Tactics reveals how the targets will react during a combat encounter, including the use of any of their special abilities. While many creatures will willingly engage in combat, others will seek to avoid it at all costs.

Aftermath provides one or more options for building upon the short adventure. Using this section is encouraged as it reveals that the PC's do not live in a vaccuum, and helps acknowledge that the world lives and grows on it's own.

Additionally, two sections including optional rules have been provided. The Chase Scene rules provide additional information on what happens during a foot chase, and the Sewer Hazard Rules provides options on what the PC's may encounter when they head below in order to track down their targets.

The Raven

The Raven is slight and agile, dressing in dark colors. His deep hood is always drawn with a mask drawn up to his eyes. Those who have seen him report that he doesn't carry weapons, though a few stab wounds after thefts seem to disagree, and does not wear a cloak - just well-fitted clothing. No evidence is ever left of his passing, and sightings are rare.

Prelude

For over a year a petty thief has eluded the City Watch, stealing everything from small items and food to highly valuable items such as a noble's purse and a painting. Recently the thefts have become more severe with works of art, family heirlooms, and even magical items disappearing. The Watch is confused, as no fence within easy travel of the city would dare to resell such unique and easily recognizable items. Their desperation has finally caused them to admit that an outside group would be more capable of tracking down the criminal and bringing him to justice.

DM Information

The Raven is actually a noblewoman named Margaret Ullman who sympathizes with the poorer classes and seeks to bring her fellows down a peg. She uses her wealth to employ an extensive network of informants throughout the city who tell her when high-value materials are being moved from place to place. At first she was simply content with distributing her 'winnings' into the poorer classes... now she has gotten a taste for the thrill she has upped the ante, planning more daring missions with lower yields for her low-class friends, since most of the take cannot be sold. The change in heart was caused by a cursed coin that she picked up off of a merchant - it causes the bearer to become greedy and take greater risks.

Location

Margaret owns a small villa in the city, where she has stashed most of the valuables, in a secret safe room that once served as a wine cellar. It is within this secret room that she also keeps a collection of maps, from rare maps of the city sewers, to architectural plans of the houses of wealthy nobles, and even a few maps of local temples and churches. The maps alone are worth a considerable amount to the right people.

A nearby warehouse, which is easily accessed through a few small and dark alleys from the villa, is where the Raven meets with a small collection of spies. Each of the spies are loyal to the Raven, as each has recieved aid from the thief, or they are firm believers in assisting the poor. Thus they meet at the warehouse during every New Moon, at the darkest of nights to carry out elaborate plans to relieve the wealthy of their valuables. While they are all allies, none of them know of the true identity of their mysterious benefactor.

The Hunt

Two methods have been outlined below as to the potential avenues of approach.

Bait and Switch -

In order to get the Raven to come to them, the characters decide to put out word of a valuable magical item in their possession, and wait for the Raven to take the bait.

Getting the word out requires a succesful Charisma (Persuasion) skill check, DC 12, in order for the rumors to reach the spy network of the Raven. Within 1d4 nights the greed instilled by the Cursed Coin overcomes Margaret's restraint and the Raven makes an attempt on the object.

Caging the Bird -

Tracking down the Raven is a bit trickier, as it requires a character to be highly involved in the local criminal element, and finding knowledge about the Raven's next move.

One of the Raven's associates, a man named Malcolm, joined up with the Raven in order to assist those that had little, and to give aid and succor to the homeless. Malcolm has recently noticed that the Raven has begun becoming more stingy with 'sharing the wealth'. While once the Raven freely gave most of the profits to the poor, the destitute have ceased recieving aid from the Raven's nefarious activities. When rumors spread about someone looking for the Raven, Malcolm decides to help the PC's out a little by informing them of where and when the next meeting between the Raven and his associates will be.

Interrupting the meeting brings the PC's into conflict with a band of thieves, led by the Raven. The thieves are included in the "Statistics" section, along with the Raven. There should be a number of these ruffians equal to the number of PC's in play.

Following the Raven from the meeting requires an opposed Dexterity (Stealth) skill check against the Raven's Wisdom (Perception) skill check for the PC to remain unseen, as well as a Wisdom (Perception) skill check against the Raven's Dexterity (Stealth) skill check to maintain awareness of the Raven's location. If the PC's fail their Dexterity (Stealth) skill check the Raven becomes aware of pursuit, and takes a more circular route to a safe location, which may result in a Chase Scene (see the end of this supplement for rules). Failing their Wisdom (Perception) skill check means that the PC's lose the trail, and regaining the trail requires an Wisdom (Survival) skill check, DC 15. Succesfully following the Raven ends at the small villa, which the PC's may mistake for the target of the Raven's next theft.

Statistics

The Raven/Margaret Ullman
Medium human charlatan rogue 3rd, Neutral Evil

Armor Class 14 (leather armor)
Hit Points 15 (3d8)
Speed 30 ft.
Str 10 (+0), Dex 15 (+2), Con 10 (+0),
Int 12 (+1), Wis 14 (+2), Cha 13 (+1)
Skills Acrobatics +4, Deception +3, Investigation +3, Perception +4,
Persuasion +3, Sleight of Hand +4, Stealth +4
Senses passive Perception 14
Languages Common
Challenge 1

Sneak Attack – the Raven does an additional 8 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Raven that isn't incapacitated and the Raven doesn't have disadvantage on the attack roll.
Cunning Action – the Raven has a bonus action each turn, which she can use for a Dash, Disengage, or Hide action.
Fast Hands – Sterak can use his bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check to take a Use an Object action.
Lucky – the Raven has 3 Luck Points. When she makes an attack roll, an ability check, or a saving throw, she may use one of these points to roll an additional d20 and choose which die is used. When an attack roll is made against her, she may choose to spend a point and roll a d20, and choose which die is used in the attack.

ACTIONS
Dagger Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage

Thief
Medium human rogue, Neutral Evil
Armor Class 12 (leather armor)
Hit Points 6 (1d8 + 1)
Speed 30ft.
Str 11 (-0), Dex 12 (+1), Con 12 (+1),
Int 10 (+0), Wis 10 (+0), Cha 10 (+O)
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

ACTIONS
Short Sword Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6+1) piercing damage.

Light Crossbow Ranged Weapon Attack: +3 to hit, range 80 ft./320ft., one target.
Hit: 5 (1d8+1) piercing damage.

The Cursed Coin -
A simple golden coin, appearing very similar to all the other coins that have passed through your fingers over the years, with the exception of having a second face that is a mirror image to the first.

The coin radiates an aura of Moderate Enchantment, and any attempt to discard the coin requires a Wisdom save, DC 20. Failing the Saving Throw makes the character violent and confrontational, willing to lash out to protect what is theirs.

Whenever confronted with an opportunity to steal something, the character must make a Wisdom save, DC 20, or give in to their impulse. As this opportunity may arise almost constantly in a campaign, it is recommended that the DM only require such a roll when the character is confronted with a large amount of valuables, such as when a treasure chest is open and the character has a reasonable chance to skim a few coins or gems without anyone else noticing.

Tactics:
Direct confrontation is always something the Raven/Margaret avoids. Should a fight occur, the Raven immediately seeks to flee, using acrobatic manuevers in an attempt to put as much ground and obstacles between her and those that seek to cause her harm. The only time the Raven seeks to physically harm an individual is if they stand in her way of flight.

The only reason that Raven/Margaret would remain is if someone managed to snatch the Cursed Coin, at which point she will fight to recover the cursed object.
The thieves only fight until they are wounded, or more than half of their number are incapacitated, at which point they attempt to flee.

Aftermath
The Cursed Coin immediately latches on to a new owner, the PC that keeps the object in their possession. If they split the loot between the members of the party, the unlucky person should be randomly determined. Giving up the coin or spending it requires a Wisdom save, DC 20, with failure indicating that the character become oddly confrontational and violent about the situation. Add in the increased greed (even for a PC), and the curse may cause some interesting tension between party members.

Margaret Ullman was actually a highly respected noblewoman in the city, and as such, many of her associates refuse to believe her involvement with the criminal element. Instead a few of her well-to-do associates believe that the PC's are responsible for her murder and planting evidence to slander her and to keep themselves from being executed for their crimes. Thus, a few take it upon themselves to either create a situation in which the PC's are exiled from the city, or face the harsh justice of their "crimes". The PC's start finding themselves the target of a smear campaign, and being confronted by hired thugs and assassins.

Mrs. O'Learys Basement

Large, tumored, rats with sinister yellow teeth. Their eyes vary between burning red and pits of black. Some develop bony ridges along their spines and spikes at the end of their tail. Others are merely enormous versions of natural rats. Their voracious appetite is enough to wipe out a farmer's crops or devastate a city's grain supply, or spread a deadly plague among citizens. Amateur adventurers often cut their teeth on contracts involving eradicating a dire rat infestation. Some giant rats occur naturally in areas where food is sufficient for them to grow to enormous sizes - such as in city sewers or around lazy farmers - others are mutated by magic or evil; these tend to be more malicious, and with more infectious bites.

Prelude
Mrs. Siobhan O'Leary heard scratching in her walls. Rats, she thought. When she sent her husband to check the basement to see if he could find their hole or their nest she heard a scream. She cautiously went to investigate and found him unconscious on the ground with a deep, large bite in his calf. She burst into the inn, sobbing, and screaming about rats in her basement.

DM Information
It seems that a nest of horrendous dire rats have created a nest with tunnels leading to Mrs. O'Leary's basement. The characters descend into the dark and musty basement, unsure of what exactly they will face, only to be assaulted by a host of furry shapes.

The Hunt
You descend the stairs into the basement, and you hear a faint squeek... but was it the old wooden stairs, or the sound of vermin? In the darkness, you see the bloody remains of poor Mr. O'Leary.

The dire rats wait until the PC's move to investigate the corpse, and then they swarm from their hiding places in the darkness, a series of holes that lead back to a newly formed nest. There are a number of dire rats equal to double the number of PC's in the encounter.

After the first round, the Dire Rat Mother comes charging forward, in a frenzy due to the nest beng threatened. Double the amount of Hit Points for this grotesque matriarch to represent her increased size.

Statistics

Dire Rat
Small beast, unaligned
Armor Class 12
Hit Points 7 (2d6)
Speed 30ft.
Str 7 (-2), Dex 15 (+2), Con 11 (+0)
Int 2 (-4), Wis 10 (+0), Cha 4 (-3)
Senses darkvision 60ft., passive Perception 10
Languages- None
Challenge 1/8 (25 XP)

Keen Smell - The rat has advantage on Wisdom (Perception) checks that rely on smell.
Pack Tactics - The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.
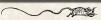
ACTIONS
Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage.

Creature Tactics
Dire rats will attack relentlessly and try to bite whatever they can sink their teeth into, preferably something squishy, so they may pass along any diseases they carry. They fight to the death in order to defend the Mother and the Nest.

Aftermath
While not normally a highly rewarding venture, word of the adventurer's good deed spreads quickly, and local merchants become more willing to offer a discount. However, because of such a reputation, the characters find that they are being approached more frequently by the common folk in order to solve their problems with vermin (possibly even leading to the following side-quest *"A Vermin Problem"*)

A Vermin Problem

Their little red eyes stare with menace, and their fur is matted and clumped with filth. They come scrabbling and scurrying out of the shadows to steal food, and attack the weak. Their droppings foul food supplies, and they nest anywhere there is a dark corner that is unattended.

Prelude
The local area has recently seen an upsurge in the rat population, as the vermin have been swarming out of the sewers, attacking children and pets, and ruining food supplies. Granaries have been infested and restaraunts have closed in fear of plague. The local City Watch have issued a reward for each rat slain, or for a method of ending the plague of vermin.

DM Info
The rats are all controlled by a wererat named Alson Jander. Jander has set up in a hidden area in the sewer and is sending forth waves of vermin he has been breeding for months, spreading a plague across the city.

Location
In order to find the source of the problem, the PC's must venture down into the sewer, a series of tubes and tunnels that do not have an accurate map. Sound distorts and echoes back, causing the PC's to second guess everything they hear. As they move closer to the nest, they find increasing signs of rat activity, from spoor to gnawed bones, requiring a DC 15 Wisdom (Survival) skill check. Additionally, regular encounters with increasingly aggressive rats occur with more frequency the closer they come to the nest.

The sewer also has it's own set of perils that keep most people above ground. Before locating Alson Jander and his nest, the DM should consult the *"Sewer Hazard Rules"* section at the end of this supplement.

The Hunt
After venturing through the sewer for a considerable amount of time, the PC's finally come across a section of the sewer that has a collapsed wall leading to a chamber wherein Alson Jander is tending to his rat swarms. Upon seeing the PC's, Alson immediately shifts into his hybrid form and attacks the PC's along with his rat minions.

Statistics
Rat Swarm
Medium swarm of Tiny beasts, unaligned
Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30ft.
Str 9 (-1), Dex 11 (+0), Con 9 (-1),
Int 2 (-4), Wis 10 (+0), Cha 3 (-4)
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30ft., passive Perception 10
Languages-none
Challenge 1/4 (50 XP)

Keen Smell - The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS
Bites Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space.
Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Wererat (Hybrid Form)
Medium humanoid (human, shapechanger), lawful evil
Armor Class 12
Hit Points 33 (6d8 + 6)
Speed 30ft.
Str 10 (+0), Dex 15 (+2), Con 12 (+1)
Int 11 (+0), Wis 10 (+0), Cha 8 (-1)
Skills Perception +2, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered
Senses darkvision 60ft. (rat form only), passive Perception 12
Languages Common (can't speak in rat form)
Challenge 2 (450 XP)

Shapechanger - The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell - The were rat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS
Multiattack (Humanoid or Hybrid Form Only) The were rat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only) Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with were rat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only) Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only) Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target.
Hit: 5 (1d6+2) piercing damage.

Creature Tactics

The swarms pour around the characters, clawing and biting, forcing spellcasters to make Concentration Checks, and spreading disease. Meanwhile Alson Jander launches himself at the first PC in his way. His main desire is to escape, although his Damage Resistance lends him a measure of protection, which he may grossly overestimate.

Aftermath

Alson Jander was actually hired by a local merchant named Orin Dasandar, to help spread a plague throughout the city. The merchant has a warehouse filled with remedies to the plague which he was looking to sell at a premium to the more wealthy citizens. The PC's learn of this arrangement when they find a letter upon the corpse of Alson Jander. See the *Player Handout: Alson's Letter* for further use of this plot in your campaign.

After killing the wererat, the PC's find a holy symbol upon his corpse, revealing that Alson worshipped a god of plagues and disease. Jander was a member of a local cult to the horrid deity, and there are several other cultists looking to target the PC's for disrupting their plans.

Dweller in the Dark

It skulks there, in the tombs, this hairless abomination that resembles a man. Eyes as black as pitch, and a mouth filled with jagged teeth reveal the distinction from those that it preys upon.

Prelude
Several years ago a ghoul infestation erupted from the tombs below the city. Only through the efforts of a holy order of clerics were the horrors put to rest. But evil is never truly conquered and one of the creatures managed to survive.

Many of the clerics perished of the wounds they sustained in the battle, and the rest have moved on to fight the darkness elsewhere. When the townsfolk notice signs of a rising evil, they turn to the PC's for aid.

DM Info
This side-quest is a bit tricky to run, and could potentially become tedious for the players, as they are searching through a labyrinth of tombs looking for a singular creature.

Location
The tombs that the creature lurks in are a labyrinthine structure, the result of numerous generations adding wings and sepulchres to accomodate the rich and noble. Few accurate maps exist, and most are in private collections or long-forgotten archives. Twisting catacombs and narrow hallways make the unlit passages an easy way for the PC's to get lost and turned around, much less the traps that the ghoul has laid for those that are brave enough to seek him out.

The ghoul has taken refuge in an old sepulchre, and the entrance has two traps, both triggered by tripwires. Upon hearing the PC's approaching (passive Perception 10), the ghoul starts making a bit of noise, in hopes that they will charge heedlessly around a blind corner and fall victim to his cleverly placed traps.

The Hunt
In the darkness of the crypts, you almost miss the hunched figure staring at you from behind a sarcophagus. The creature is dark grey and hairless, his hunched, contorted body showing a twisted musculature and some festering sores.

The ghoul is currently nesting in an old tomb, filled with a number of sarcophagi and several pillars that bear gouges from the ghoul sharpening it's claws.

Statistics

Ghoul
Medium undead, chaotic evil
AC 12
Hit Points 22 (5d8)
Speed 30ft.
Str 13 (+1), Dex 15 (+2), Con 10 (+0),
Int 7 (-2), Wis 10 (+0), Cha 6 (-2)
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60ft., passive Perception 10
Languages Common
Challenge 1 (200 XP)

ACTIONS
Bite Melee Weapon Attack: +2 to hit, reach 5 ft., one creature.
Hit: 9 (2d6 + 2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Traps

Rock Deadfall
A number of large loose stones from the tombs have been arranged so that if a tripwire is activated, the stones will fall upon those within a 10ft radius area. Characters within that area must make a Dexterity save, DC 15, or suffer 7 (2d6) bludgeoning damage.
Detecting the trap requires a Wisdom (Perception) check, DC 15, alternatively a passive Perception of 15 would spot the trap.
Disabling the trap requires a Dexterity check, DC 12.

Spike Swing
Triggered by a tripwire, a set of sharpened spiked fastened to stick swing out to impale anyone within two spaces (5ft by 10 ft) that stretch across the hall. The spikes make a melee attack with a +10 bonus against the targets, and inflicts 6 (2d4) piercing damage.
Detecting the trap requires a Wisdom (Perception) check, DC 15, alternatively a passive Perception of 15 would spot the trap.
Disabling the trap requires a Dexterity check, DC 10.

Creature Tactics
The abomination uses the sarcophagi and pillars in the room to limit the number of assailants that approach him at any time. If there is an apparent oppening for him to escape and flee deeper into the tombs, he does so.

The Unfinished Tower

Their malicious cackling is heard over the beat of leathery wings. They seem to disappear and reappear all around, their lithe crimson bodies covered in fine scales and their whiplike tails ending in wicked barbs.

Prelude

While building a tower, the construction attracted the attention of a cluster of imps looking for a new nesting place. To drive away the workers, the imps started harassing them by stealing tools and throwing rocks while invisible. The laborers initially left, but returned in stronger numbers with a few lookouts. The imps finally resorted to swooping in and stinging the laborers, at which point the tower was abanadoned.

Not wishing to give up on his project over some "simple pests", the noble that owns the unfinished work has offered a reward to anyone capable of dispatching the imps. The noble hopes that once the imps have been dealt with construction can continue.

A brief meeting with Lord Daragin at a high-end tavern results in the characters being informed of the location of the tower and promise of payment once the vermin have been exterminated. Lord Daragin refuses to pay any coin in advance, as he is generally untruting of strangers.

DM Info

This side-quest is fairly simple, being little more than a search-and-destroy type mission. Clever PC's might come up with alternate methods of ridding the construction of the imp infestation.

Location

The top of the tower is little more than an unfinished wooden floor that the workers left after the imps began to assault them. While ranged attacks are possible, the penchant for the imps to turn invisible when not in melee with the PC's makes such attacks difficult.

The Hunt

There is one imp for every two PC's, plus one additional imp (thus a party of 4 PC's would face 5 imps).

Alternatively, the PC's might seek to bargain with the imps. If the PC's look to trade in currency or gems, the imps want far more than what the reward is worth. However, the imps are willing to negotiate for the PC's to assist them in another fashion, such as finding them another nesting site.

Unstable Ground (optional)

Due to the unfinished nature of the top floor, each time a PC moves during their turn, roll a 1d6. On a result of a 6, the character must make a Dexterity Save, DC 10, or fall through the loose flooring to the floor below, suffering 1d6 bludgeoning damage. From that point on, the space they were in is now considered a hole.

Falling Off the Edge

Any time a character is knocked prone near an unfinished ege, they must make a Dexterity save, DC 12, or fall off the tower. A fall inflicts 4d6 bludgeoning damage when they hit the ground 40 feet below.

Statistics

Imp
Tiny fiend (devil, shapechanger), lawful evil
Armor Class 13
Hit Points 10 (3d4+3)
Speed 20ft., fly 40ft.
Str 6 (-2), Dex 17 (+3), Con 13 (+1),
Int 11 (+0), Wis 12 (+1), Cha 14 (+2)
Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from non magical weapons that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120ft., passive Perception 11
Languages Infernal, Common
Challenge 1 (200 XP)

Shapechanger - The imp can use its action to polymorph into a beast form that resembles a rat (speed 20ft.), a raven (20ft., fly 60ft.), or a spider (20ft., climb 20ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight - Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS
Sting (Bite in Beast Form) Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

Creature Tactics

The imps fly around the tower, using their ability to become Invisible at-will to avoid ranged attacks. They swoop in and attack a character with their stinger, and disengage the next round. They defend their chosen nexting location with much ferocity, but if they lose more than half their hit points they will flee.

Aftermath

The imps were actually summoned by a wizard that has a vendetta against the noble. Noting that his initial plan was thwarted by a group of adventurers, he adds them to his list of people to enact revenge against. The PC's are now the target of an angry wizard's wrath.

Grapes of Wrath

Thugs and thieves dwell within the city, and make their living off the hard work of others. Most wear nondescript clothing, making it easy for them to remain concealed in a crowd.

Sterak is a known leader of a small gang of thieves, preying upon merchants and robbing warehouses. He stands a slight bit taller than most, and wears his blonde hair swept back. An air of bravado and menace lingers about him, and there is always a hint of violence in his eyes.

Prelude

Randal Heroth has been a profitable vintner for years, harvesting grapes at their sweetest, adding his own special mixture of fruits. His wine is the talk of many wealthy patrons that enjoy the rich flavors, and they spend large sums of gold in order to maintain the flow of such heady nectar. His skills have opened many doors and allowed him to rub shoulders with a number of nobles and important people.

Unfortunately, someone was keeping an eye on his rise to fortune, and they decided that perhaps they should profit from his loss. A group of thieves slipped into his storage room and stole a dozen crates of wine, wine which had already been sold, but had yet to be delivered. After several days of not being able to locate the thieves, and pointed questions from his customer, Randal is desperate, and he contacts some old friends to find willing adventurers.

DM Info

The persons responsible are a small band of thieves, and they've recently put out word that they are looking to sell the wine to the highest bidder. While PC's with ties to the criminal realm would easily learn of the identities of the thieves, Randal Heroth has no such resources.

After a few inquiries amongst the underside of society, the PC's are pointed to a man named Sterak, a known criminal that works with a small crew of thieves and thugs.

Location

The sewer also has it's own set of perils that keep most people above ground. Before locating the thieves, the DM should consult the *"Sewer Hazard Rules"* section at the end of this supplement.

The thieves are storing the wine in a small chamber just off of the sewer tunnel, the tunnel appears to have been carved from the rock, but none of the thieves are responsible for the construction of the chamber.

The Hunt

Around the entrance of the hideout are a number of traps that are intended to make enough noise to alert the thieves of intruders. The PC's should make a group Wisdom (Perception) check, DC 15, to avoid alerting the thieves. If they pass, they have Advantage on the first turn of combat, if they fail, the thieves have Advantage as they have time to set their ambush.

Lurking in their sewer hideout are 1d4+4 thieves. Most of them are sitting around playing cards, guarding the stolen crates from those coming to liberate them, as well as the things that dwell in the sewer. Alternatively, they could be playing a game of darts, rolling dice, or sitting around talking about previous heists. As they are fairly confident that no one is going to trek down in the sewer to confront them, they have let their guard lapse a slight bit.

Statistics

Sterak
Medium human criminal rogue 3rd, Neutral Evil
Armor Class 14 (leather armor)
Hit Points 15 (3d8)
Speed 30 ft.
Str 13 (+1), Dex 15 (+2), Con 10 (+0),
Int 12 (+1), Wis 14 (+2), Cha 10 (+0)
Skills Acrobatics +4, Deception +2, Insight +4, Intimidation +2, Perception +4, Sleight of Hand +4, Stealth +4
Senses passive Perception 14
Languages Common
Challenge 1

Sneak Attack – Sterak does an additional 8 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Sterak that isn't incapacitated and Sterak doesn't have disadvantage on the attack roll.

Cunning Action – Sterak has a bonus action each turn, which he can use for a Dash, Disengage, or Hide action.

Fast Hands – Sterak can use his bonus action granted by Cunning Action to make a Dexterity (Sleight of Hand) check to take a Use an Object action.

Charger – when using his action to Dash, Sterak gains a bonus action to make one melee weapon attack or to shove a creature. If he moves at least 10 feet in a straight line immediately before taking his bonus action, he either gains a +5 bonus to the melee attack damage roll, or pushes the target up to 10 feet away.

ACTIONS
Dagger Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage

Short Sword Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage

Thief
Medium human rogue, Neutral Evil
Armor Class 12 (leather armor)
Hit Points 6 (1d8 + 1)
Speed 30ft.
Str 11 (-0), Dex 12 (+1), Con 12 (+1),
Int 10 (+0), Wis 10 (+0), Cha 10 (+O)
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

ACTIONS
Short Sword Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6+1) piercing damage.

Light Crossbow Ranged Weapon Attack: +3 to hit, range 80 ft./320ft., one target.
Hit: 5 (1d8+1) piercing damage.

Creature Tactics

The thieves aren't about to throw their lives away over some wine, despite how valuable it is. If enough theives are killed or knocked unconscious so that the remaining are outnumbered by the PC's, the thieves will attempt to surrender. Additionally, none of them truly wish to fight well armed opponents, and will attempt to flee if given the opportunity.

The only thief that will fight to the bitter end is Sterak, as he knows that if he flees, he will forever lose the trust and loyalty of his gang.

Each round Sterak will either attack and then Disengage (using the Cunning Action ability), or charge toward a target already engaged with a thief and attack with his short sword (using the Charger feat), in an attempt to use Sneak Attack.

Aftermath

The thieves were initially hired by Dillon Evaris, a local noble. Dillon had sought to procure the wine without paying full price, and Sterak and his men initially did not know how much the wine was worth. When they learned of the value of the merchandice, Evaris refused to pay them more. They then made the mistake of spreading the word of what they were holding, in hopes that Evaris would either give in, or they would find someone willing to pay more.

Thus, the PC's are now the target of Evaris, who sends people to keep an eye on them to ensure that they don't reveal anything they may have learned from Sterak or his men. Evaris may even attempt to hire the PC's for a very risky job, in hopes that they will fail and their death seal their lips forever.

Farmer's Lament

The cow stood there, mindlessly chewing, when suddenly a shower of dirt and grass exploded almost beneath it, and a massive insectoid creature sprang forth, impaling the cow on wickedly hooked claws. The other cattle rushed to flee from the attack, a wave of bovine flesh...

Prelude

It comes in the night, tearing up fields as it roots up plants and leaves large gouges in the soil. Livestock is found the next morning, torn asunder by powerful claws and half-eaten. Fences are smashed, allowing those livestock that haven't been eaten to escape and become prey for other predators. Some farmers are devastated, as the loss of crops and livestock is near crippling.

Only when they started noticing gouges and claw marks upon the doors to their homes did they decide that the predator was outside the ability of local farmers to handle. Gathering together, they have collected a meager offering in hopes that someone more capable can handle the threat.

A short meeting with a pair of common folk speaking for the collection of farmers results in the characters being informed of where the creature has struck, and how fearful the farmers are for their life and livelihood. The farmers are reluctant to pay in advance, as they have such meager offerings.

DM Info

This side-quest involves very minimal in the way of investigation, other than to determine the quarry the PC's are hunting down. The majority of the action involves dealing with a threat in some unstable tunnels.

Location

The farms are all relatively close to one another, and not too far from town. The farmers can lead the characters to the site of destroyed crops and recently slain cattle. The farmers are all in fear of being the victim of such a creature's ravenous apetite, so they are all carrying pitchforks and woodcutting axes. A rather simple attempt at tracking the creature down, requiring a Wisdom (Survival) skill check, DC 10, leads the character's back to a burrow in the nearby woods.

The Hunt

In the forest is a small mound with a recently dug tunnel excavated into one side, leading down into the darkness below. The tunnel is large enough for characters to stand in, and winds around for about 100 feet before it opens up into the creature's lair.

Within the lair, the ankheg lurks, protecting a small nest. It remains alert and awake during this crucial time until the eggs hatch and the young are able to burrow away for themselves.

Statistics

Ankheg
Large monstrosity, unaligned
Armor Class 14 (natural armor), 11 while prone
Hit Points 39 (6d10 + 6)
Speed 30 ft., burrow 10 ft.
Str 17 (+3), Dex 11 (+0), Con 13 (+1),
Int 1 (-5), Wis 13 (+1), Cha 6 (-2)
Senses darkvision 60ft., tremorsense 60ft., passive Perception 11
Languages- None
Challenge 2 (450 XP)

ACTIONS
Bite Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one

Creature Tactics

The creature, having been caught in it's den, and protecting a number of eggs, fights to the death.

Death from Above

She knew that it was dangerous to be outside after dark, thieves lingered in the alleys, willing to cut your throat for the coins in your purse. That's why she hurried, on her way home, keeping her distance from the alleys. She briefly looked up, startled by a noise of flapping wings... she managed a short scream before the creature snatched her up.

Prelude
It perches on the edges of buildings and temples, appearing as some grotesque statue to those few that bother raising their eyes from the streets. During the day it waits, silent and immoble. At night it becomes active, creeping along the rooftops, watching for easy prey, those that are alone and appear defenseless.

The remains of the victims have been found in the mouths of alleys or splayed out on the street in a gruesome fashion. At first a deranged murderer was believed to be responsible, but closer examination revealed that the bodies were covered in bite and claw marks, leading the authorities to believe some horrid creature stalked the night. Thus, they have offered a sizable reward of 500 gold pieces for the death of such a monster.

DM Info
This side-quest deals mostly with a flying antagonist, a creature capable of eluding most melee combatants. While the gargoyle isn't terribly intelligent, it is cunning enough to attempt to stay out of the reach of most melee fighters. Combined with the ability to resist most physical damage sources, the creature may be too much of a challenge for groups without good ranged support or any spellcasters.

Location
The characters quickly learn that all of the bodies that have been found thus far are within a short distance from one another, merely a few city blocks in between the gruesome discoveries. It shouldn't take much for them to surmise that the creature regularly frequents the area.

The area is one of the more widely trafficked areas during the daytime hours, with numerous wagons and townsfolk traversing the area. Several businesses open their doors nearby every morning, but during the night there are few people frequenting the area, and the streets are poorly lit.

The Hunt
While the characters may attempt to track the creature back to it's lair, such a pursuit would be fruitless, as the creature lacks a particular lair, and is nearly untraceable due to flight.

One method which has more of a chance of success is to wait for the sun to set and for the PC's to set an ambush, using one of their own as bait. It shouldn't take long with one of them walking around without any obvious arms or armor before the creature springs to action.

Statistics

Gargoyle
Medium elemental, chaotic evil
Armor Class 15 (natural armor)
Hit Points 52 (7d8+21)
Speed 30 ft., fly 60ft.
Str 15 (+2), Dex 11 (+0), Con 16 (+3),
Int 6 (-2), Wis 11 (+0), Cha 7 (-2)
Damage Resistances bludgeoning, piercing, and slashing from non magical weapons that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60ft., passive Perception 10
Languages Terran
Challenge 2 (450 XP)

False Appearance - While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS
Multiattack The gargoyle makes two attacks: one with its bite and one with its claws.

Bite Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) piercing damage.

Claws Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6+2) slashing damage.

Creature Tactics
The gargoyle attempts to remain aloft as much as possible, swooping down to slash character's with stony claws, and avoiding most melee attacks, with the exception of the opportunity attacks it provokes. After a few solid strikes with claws, the gargoyle attempts to land on a target and use the multiattack action.

Should the gargoyle be reduced to less than half of it's total hit points, it will attempt to flee.

Aftermath
The creature was actually a servant of a powerful evil wizard lurking in the town, and the gargoyle was bringing a few captured townsfolk back to the wizard's lair for experimentation. A few of the intended victims were massacred and left at the oppoisite side of town, to both keep people from searching too hard for other victims, and to throw off any trail.

The wizard takes note of the PC's actions, and begins plotting his revenge for foiling his plan.

Lingering Regrets

The fireplace sputtered and went dark. Frost slowly crept through the room, coating surfaces with a thin sheet of ice, and the flowers in a vase turned black and withered. The chill roused him from his slumber, and his breath was the first thing he saw. The second was the softly glowing outline of a man standing beside his bed...

Prelude

For years the Elero the merchant watched his business slowly begin to fall apart, a business that he had spent nearly a decade building. It wasn't until he hired his brother Bertram that things took a turn for the worse. Bertram would treat customers poorly, and more than once Elero suspected him of stealing from the profits in order to pay for lavish entertainment. When Elero caught him red handed, a fight broke out, and Bertram lay dead.

Elero panicked, and buried Bertram's body in the cellar beneath his house, and began telling people that Bertram was sent away on business. Everything seemed fine for awhile, until the specter of Bertram began to appear every night, and drained the life from Elero little by little.

Now, each night the merchant is haunted by the specter, he waits in fear as the apparition floats through his house to finally stand beside his bed. When he finally acknowledges the presence of the specter, it plunges it's hand into his chest and steals a bit of his life force, and then disappears.

After several nights of this, the merchant is at his wits end, and has decided to hire someone capable of dealing with the problem. He wants to avoid contacting any religious authority, for fear that they will learn of his past transgressions, and the true reason he is being haunted.

DM Info

The specter may be difficult for the PC's to defeat, due to the number of damage resistances the creature possesses, added with the fact that certain spells may cause undue damage to the merchant's house. A cleric would most likely shine in this encounter, with their ability to deal with the undead.

Location

The specter has repeatedly appeared within the merchant's spacious bedroom. A large bed dominates the room, and the floor and walls are made of wood, which makes fire-based spells a poor decision to utilize.

The Hunt

The PC's must wait until the middle of the night, at which point the specter appears, and terrorizes the merchant.

Once the specter is defeated, it dissipates into nothingness...

Statistics

Specter
Medium undead, chaotic evil
Armor Class 12
Hit Points 25 (5d8)
Speed 0 ft., fly 50 ft. (hover)
Str 1 (-5), Dex 14 (+2), Con 11 (+0),
Int 10 (+0), Wis 10 (+0), Cha 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 Common
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.

Creature Tactics

The first round the creature focuses solely on the merchant, reaching a spectral hand into his chest and draining a portion of his life essence. Every round thereafter, the specter attacks a random character in melee range.

Aftermath

While the PC's have driven off the specter, they may wonder why Elero was being haunted in the first place. A little bit of investigating would reveal that his brother also recently went missing. If the DM wishes to take the quest further, the specter could reappear after a few nights, and continue tormenting Elero until the corpse is exhumed and given a proper burial, or Elero is brought to justice.

A Knight's Blade

Valiantly the knight stands upon the hill, his armor dented and scratched, flecked with blood, but still it shines, and is a beacon of hope to soldiers under his banner. He holds an exquisitely crafted sword in his mailed hand, and points forward at the enemy, rallying those that still draw breath.

Prelude

Sir Daros Vespran has been a champion of the realm for years, upholding the knightly virtues, and protecting the weak. He is known to be fearsome in combat, and has won several tourneys due to his tenacity and unwillingness to accept defeat. Men wish to be him, and his smile causes the fairer sex to swoon.

However, there are those that would seek to profit off of the fame of honorable and good men. While preparing for a tourney, a thief slipped into Sir Vespran's tent and stole his heirloom longsword, a blade named Goldfang which had been passed down for a dozen generations. While Sir Vespran could fight the tourney with any blade, the sword has great value to him, and is seen as a validation of his lineage.

While he has been able to push off his involvement in the tourney to be one of the latter combatants the next day, he is hard pressed for time and calls upon an old friend to assist him in recovering Goldfang.

DM Info

The PC's are sent on a chase to hunt down the thief, and are able to engage in some investigation, a chase scene, and perhaps even combat. The PC's should be reminded that they are pressed for time, and only have a single day to track down the sword and return it to Sir Vespran.

Locations

The Dented Helm -

The Helm, as the locals refer to it, is a small wooden building that has seen better days. The wooden walls are discolored and splintering, and the faded shingle advertising the tavern hangs from rusty chains.

Inside the tavern the floorboards are warped and numerous gaps appear to be capable of swallowing dropped coins. The tables are marred with a variety of gouges and scratches, and the bar is worn smooth from years of use. The bartender is a shaky old man with what remains of his hair pulled back. A pair of bored serving wenches lounge around, occasionally waiting on the few patrons sitting around the room.

When the PC's enter, Galdron immediately bolts, diving out of a window, and beginning a Chase Scene (see rules at the end of this supplement).

If Galdron is captured, a succesful Charisma (Intimidation) skill check against Galdron's Wisdom check causes him to reveal where he stashed the blade, in a nearby warehouse where a gang of thieves hang out.

The Warehouse -

A small apparently abandoned building that seems to have been forgotten at the end of a short alley between two larger buildings, this warehouse appears to be on the verge of collapse. The few windows have long since been boarded up, and the door is nearly hidden behind several stacked barrels. The ground around the warehouse is littered with bits of broken pottery and other forgotten trash.

Within the warehouse is a small gang of thieves that operate in the city, and use the warehouse as their headquarters. Galdron was but a member, and hid the sword, wrapped in cloth, in one of the back rooms where he often slept.

There is a lookout perched on top of a nearby building, keeping an eye on things. It is difficult to sneak up to the warehouse without being seen by the lookout, requiring the PC's to make a group check of Dexterity (Stealth) against the thief's Wisdom (Perception) skill check. If the PC's are spotted, the lookout makes a series of bird calls to alert the thieves within the warehouse. Within the warehouse there are 2d4+2 thieves at any time.

The Hunt

Locating Galdron may take one of several different courses, depending upon the players.

Tracking the Thief -

A cursory investigation by the PC's will reveal fresh tracks in the mud right outside Vespran's tent. Following these tracks are rather difficult, as they cross numerous other tracks and pass over hardened ground. A Wisdom (Survival) skill check, DC 18, is required to follow the tracks to their destination, a warehouse where a small gang hangs out.

Investigating Rumors -

Checking through local gossip, the PC's should make a Charisma (Intimidation) or Charisma (Persuasion) skill check, DC 18, to find that a local criminal named Galdron was asking around about Sir Vespran a few days ago. The PC's also learn that he likes to hang around a nearby seedy tavern, called "The Dented Helm".

Statistics

Galdron
Medium human rogue, Neutral Evil
Armor Class 14 (leather armor)
Hit Points 6 (1d8+1)
Speed 30ft.
Str 10 (0), Dex 14 (+2), Con 12 (+1),
Int 10 (+0), Wis 10 (+0), Cha 9 (-1)
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

ACTIONS
Dagger Melee Weapon Attack: +4 to-hit, reach 5 ft., one target.
Hit: 3 (1d4) piercing damage.

Thief
Medium human rogue, Neutral Evil
Armor Class 12 (leather armor)
Hit Points 6 (1d8 + 1)
Speed 30ft.
Str 11 (-0), Dex 12 (+1), Con 12 (+1),
Int 10 (+0), Wis 10 (+0), Cha 10 (+0)
Senses passive Perception 10
Languages Common
Challenge 1/8 (25 XP)

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

ACTIONS
Short Sword Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 5 (1d6+1) piercing damage.

Light Crossbow Ranged Weapon Attack: +3 to hit, range 80 ft./320ft., one target.
Hit: 5 (1d8+1) piercing damage.

Creature Tactics
Galdron attempts to flee rather than fight, as he knows he is outnumbered.

At the warehouse, the thieves will fight until they are either wounded, or more than half of their number are incapacitated, at which point they attempt to flee. None of them are aware of what Galdron hid in the back room.

Aftermath
Galdron was hired by a minor noble to steal the sword and encourage Sir Vespran to waste his time in search of the blade, meanwhile the noble was concocting a plan to besmirch the knight's good name. However, the PC's have thwarted the noble's schemes, and will soon draw his ire.

Chase Scene Rules

Within this supplement there are several opportunities for a pursuit to begin through the streets. In order for a chase to begin, the target must be aware of the pursuit, and the PC's must be willing to pursue them through various hazards.

Everyone involved in the Chase rolls their Initiative. The target of the pursuit gains a +10 bonus to their roll. Anyone succeeding in a Wisdom (Insight) against the target's Charisma (Deception) skill check gains a +4 to their Initiative.

Each round consult the following table to determine the obstacle that both the target and the PC's giving chase must overcome. A PC must continue making the attempt to overcome the obstacle each round or until they decide to break off pursuit.

Stack of Crates – a Dexterity (Acrobatics) skill check, DC 15, to bound over, or a Strength check, DC 20, to smash through. If the Strength check is succesful, all remaining characters may continue pursuit without the need for a check.

Narrow Passage – a Dexterity skill check, DC 15, to squeeze through the opening.

Short Wall – a Strength (Athletics) skill check, DC 15, to rapidly ascend the wall, or a Dexterity (Acrobatics) skill check, DC 20 to bound over the wall.

Slick Mud – a Dexterity (Acrobatics) skill check, DC 15, to leap over the mud, or the character must make a Dexterity save, DC 10, or fall in the mud.

Narrow Gap – a Strength (Athletics) skill check, DC 15, to spring over the gap, or the character must make a Wisdom (Perception) skill check, DC 15, to locate a rope to swing across on, or a pole to vault over with.

Crowd – a Charisma (Intimidation) skill check, DC 15, to convince the people to scatter, or the character must make a Dexterity check, DC 15, to slip through the crowd.

Circumventing an obstacle: at any time a character may choose to make an Intelligence skill check, DC 15, to find an alternative route around the obstacle. However, in doing so they suffer from Disadvantage, as their route may cause them to lose sight of their target. Additionally, they suffer a -5 penalty to their standing on the Initiative Roster.

Catching the target:
Any time the PC's go before the target on the Initiative Roster, they may use their action to engage in melee combat with the target, including attempting to Grapple the target.

Losing the target:
The target eludes pursuit the moment that all the PC's fail to overcome or circumvent an obstacle.

Attacking the target:
If the target goes before the PC's on the Initiative Roster, a PC may spend their action to cast a spell or use a ranged attack. This counts as a failure to overcome the obstacle Local authorities may not be pleased with the PC's decision, and there is a cumulative 10% chance per round that city guards will arrive to investigate and deal with the offender.

Sewer Hazard Rules

Below the city streets is a vast labyrinth of twisting tunnels and chambers. While the original design was meant to take waste and carry it elsewhere, those with other plans have expanded upon the original design. Some tunnels have been widened, others have been blocked off to provide secret chambers. Due to the alterations, and the creatures lurking below, the sewer has become fraught with dangers.

During a trek into the darkness below, the PC's might encounter any of the following dangers:

1. Sudden Wash – from upstream a sudden surge of water and filth has been released. Each character must make a Strength save, DC 15, or be knocked prone and suffer 1d4 bludgeoning damage.

2. Harmful Gas – the PC's unknowingly enter a pocket of noxious gas. Each PC must make a Constitution save, DC 15, or become Stunned for 1d4 minutes after leaving the gas filled area.

3. Explosive Gas - the PC's wander into a trapped pocket of combustable gas. Any open sources of flame (such as candles or torches) ignite the gas. The combustion deals 2d6 fire damage to everyone, although characters may make a Dexterity save to only suffer half-damage.

4. Corrosive Liquid – an alchemist or wizard flushed a vat of dangerous liquid into the sewer. Due to the mingling with water, the corrosion is less toxic, but still forces anyone passing through to make a Constitution save, DC 15, or suffer 1d4 acid damage per round to anyone coming into contact or being submerged in the liquid. Additionally, each item submerged in the liquid has a 50% chance of dissolving into uselessness. The PC's should be alerted to the presence of the liquid by hearing the hiss of their clothing and equipment disintigrating.

5. Unstable Tunnel – the current section the PC's are passing through is unstable, and portions of the ceiling threaten to fall upon them. Each character is the target of a single Ranged attack, with a +10 to the attack roll. If struck by the falling debris, the character suffers 1d6 bludgeoning damage.

6. The Swarm – a sudden swarm in vermin boil up from unseen holes, or coming from further along the tunnel. The swarm passes through the area, attacking any character in their path.

Swarm of Rats
Medium swarm of Tiny beasts, unaligned
Armor Class 10
Hit Points 24 (7d8−7)
Speed 30 ft.
Str 9 (−1), Dex 11 (+0), Con 9 (−1),
Int 2 (−4), Wis 10 (+0), Cha 3 (−4)
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Smell The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS
Bites Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space.
Hit:7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Wanted

For the crimes of Burglary and Assault

The Raven

For over a year, a slight man wearing dark clothing
and a hood has robbed numerous nobles and merchants,
making our city streets unsafe.

Reward of 500 gold pieces, living or dead.

For more information, see the Captain of the Watch

Reward

For the Extermination of Vermin

The construction of a tower has been halted
due to the agression of a host of flying vermin.

250 gold for permanent removal of vermin

see Lord Daragin

Reward

For the Extermination of Vermin

Rats have been eating our grain stores,

Attacking our Children

Fouling our Food

2 silver coins for Each Rat Tail Delivered

250 gold for Ending the Rat Menace

see the Captain of the Watch for your reward

Wanted for Foul Murder

The Beast

Nightly Attacks Upon Our Citizens

Torn Bodies of the Innocent

This Cannot Be Tolerated

500 gold for Death or Capture of the Beast

see the Captain of the Watch for your reward

Alson,

Your talents have been remarkable thus far. I appreciate your discretion in allowing this to be handled through my retainer. I merely have one more request, to infest the tavern called "The Broken Mug".

For your services, I shall pay handsomely.

Should this be amicable, please meet with my retainer at the tavern at the sundown of the next New Moon.

Orin Dasandar