

ALL IN A DRAY'S WORK



Waterdeep Faction Adventures: All in a Dray's Work

Expanding on the first Harpers faction mission
in chapter 2 of Waterdeep: Dragon Heist

by PAUL METZGER



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All in a Dray's Work

Adventure Background

Maxeene Rhiosann had a long and illustrious career with the Council of Musicians, Instrument-Makers, and Choristers. An opera singer famous throughout the North, she also taught voice at the New Olamn bard college and was long the Lady Voice of the Council. In retirement she now pulls a dray in the streets of the Castle Ward.

Maxeene is secretly afflicted by a very rare form of lycanthropy. On her final tour of the Sword Coast, Maxeene met and fell in love with another aging performer, an actor who was in a very famous vaudeville show. In a fit of passion one night she was bitten by her beau, Jaques Horsemann, and she too became a werehorse.

Aside from an uncontrollable urge to gallop freely on nights of the full moon, Maxeene suffered no ill effects of the curse and chose to embrace the condition she shared with her lover.

The couple enjoyed three happy years together in a small cottage on the edge of the Misty Forest before tragedy struck. Jaques suffered from fits of depression common to those of the creative professions and passed due to consumption.

Maxeene returned to Waterdeep and, as a long time member of Those Who Harp, rededicated herself to the organization. Wishing to keep her lycanthropy a secret, she approached the Harper Mirt in horse form and the two arranged for her to act as a spy on Waterdeep's busy streets.

Gathgaer Milomynt, an evil slave trader, is fanatic in the church of Shar. He believes Selûne's twin is the origin of all lycanthropy and has made werebeast research his life's work.

Gathgaer's efforts led him to Jaques, and in turn Maxeene. After polite invitations to meet him were turned down, Gathgaer decided to take matters into his own hands.

Now imprisoned by Gathgaer behind silvered bars, Maxeene awaits her forced transformation at the next full moon in three days time.

Overview

The adventure is divided into the following sections:

Foal's Errand. The characters are tasked with locating a talking horse who has been collecting intelligence on Zhentarim operatives.

Mare Could She Be? Maxeene has disappeared, but her home and office yield clues to her abductors.

A Colt Following. Gathgaer and his minions are holding Maxeene prisoner deep below his home. Will the party succeed in rescuing her?

Waterdeep: Dragon Heist

This adventure is based on the first Harper mission (for 2nd level characters) on page 37 of the hardcover campaign *Waterdeep: Dragon Heist*.

Although Maxeene's background makes this an ideal adventure to originate from the Harpers, any other faction might know of the horse spy and enlist the characters to contact it for intelligence on a rival organization.

In a campaign set outside of Waterdeep, Maxeene could be a spy anywhere horses are put to work.

Look for more expanded chapter 2 adventures from [Paul Metzger on dmsguild.com](http://Paul.Metzger.on.dmsguild.com)

Foal's Errand

In the first part of the adventure, the characters are assigned the mission of finding a talking horse that has been gathering intelligence on Zhentarim operatives. If you are using this adventure as the first Harper faction mission for *Waterdeep: Dragon Heist* (39-40) and the characters have not yet met Mirt, a special adventure hook is provided.

Mirt at the Opera

The characters are relaxing at Trollskull manor when a bird comes shooting in through an open window and flutters about the taproom. As it slows, it becomes apparent that while indeed a bird, it is not a living creature. The "bird," constructed from a thin sheet of paper and folded in an origami-like manner, drops at the feet of a good-aligned character and unfolds itself, transforming in a wrinkled page reading:

"Young Renaer sings your praises nearly as sweetly and loudly as the opera he has purchased tickets for you to attend this evening. Dress in your formal best and arrive at the Lightsinger Theater in the Sea Ward by twenty bells. At intermission, a gentleman by the name of Mirt awaits your introduction in Private Box C."

A character of the noble background possesses a set of fine clothes, which the other characters should aspire to as well. Any character not so dressed will be denied entrance to the opera.

Come See the Softer Side of Aurora's. Since there isn't time to obtain custom couture, the Aurora's Realms Shop outlet on The High Road just south of Tarnath Street is a good place to find off the rack formalwear at discount prices. A set of fine clothes there runs between 12 and 18 gp depending on the level of embellishment desired, and Aurora's is more than happy to begin a customer relationship by extending credit of up to 20 gp.

The Fall of Tiamat. Although perhaps not everyone's taste, the opera is well performed. Intermission comes just as the Cult of the Dragon is about to raise the Dragon Queen from the Nine Hells.

When the characters reach Private Box C, they are greeted by a portly, well dressed gentleman with an impressive mustache who introduces himself simply as "Mirt."

In addition to the interaction described under the heading "Mirt" on page 38 of *Waterdeep: Dragon Heist*, Mirt issues the mission as described below ("Hoof You Heard There's a Spy?"). As the opera is about to resume and the characters head back to their seats, Mirt adds:

"You know, I once had a good friend by the name Maxeene who sang this very opera at this very theatre. Such a coincidence is surely the work of Tymora. I have faith that Renaer has set us upon a wonderful friendship."

Alternate Hook: Faction

Representative at Yawning Portal

Any organization in the city may have learned of the Harper spy and be interested in learning what intelligence has been gathered. This example utilizes Jalester Silvermane of the Lords' Alliance, who could easily be substituted by a faction representative of your choosing.

The characters are enjoying drinks at the Yawning Portal when Jalester Silvermane pulls a chair up to the table and motions to the barmaid to bring another round.

After engaging in bit of smalltalk, Jalester looks nervously around the crowded tavern before leaning into the table and speaking in hushed tones from behind his mug of ale.

Hoof You Heard There's A Spy?

The agent issuing the mission describes the task at hand:

"The Harpers have been gathering intelligence from an unlikely source. A very special horse by the name of Maxeene eavesdrops on every passenger in the dray she pulls in the streets near here. Find out if she's located any Zhent operatives and report back. I know it sounds incredible, but I'm not horsing around here."

As Drays Go By

Every dray driver in Waterdeep has heard of Maxeene, the horse famous for leading herself to work every morning and back home on her own in the evening. If the characters inquire a driver, they learn that the dray Maxeene pulls is decked out in the blue and purple of the castle ward.

The party can find Maxeene's dray within an hour of searching. It's plodding along slowly with a driver shouting at it "C'mon Applejack! Get moving!"

When the party inquires about Maxeene, the driver is happy to engage them. Wilbur Post is a short human with a thick Dock Ward accent. He has the following information about Maxeene to share:

- About six months ago he was approached by a rotund old woman who identified herself as Mrs. Horsemann. The woman offered the services of her mare for 2 sp per day. "I thought it was too good to be true. It must cost her more than that to keep Maxeene stabled. I guess she just felt the old girl needed the exercise."
- The following morning the mare found its own way to the dray and waited to be hitched. At the end of the day when unhitched it went home on its own. It has done so every work day since.
- Wilbur once followed Maxeene to her home on Nag Street in the Dock Ward. The horse opened the gate to her stable underneath Mrs. Horsemann's modest apartment and closed it behind herself.
- Maxeene failed to show up for work yesterday and today, leaving Wilbur stuck with Applejack to inadequately do the job. Wilbur went by Mrs. Horsemann's residence yesterday evening but neither she nor Maxeene were there.

Mare Could She Be?

In this section of the adventure, the party learns of Gathgaer's interest in Maxeene and the location of his potions shop. Wererat henchmen have ransacked Maxeene's home and are on the way to do the same to her office at the bard college.

House and Stable

Nag Street, a short lane off of The Way of the Dragon in the far southeast corner of Waterdeep, consists of a row of small apartments all elevated above their private horse stables underneath. The adventurers easily locate the Maxeene / Horsemann residence from Wilbur's directions.

Landlord's Daughter. When the characters investigate the horse stable (which might happen before or after they investigate the residence above), Tia Nag-Y'ferent, the landlord's teenage half-elf daughter approaches.

"Widow Horsemann's not here. Haven't seen her nor Maxeene past two days. Strange thing. She always tells Papa when she goes traveling."

If the characters inform Tia that the apartment above has been broken into, the girl is distraught and vows to ask her father to call in the City Watch.

In conversing with Tia, the characters can learn the following:

- Widow Horsemann occasionally travels to visit friends at the Misty Forest or leaves for a day or two on other errands, but always informs Tia's father beforehand.
- Widow Horsemann hardly ever goes out, but she is a kindly old woman. Those on the block frequently hear her beautiful singing in the early evening hours.
- Tia rarely sees the horse Maxeene. She knows it pulls a dray, but it must also go somewhere at night because she's never seen it asleep in its stable.
- Widow Horsemann used to be a professor at the New Olamn bard college and has mentioned having an office there.

Burgled Apartment. A wooden staircase leads fifteen feet up to the door of the residence above the horse stable underneath. The door is ajar and shows signs of having been forced open.

The one room apartment has a kitchen and dining area separated by a low wall from the living and sleeping area.

Nobody is currently in the apartment, but it shows signs that it was ransacked and a physical struggle occurred. Characters who investigate discover:

- The glass front of a display case has been smashed in. It clearly contained many items, but the only thing remaining is a matching pair of daggers each crafted from a single solid piece of metal (silver). The twin daggers sit on their display stand, undisturbed.
- A strongbox next to the writing desk sits open. Inside are four trays. The top tray is completely empty. The tray below it contains one stray 1 ep electrum sword coin minted in Silverymoon. The third tray contains 100 gp worth of silver coins — all stacked neatly, most Waterdeep shards, but a few piles of silver coins of other currencies as well. The bottom tray contains only 7 scattered copper nibs.
- Papers are scattered across the writing desk. Most are pieces of sheet music or notes on various operas, but a successful DC 12 Wisdom (Perception) check uncovers two letters written in masculine looking handwriting. Both are from Gathgaer Milomynt inviting Mrs. Horsemann to visit his potion shop on Leera's Alley. The first is dated two tendays ago and is quite polite. The second is dated 5 days ago and is less polite. (See attached handout)
- The plush rug covering most of the floor in the living area is bunched in places and generally disheveled. A character making a successful DC 10 Wisdom (Survival) check notices marks from high heeled shoes and men's boots. A 14 or higher also reveals the marks of clawed hands and faint hoof prints.

Horse Stable. The horse stable beneath the apartment is remarkably clean. A character making a successful DC 10 Wisdom (Animal Handling) concludes that it's as though the stable is never actually used.

Professor E-mare-itus

Tia Nag-Y'ferent is correct that the Widow Horsemann maintains a small office in the basement of New Olamn. Decades ago Maxeene Rhiosann was a distinguished professor at the bard college, and the institution allows the retiree to mane-tain a presence there.

New Olamn rests against the city's western wall, northwest of Blackstaff Tower, and can be reached by climbing The Cliffride from Julthoon Street. When the characters arrive, a bespectacled receptionist asks their business. She doesn't know who Mrs. Horsemann is, but if they ask of Maxeene the woman replies:

"Oooh! Professor Rhiosann must be expecting you then. She's hardly ever in, and I didn't notice her arrive, but two other gentlemen were just asking on her as well. Her office is on the lower level, room B7."

Remy and Rizzo Krysa were directed by Gathgaer to search Maxeene's office for any information regarding her rare lycanthropic curse.

The wererat brothers arrived at New Olamn shortly before the adventurers and forced open the door to Maxeene's office. They are in human form and are ransacking the place when the characters arrive.

Remy and Rizzo brandish their shortswords and warn the characters to mind their own business. If the party persists, they transform into wererat hybrid form and attack. Run Encounter A - Rats!

The wererats attempt to flee as soon as they are damaged by a silvered or magic weapon or a spell attack. If they are unable to escape the office, they transform into giant rat form and attempt to hide under the instrument-laden bureau on the back wall of the office.

Developments. If either or both wererats are captured it doesn't take much to get them to rat out their master. With a successful DC 10 Charisma (Persuasion) or DC 7 Charisma (Intimidation) check a character can learn the following information:

- Gathgaer Milomynt is holding a large older woman named Maxeene Horsemann behind silvered bars in his underground workshop. Gathgaer is convinced she is a werehorse, but she denies it and has not changed form. Gathgaer is waiting for the full moon three days from now to force the issue.
- Gathgaer's primary business is capturing hapless commoners who come to buy potions and selling them into slavery in Skullport.
- Gathgear is a priest in the Church of Shar, and the goddess grants him powerful magic.
- The wererats come and go from Gathgaer's abode via a small hole gnawed into the base of the structure, hidden behind a crate in the back alleyway. While in giant rat form, they can crawl up the crawlspace to the residence on the upper level, or down through a narrow tunnel dug deep into the ground connecting to Gathgaer's workshop.

A Colt Following

Having uncovered evidence that Gathgaer Milomynt is responsible for Maxeene's disappearance, the party investigates his abode in this final section of the adventure.

Milomynt's Fine Potions

Gathgaer resides on Leera's alley in the Dock Ward, not far south of the Yawning Portal. A sign above the door reads "Milomynt's Fine Potions" and features paintings of colorful bubbling concoctions.

Secret Rathole. Hidden behind a crate in the alley is a small hole which has been chewed into the side of the building. The crawlspace inside can be climbed 20 feet up to an opening in Gathgaer's living quarters. A steep tunnel winds down 50 feet before opening into the lair below. The entire area is considered difficult terrain.

A small creature can move through this area. A medium creature can do so only with a successful DC 12 Dexterity (Acrobatics) check each time they attempt to move up to their movement speed.

Main Level. The main level of the structure is a shop crowded with glassware. A successful DC 10 Intelligence (Arcana) check reveals that it is mostly unsuitable for brewing potions and is merely decorative. A sturdy, hand-painted sign on the counter reads "Customers, proceed down to Magical Brewing Sphere below," and has an arrow pointing to a door to the right. A narrow staircase on the leftmost side of the room leads up to a residence above.

Residence. The single room contains an unmade bed, a half open wardrobe with two sets of black robes hanging inside, and an unemptied chamber pot. A hole about two feet in diameter appears to have been chewed in the wall beside the bed.

Going Down. The door indicated by the sign is unlocked and opens into a steep narrow staircase which goes down 20 feet before turning back at a landing and going down another 20 feet. The passage then proceeds 10 feet to an unlocked door. The entire area is dimly lit by slow burning oil lanterns.

"Magical Brewing Sphere"

The door opens into the inside of a 40 foot diameter sphere made of polished stone. A 10 ft wide ledge juts out a foot, and adjacent to the door are what appear to be the teeth of a large gear. At the bottom of the sphere, 20 feet ahead and below, sits a table arrayed with a variety of colorful bubbling potions and a brass orb. An identical door, gear, and ledge sit on the opposite wall of the sphere, 40 feet away. The sphere is magically lit throughout with dim light, the source of which is unknown.

The table is affixed to the sphere, and the bronze orb and potions on it are adhered to the table as well. The potions are in fact empty glass bottles, with illusion magic giving them their bubbling vibrantly colorful appearance.

A character getting within 5 feet of the bronze orb or the door at the opposite side of the sphere triggers the trap. See Encounter B and the complex trap description - Electrified Sphere of Flopping.

Developments. Depending on how the party deals with the trap, one of the following may occur:

Door Opened. If the sphere is rotated back to its original position, the doors on either side open to passageways. The door on the far side leads to another stairwell which descends again 30 feet to an unlocked door opening into Gathgaer's lair.

Falling Through Opening. If the sphere rotates and a character falls or jumps through the opening which has moved to the bottom, they drop 20 feet and take 2d6 bludgeoning damage as they fall prone in the slave cage in Gathgaer's lair.

Characters Stranded. If the characters destroyed both gears they may be stranded in the sphere with no way out. A party equipped with pickaxes or similar mining tools could break through the stone after 6 hours of work. However, after about 30 minutes Gathgaer ascends the staircase from his lair to find the door blocked. The gears magically reform and the sphere spins rapidly to its original position. The door opens and Gathgaer and his wererat henchman engage the party inside the sphere.

Trap: Electrified Sphere of Plopping

Complex trap (level 1-4, dangerous threat).

A door opens into the inside of a 40 foot diameter sphere made of polished stone. A narrow (1 foot deep), 10 ft wide ledge is at this point on the side of the sphere (henceforth referred to as the “right” side), at a 90 degree angle to the point on the sphere’s bottom, upon which sits a 10 foot wide by 5 foot deep table housing a bronze orb flanked by fake potions. A 20 ft. diameter circle at the top of the sphere reveals that this inner sphere is 2 feet thick and sits tightly inside an enclosing sphere made of the same polished material.

Directly across the sphere, 40 feet away, is a similar ledge and door, with the teeth of a 1 foot wide by 5 foot tall gear to the left. The door is locked, and can be opened with a successful DC 15 check with thieves tools. The entry door has an identical gear to its left as well.

Trigger. The sphere begins moving and the bronze orb begins charging when a creature gets within 5 feet of the the door on the left end of the sphere or 5 feet from the orb on the table at the bottom of the sphere.

Initiative. The gears rotating the sphere act on initiative count 20 and the bronze orb releases lighting energy throughout the surface of the sphere on initiative count 10.

Active Elements. The gears on the side of either doorway rotate the sphere in place. The bronze orb atop the pedestal releases lighting energy into the inner surface of the sphere.

Gears (Initiative 20). The gears move, rotating the sphere 5 feet counterclockwise (i.e., during the first round the entry door to the “right” moves up and the opposite door moves down). The tunnels which were behind the doors on either end are in fixed space, so they are now hidden behind the stone walls of the sphere.

Bronze Orb (Initiative 10). The orb makes a high pitched whine which grows by two octaves over one second before releasing a burst of energy that covers the surface of the sphere’s interior. Every creature in contact with the surface when the energy is released takes 4 (1d8) lightning damage. Creatures wearing non-metal armor are resistant to this damage, but creatures wearing metal armor are vulnerable to the damage.

Dynamic Elements. Gravity works against creatures in the sphere as it rotates.

Steep Walls. As the sphere rotates underfoot, creatures inside it rotate as well and gravity impacts any creature without a climb speed.

A creature who starts its turn further than 20 ft from the bottom most point of the sphere (on a grid, specifically a lightly shaded square) is on a moderate slope and can remain there only on a successful DC 12 Dexterity saving throw. On a failure, they move 5 feet closer to the bottom of the sphere, treating that movement as difficult terrain (i.e. 10 feet of movement).

A creature who starts its turn further than 25 ft from the bottom most point of the sphere (on a grid, specifically a darkly shaded square) is on a steep slope and must make a DC 14 Dexterity saving throw. On a success they may move 5 feet towards the bottom of the sphere and repeat the save as above. On a failure they fall prone at the closest point within 20 feet of the bottom most point of the sphere.

Rotating Hole. The 20 ft. diameter circle opening at the “top” of the sphere, opposite the pedestal, is rotating towards the bottom. Underneath in the containing rock is a matching 20 ft. diameter hole. Any creature who starts its turn in this area that is within reach of the edge may take their action to grab on and avoid falling with a successful DC 12 Dexterity (Acrobatics) check. Otherwise the character falls through the hole.

Playing on a Grid

Because trigonometry doesn’t exist in the world as mapped by 5 ft squares, this sphere has a diameter of 40 feet and a circumference of 80 feet when placed on a grid.

When the sphere rotates counterclockwise, immediately shift each character’s token to the **right**.

The area along the bottom of the map of this area shows a 20 foot wide strip along the center x axis of the sphere as though it were unrolled. Place a token in the center of this strip to indicate the current bottom of the sphere. When the sphere rotates counterclockwise, move the token to the **left**.

Countermeasures. The gears moving the sphere can be manipulated. The bronze orb can be disabled and its energy blasts avoided.

Gears. The gears can be disabled or destroyed. Once disabled, they can be used to manipulate the sphere's rotation as desired.

Disabling the Gears. A thin but sturdy object can be wedged in a gear to stop it from moving with a successful DC 10 Dexterity (Sleight of Hand) check by a character within reach. If something is instead thrown, a ranged attack (AC 14) with a similar object is required. A lance or sturdy improvised weapon is sufficient, but an arrow or crossbow bolt is not.

If both gears have a sturdy object wedged in them when they act on initiative count 20, the characters hear a mechanical grinding noise as the mechanism turning the gears ceases to function.

If only one gear is wedged, the sphere does not rotate on initiative count 20, but it does exert force on the object that might break it. Roll 1d20, +2 or -2 if the object is more or less sturdy, respectively, than a short sword. On a 10 or higher item remains wedged in the gear until the following turn. On a roll lower than a 10 the item is destroyed and gear turns freely on the following turn unless tampered with.

Destroying the Gears. The gears have AC 14 and 15 hit points, damage threshold 5, and are vulnerable to bludgeoning damage. If a gear is destroyed, it is also considered wedged (see above). If both gears are destroyed the mechanism is disabled as above, but cannot be manipulated, possibly stranding the characters (see *developments*, below).

Manipulating Rotation. Once the rotating mechanism has been disabled, a gear which has not been destroyed can be used to move the sphere either clockwise or counterclockwise as desired by 5 feet with a successful DC 14 Strength (Athletics) check.

Bronze Orb. The orb can be disabled, and the burst of energy can be avoided.

Disabling the Orb. As an action, a character may attempt a DC 14 Intelligence (Arcana) check. A successful check reduces the amount of damage done by the energy burst by 2 (to a minimum of 1). A second successful check disables the orb completely.

Avoiding the Energy Burst. A creature who can hear the orb charging and knows that an energy burst is imminent may use their reaction to jump at the moment the energy is released. If they do so, they take no damage on a successful DC 10 Dexterity (Acrobatics) check. If at any point no creature is in contact with the surface of the sphere, the lack of weight allows the sphere to rotate an additional 5 ft.

Developments. Depending on how the characters deal with the trap, they could end up falling through the opening, successfully righting the sphere and leaving through the second door, or finding themselves stranded in the sphere. These outcomes are detailed under "*Magical Brewing Sphere*" on page 7 of the adventure

Visualizing a Sphere

A three dimensional area can be a difficult thing to express. Even if you aren't playing on a 5 ft grid, a visual aid might still be useful. Consider cutting out the 20 foot wide strip at the bottom of the map and taping the edges of "open hole" at the far left and right points (0°) together. You can then physically rotate the loop to demonstrate the sphere's rotation.

Gathgaer's Lair

The underground workshop consists of two rooms. The staircase from the sphere ends at an unlocked door which opens into a 20 x 30 foot room housing two cages made from thick bars 4 inches apart.

The cage in the southwest corridor of the room is directly below the sphere and currently houses Vonbin Broodfist, a dwarf commoner Gathgaer is planning on selling into slavery the following day.

The bars of the cage in the southeast corner of the room have been silvered, and Maxeene Horseman lies asleep behind them.

Both cages are locked and can be opened with a successful DC 14 check with thieves tools or broken open with a successful DC 18 Strength (Athletics) check. The key which opens both locks is on Gathgaer's person.

A two foot wide opening near the floor on the east wall leads to the rat tunnel.

Samuel Powers, a **wererat** (MM 209) currently in hybrid form stands near a closed but unlocked door on the north wall, keeping an eye on the prisoners.

That door leads to a 15 x 15 foot room where Gathgaer is currently sitting at a desk working on his manuscript. The room contains a bookcase full of books related to the subject of lycanthropy. Two torture devices are also present, a rack and an iron maiden. Gathgaer is wearing a ring keyed to the latter. When he comes within a foot of the iron maiden a portal opens within it that is connected to a sarcophagus in a room on the second level of Undermountain. From there the slaves he collects are transported to Skullport by acolytes of the Church of Shar.

When a character first enters the lair, either through the door or by falling into the slave cage, run Encounter C - Gathgaer's Lair. The wererat takes his first turn in combat to open the door and notify Gathgaer of the situation, who in turn shouts out "Well don't just stand there, Screech, kill them!"

Gathgaer joins combat in the second round. He begins by casting *spirit guardians*. Gathgaer summons a *spiritual weapon* in the third round, and on subsequent rounds avoids melee combat and makes ranged spell attacks. If Gathgaer ever feels that he is in a losing position, he flees to the iron maiden, escaping through the portal.

The wererat attempts to engage in melee combat with a character who isn't wielding a silvered or magical weapon. His fear of Gathgaer leads him to fight to the death while his master is present, but if Gathgaer falls or escapes, the wererat transforms into giant rat form and attempts to flee via the rat hole on the western wall.

Developments. With Gathgaer and his henchman defeated, the characters are able to free Maxeene from her cage. Regardless of the evidence presented, she steadfastly refuses to admit that she is a werehorse.

If the characters later approach her in horse form, she feigns never having met them, but upon seeing their harper pins reports having dropped off a sun elf and half orc 4 days earlier at the Yawning Portal. The two passengers had talked of spies who infiltrated sleeper cells of the Xanathar's guild operating in the Castle Ward.

Treasure. Maxeene allows the characters to keep the pair of solid silver daggers, valued at 100 gp each. The whereabouts of the other possessions stolen from her home remain unknown; they aren't in the lair.

In addition to the ring which opens the portal, Gathgaer wears a *ring of protection from lycanthropy*. While attuned to it, the wearer of the ring cannot be cursed by lycanthropy from a lycanthrope's bite.

Each character who participated in the adventure earns 1 renown with the Harpers.

Defeat

If the characters are defeated by Gathgaer and his henchmen, they awaken without any possessions spare their undergarments in a dark, damp cave in Skullport, stable and with 1 hp. The iron collars around their necks connected to chains embedded in the stone wall are a good indication that they have been sold into slavery. The details of the party's escape is beyond the scope of this adventure.

My Dear Mrs. Horsemann,

I hope the evening finds you well. By way of introduction, my name is Gathgaer Milomynt , Faerûn's foremost authority on Lycanthropes and Lycanthropy. For obvious reasons, we must become acquainted. I await your visit at my abode and dispensary of potion upon Leera's Alley on the next evening of your convenience.

Admiringly,

Gathgaer

Mrs. Horsemann,

I write with disappointment that you have thusfar declined my invitation. As I know you value my confidence regarding our shared interest, I ask, neigh, demand your patronage at my dispensary at Leera's Alley within days. I trust that upon your prompt attendance we shall become fast friends.

Expectantly,

Gathgear

Encounter A - Rats!

Wererat (MM 209)

Challenge: 2 (450 XP)

Armor Class: 12

Hit Points: 33 (6d8+6) **Speed:** 30

STR	DEX	CON	INT	WIS	CHA
+0	+2	+1	+0	+0	+1

Two Melee Attacks in Human or Hybrid Form, Only one attack can be bite

Bite (hybrid or giant rat form only):

+4 to hit, damage 4 (1d4+2) piercing

DC 11 CON save or cursed wererat lycanthropy

Shortsword: +2 to hit, damage 5 (1d6+2)

Tactics: The wererats attempt to first engage melee fighters without magical or silvered weapons. They make a shortsword attack. If it hits they attempt to bite, otherwise a second shortsword attack.

Flee / Surrender: Damaged by silvered or magic weapons or magical attacks.

See development, below

Initiative & HP Tracking

20

15

Overview: Two wererats in human form are ransacking Maxeene's office when the characters arrive. If the characters don't leave, they polymorph into wererat form in attempt to intimidate. If the characters don't flee, the wererats engage in combat.

10

Environment: Professor's office, 15ft wide by 30 ft deep. Large cluttered desk. Bookcases line room. Large bureau at back of room containing numerous instruments.

Development: If a wererat faces damage it is not immune to, it will attempt to disengage and flee the office and then building. If the exit is blocked it polymorphs into giant rat form and squeezes under the bureau at back of the room. If captured, it can be coerced into providing information about Gathaer Milomynt and his residence.

5

Round: 1 2 3 4 5 6 7 8 9 10

Encounter B - Electrified Sphere of Plopping

Gears

Disable. Wedge to stop moving DC 10 sleight of hand. Thrown, AC 14 ranged. No arrows/bolts. Both disabled on 20, disarmed. Otherwise 10 (+/- 2) on d20 or snaps and resumes.

Initiative & HP Tracking

20 **Gears** rotate, moving characters 5 feet right and bottom of sphere 5 feet left on strip.

Bronze Orb

Energy Burst. Those touching inside of sphere take 4 (1d8) lightning damage. Creatures wearing non-metal armor are resistant to this damage, but creatures wearing metal armor are vulnerable to the damage.

Disable. DC 14 Arcana reduces damage by 2 (minimum 1). Second successful arcana check disables (no damage).

15

Steep Walls

Start turn away from bottom of sphere:

20ft DC 12 Dexterity saving throw or move 5 feet closer to the bottom of the sphere, treating that movement as difficult terrain

25ft DC 14 Dexterity saving throw. On a success they may move 5 feet towards the bottom of the sphere and repeat the save as above. On a failure they fall prone at the closest point within 20 feet of the bottom most point of the sphere.

10 **Bronze Orb** sounds. Reaction DC 10 acrobatics to jump. If all jump, sphere moves 5 ft

Rotating Hole

Start of turn, DC 12 Acrobatics to grab on or fall.

5

The full description of this complex trap can be found on pages 8-9 of the adventure

XP Award: 800 XP

Round: 1 2 3 4 5 6 7 8 9 10

Encounter C - Gathgaer's Lair

Initiative & HP Tracking

Gathgaer (Priest MM 348)

Challenge: 2 (450 XP)

Armor Class: 13 (chain shirt)

Hit Points: 27 (5d8+5) **Speed:** 25

STR	DEX	CON	INT	WIS	CHA
+0	+0	+1	+1	+3	+1

Spellcasting

1st level O O O O

Cure Wounds (PHB 230) 1d8/level+3 hp,

Guiding Bolt (PHB 248) +5 to hit, 4d8, adv next sanctuary

2nd level O O O

Lesser restoration, **spiritual weapon (PHB 278)**

3rd level O O

Dispel magic, **spirit guardians (PHB 278)**

One Mace Attack, Possible Bonus

Mace: +2 to hit, damage 3 (1d6)

Bonus action on hit: expend spell slot to deal extra 10 (3d6) radiant

Tactics: Stays back ready to flee, guiding bolt ranged. Spirit guardians then spiritual weapon. Heals self.

Flee: If victory looks in doubt, flees to portal

Treasure: Ring of Protection from Lycanthropy
Ring keyed to portal in iron maiden

20

15

10

Wererat (MM 209, Encounter Sheet A)

Tactics: The wererat attempts to first engage melee fighters without magical or silvered weapons. Positions itself between enemies and Gathgaer.

Flee: Fights to the death while Gathgaer is present, otherwise polymorphs into giant rat and flees into rat hole.

5

Overview: Wererat sees characters approach, alerts Gathgaer who joins next round.

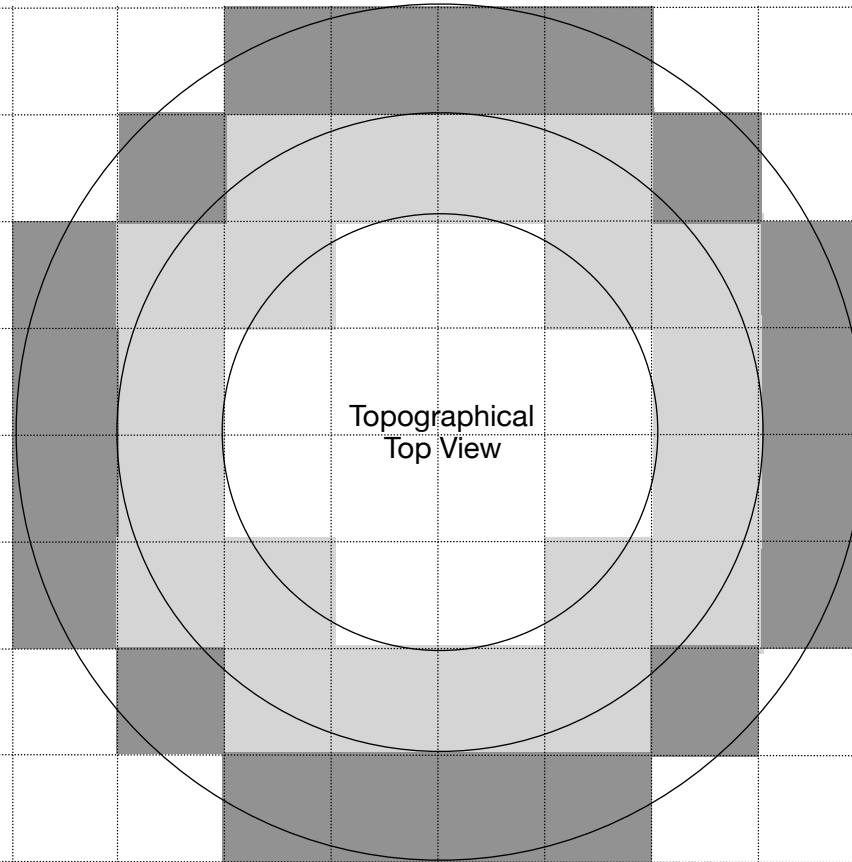
Environment: See map.

Difficulty: CR 4, 1350XP. Party of 5 2nd - Deadly

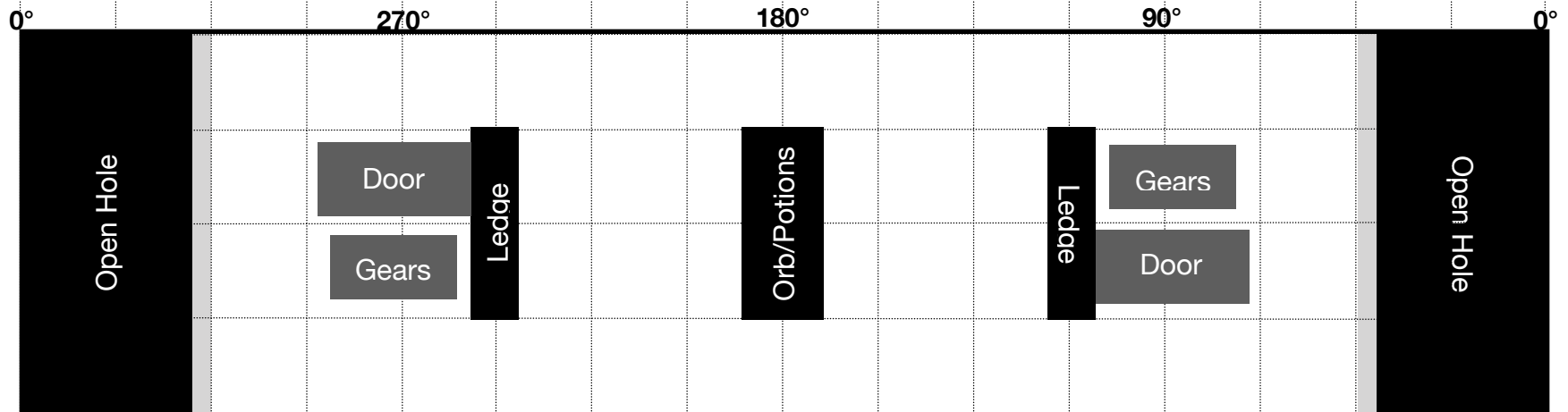
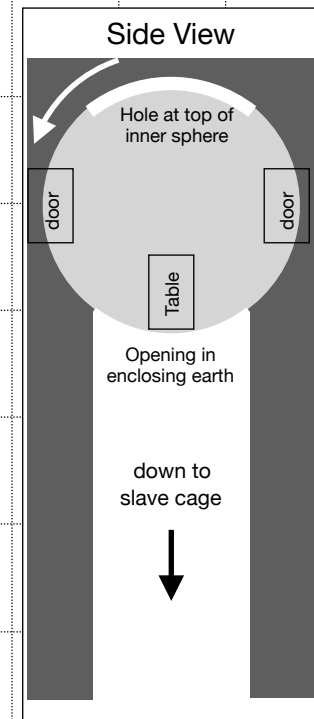
XP Award: 900 XP

Round: 1 2 3 4 5 6 7 8 9 10

Electrified Sphere of Plopping



1 square
= 5ft



Gathgaer's Lair

