

WATERDEEP: THE PLOWING AND RUNNING

AN ADVENTURE FOR CHARACTERS LEVELS 4-6



CONTENTS

1 Waterdeep: The Plowing and Running

2 Introduction

- 2.1 Story Overview
- 2.2 Running the Adventure
- 2.3 Adventure Structure

3 Chapter 1: A Festival Disrupted

- 3.1 Friendly Competition
- 3.2 A Plea For Help
- 3.3 The Crime Scene

4 Chapter 2: The Missing Racer

- 4.1 Following The Trail
- 4.2 Abandoned Woodworker's Shop
 - 4.2.1 S1. Main Room
 - 4.2.2 S2. Back Room
 - 4.2.3 S3. Stairs
 - 4.2.4 S4. Second Floor
- 4.3 The Rescue!

5 Chapter 3: Searching For Clues

- 5.1 Bonus Objective 1 - The City Watch
- 5.2 Suspects and Motives
 - 5.2.1 Important information:
- 5.3 Solving the Mystery
- 5.4 Presenting The Evidence

6 Chapter 4: The Confrontation

- 6.1 A Wanted Man
- 6.2 The Final Battle
- 6.3 Aftermath

7 Chapter Five: A Day At The Races

- 7.1 Bonus Objective 2 - Missing Banner
- 7.2 Replacement Racer
- 7.3 Placing Bets
- 7.4 The Race Is On!
- 7.5 Conclusion

8 Appendix A: Bonus Objective 1 - Reinforcements

- 8.1 A Request From The Captain
- 8.2 Locating the Patrols and Urgency
- 8.3 Reward

9 Appendix B: Bonus Objective 2 - Replacement Banner

- 9.1 Finding Crafters
- 9.2 Character Made Banner
- 9.3 Player Made Banner
- 9.4 Rewards

10 Appendix C : Monsters and NPCs

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INTRODUCTION

The city of Waterdeep is well known for its citizens' fondness for celebration. Barely a tenday passes without at least one festival taking place within the City of Splendors. Near mid-spring, during the month of Mirtul, one such occasion is celebrated by friendly competition between the different wards of the city. While the Plowing and Running holiday originated to celebrate the plowing of fields and running of livestock in rural areas, the metropolis of Waterdeep holds a series of foot, horse, and chariot races throughout the multi-day event.

Waterdeep: The Plowing and Running is a Dungeons & Dragons adventure designed for characters from 4th to 6th levels. Characters may gain a level by the end of the adventure, depending on whether or not they complete bonus objectives. While this adventure can certainly be run as a standalone adventure for a party that visits Waterdeep, it has been designed as a companion to the official product *Waterdeep: Dragon Heist*. *The Plowing and Running* was largely inspired by the mention of this specific holiday within *Dragon Heist*. These events can play out at the conclusion of *Dragon Heist* or at any point along the way when there is time for downtime activity.

STORY OVERVIEW

Waterdeep: The Plowing and Running is a mystery that takes place during a festival celebration within a large urban setting. The main plot of this adventure includes the following key events:

- The player characters attend the holiday celebration and are slipped a note explaining that something threatens to disrupt the festival's main event. The adventurers meet with those running the event, who explain that one of the chariot racers has gone missing, and they ask for help.
- After tracking down and rescuing the missing racer, it's up to the adventurers to investigate further and try and figure out who was behind the kidnapping and what their motive was.
- After collecting enough evidence, the adventurers confront the guilty party.

RUNNING THE ADVENTURE

To run this adventure, you will need access to the Dungeons & Dragons 5th Edition rulebooks. The Monster Manual contains the stat blocks for several of the NPCs and creatures the adventurers will encounter, while the Dungeon Master's Guide describes the magic items that will be presented as rewards for success.

ADVENTURE STRUCTURE

Waterdeep: The Plowing and Running is broken up into four chapters and also contains two bonus objectives which are contained in the appendix of this book. The story hooks that lead to the optional bonus objectives are explained at the beginnings of chapters 3 and 5.

Chapter 1 has the adventurers arriving at the Field of Triumph, the main arena within Waterdeep. This is the site of the final rounds of each of the races in celebration of the Plowing and Running holiday. Just as they are getting settled in and ready to enjoy the races, a messenger presents them with a note asking that they come with him. Following the messenger leads to the two people who are organizing the race, who explain the unfortunate situation they find themselves in and ask for help.

In chapter 2, the adventurers seek out the whereabouts of a chariot racer who has been kidnapped from their tent while preparing for the race. Luckily, the kidnappers were not as discrete as they could have been, and it doesn't take long to locate and rescue the missing racer.

Chapter 3 finds the party investigating the disappearance and trying to establish suspects and a motive. There are several potential witnesses to question, a handful of suspects, and some material evidence that the adventurers can collect to build a case before making an accusation. This chapter includes Bonus Objective 1, which involves helping the City Watch call in reinforcements in case the situation escalates.

In chapter 4, the adventurers present their evidence to the captain of the City Watch, who will determine if they have enough of a case to confront and arrest the suspect. However, the guilty party is ready for this accusation, and he won't go quietly!

Once the race saboteur has been dealt with, the final chapter allows the party to get back to the reason they came to the arena in the first place - to enjoy the races! This chapter has some optional features such as one of the adventurers actually participating in the race, any number of the party wagering on the outcome, and Bonus Objective 2, which gives creative characters and players an opportunity to create a banner representing one of the racers.

CHAPTER 1: A FESTIVAL DISRUPTED

What was supposed to be a relaxing spring afternoon quickly turns into another dilemma for the adventurers to resolve. After settling into their seats at the Field of Triumph to watch the races during the Plowing and Running holiday, the group is presented with a note requesting their presence. Following the messenger leads the group to Lady Piat and Barnly Stonebrook. They explain that one of the races has gone missing under suspicious circumstances, and that they had heard from some sources that the adventurers to be trusted to handle the situation quietly.

FRIENDLY COMPETITION

The characters have made their way into the Field of Triumph, ready to be casual spectators of the races.

The weather is mild on this spring day as you filter into the Field of Triumph arena for the races. This is the last day of the Plowing and Running festival, and each of Waterdeep's wards has sent their own champions to compete in the final races against the other wards. The smell of beer and roasted meat on a stick fills the air, as the jovial crowd prepares to enjoy the friendly competition under a cloudless sky.

On the way to finding seats, the characters can purchase beverages, snacks, or small banners emblazoned with the colors and logos of the wards from various vendors scattered around the arena. Once they have found their seats, read the following:

You find some empty seats on the south side of the stadium with a good vantage point. From here, you can see some workers preparing the race track. The crowd continues to file in through the main gate, and you expect that there will be no empty seats before long.

A teenage boy in fancy clothing approaches you and holds out a note, clearing intending for you to take and read it. When you do, its contents are short and to the point: "I am need of some assistance with today's events. I have been told you can be trusted to handle special situations with discretion. There will be a reward. Please follow my messenger and come speak with me with all due haste. - Lady Piat" The messenger waits for your response.

Characters may make a DC 16 History check to see if they recognize the name Lady Piat. Characters who are from Waterdeep or who have a history of being quite familiar with the city have a DC 10 History check. On success, the character recognizes the Piat name as one of the seventy-eight noble family lines of Waterdeep, and believe she can be trusted. If the characters are distrustful and do not want to follow the boy, a random NPC in the crowd can help build their confidence by recognizing the boy as a member of the Piat house and asking him to pass along thanks to Lady Piat for being such a gracious host for today's event.

Upon following the messenger, he leads the group down towards the main arena floor, past some guards (who allow the group to pass freely upon seeing the boy), through a long tunnel, and into a small marble chamber away from the crowd above.

A PLEA FOR HELP

Two people await the group when they arrive in the chamber beneath the arena. Lady Piat is a human female in her mid-40s. She has brown hair that rests on her shoulders and is wearing a light blue dress in the latest spring style. Around her neck is an expensive looking necklace that glimmers with a faint white glow despite the lack of sunlight in this room. Barnly Stonebrook is a middle-aged male halfling with thinning black hair. He is dressed in outlandish colorful clothing and has gold rings on every finger. He paces around the room nervously smoking a pipe as Lady Piat greets the adventurers:

Welcome, and thank you for coming. I am Lady Piat and I am the host of this year's competition. This here is Barnly Stonebrook, the master of ceremonies. We have a bit of a situation. One of the racers in the chariot race has disappeared under suspicious circumstances. We don't want to alarm the crowd, and certainly notifying the City Watch will do just that, so we would like to handle this a bit more discreetly. You will be well rewarded for your time. Barnly here will show you where the racer disappeared from and gives you his thoughts on what may have happened. We do have the foot race and the horse race before the chariot race is scheduled, so we do have a bit of time before people realize something is amiss, but not long. Please find the missing racer with all haste. If you'll excuse me, I have some other duties that require attention. I presume this matter is now in capable hands.

As Lady Piat departs the room, Barnly takes a long puff from his pipe and starts to explain. There are several rooms under the arena itself for competitors, athletes, and entertainers to prepare themselves before events. Each of today's racers was given their own room in this area.

One of the attendants reported some banging and yelling coming from one of the rooms. When people went to investigate, they found the room trashed, and the racer missing. Barnly asks the group to follow him to the room of the missing racer and briskly walks out.

THE CRIME SCENE

Upon entering the room, it is obvious there was a struggle. A small table lies upside down on the floor. A wooden chair has had a leg broken off. The smell of red wine lingers as a puddle of Westgate Ruby has spread across the floor from a broken bottle. Clothes are scattered across the room in haphazard fashion.

Barnly explains that this is the room where Saldor Dersk was preparing for the chariot race. Saldor is the representative of the North Ward in the chariot race. If the characters ask, Barnly explains that the races today are between one representative from each ward, after every ward held their own races over the past two days to find their champion.

Investigating the room doesn't give a whole lot of details. An successful Investigation DC 13 check reveals there was definitely more than one kidnapper. Barnly can provide some additional information about Saldor, but he won't volunteer the information unless asked:

- Saldor Dersk is a male human in his mid-20s.
- He has short blonde hair.
- This is the third year in a row he is representing the North Ward.
- He won the chariot race last year, and was considered the favorite to win this year.



CHAPTER 2: THE MISSING RACER

With one of the racers missing for the upcoming chariot race, Barnly Stonebook shows the group to the room where he went missing. He provides all the details he knows so far, including the fact that appears the victim was taken out a back door to the arena, one that is usually locked.

As the group learns more details and follows the trail out the back gate, they can look for clues for which way the kidnapped racer may have been taken. Unusual tracks or eye witnesses can provide clues that lead to an abandoned woodworking shop. The racer is inside with his captors, and it's up to the group to enter the building and free him.

FOLLOWING THE TRAIL

At the end of a tunnel connecting the rooms beneath the arena is a door that leads to the streets. This door is usually for the athletes and entertainers who perform at the arena, and is kept locked. However, after Saldor went missing, this door was found open and unlocked, indicating he was most likely taken out of the area through this exit. If the players ask Barnly about the key to the door, he explains that it is being passed around among the racers and their attendants. Security for this event was lax, as the racers are regular citizens and not the type of people who would typically require tighter security.

Upon reaching the street, the party has a few options for locating Saldor and his kidnappers. There is a vendor selling meat on a stick from a small stand on a corner near the door. The vendor is happy to speak with anyone who buys meat from him for 5 copper. If asked if he's seen anything suspicious or if the group describes Saldor's physical appearance, the vendor admits to having seen him. Two figures in long robes and hoods were dragging him through the street not too long ago. When the vendor noticed them, one of the figures said, "No worry, he just drunk!" in an odd accent. The robed figures and the unconscious male headed down the street to the east a bit, then turned down an alley that leads north.

Footprints may be visible in the dirt and mud covering the city streets here. A successful DC 14 Investigation check reveals several footprints that are not human. A successful DC 13 Survival check learns that the footprints were made by several goblins. Following these tracks leads down the street to the east several feet, then veer off to the north into a dead end alley.

The short alley includes a few residential buildings and a few small shops. At the end of the alley is a shop that is boarded up and appears deserted. A crooked sign hangs off the front of the building indicating it used to be a woodworker's shop.

If the characters are following the tracks, they lead right up to the door of this shop. If the group found this alley another way, a successful DC 12 Perception check notices that the closed up shop is the most likely place for hiding a kidnapping victim.

ABANDONED WOODWORKER'S SHOP

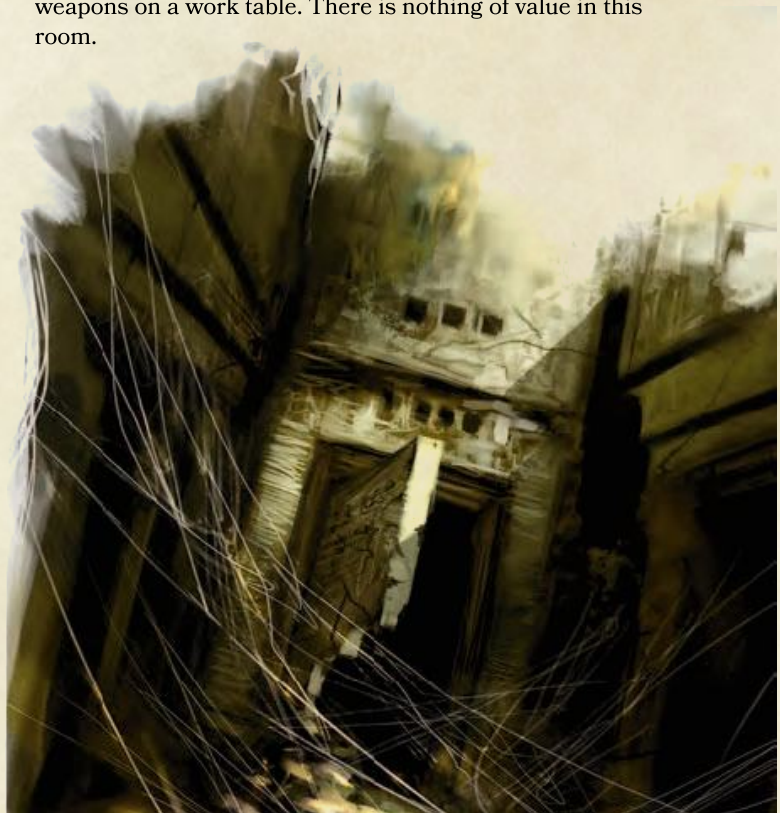
The front door is boarded up with some loose pieces of wood. They can be moved out of the way without a skill check. The main room of the interior is not well lit, but the afternoon sun coming through the boarded up windows and cracks in the walls and ceiling provide enough light for characters to see.

S1. MAIN ROOM

The main workshop room has sawdust covering the floor and piles of rotten wood in several corners of the room. Cobwebs hang from ceilings and walls. Rats can be heard scurrying away as the group enters. A long counter takes up a half the width of the room from right across the door. There is a closed door behind the counter. A staircase in the northeast corner of the room leads up to a second floor. A successful DC 11 Investigation or Survival check shows the goblin footprints lead to the stairs.

S2. BACK ROOM

The back room behind the counter appears to be an old storage room and workshop. There are some useless scraps of wood scattered around, and some broken and rusty weapons on a work table. There is nothing of value in this room.



S3. STAIRS

The stairs lead up to the second floor of the shop. The first set of stairs lead up towards the east, and then come to a small landing. At the landing, the stairs turn south, and continue upwards.

Trap. The landing is trapped with a pressure trigger placed under one of the wooden planks. A successful DC 15 Investigation check will detect the trap, while a successful DC 13 check with thieves' tools can disarm it. Players may also step around the trapped wooden plank once detected with a successful DC 10 Dexterity check.

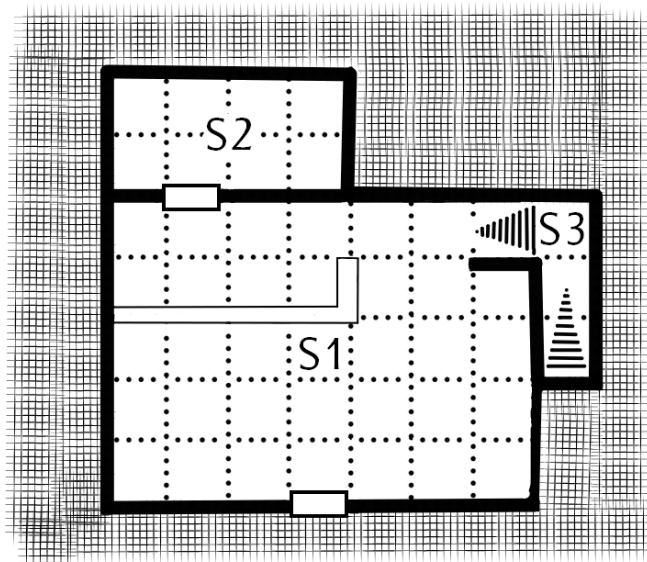
If not detected or disarmed, the trap is triggered by the first character who steps on the landing. A crude trap made with wooden planks and rusty nails swings down from the ceiling. The player who triggered the trap must make a DC 15 Dexterity saving throw to avoid the trap or take 2d8 piercing damage. A successful save means they avoided the swinging trap and avoid taking any damage.

S4. SECOND FLOOR

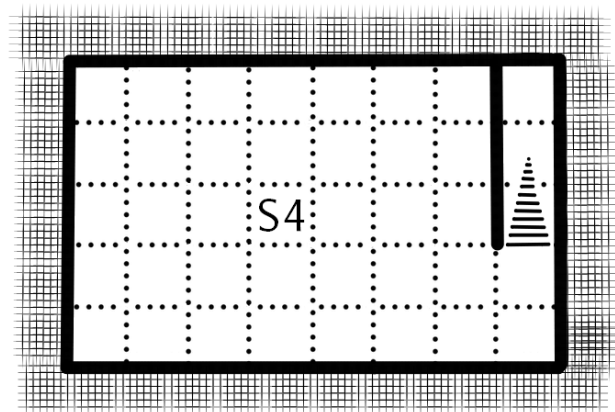
The top floor of the shop has several barrels and crates scattered around. The **goblins** who kidnapped Saldor have brought him here and have him tied up in the northwest corner of the room.

Goblins. There are four **goblins** here, disguised in two pairs, with one sitting atop the shoulders of the other and draped in a long flowing robe so it looks like they may be a single person of normal humanoid height.

Abandoned Wordworker Shop



Ground Floor



Second Floor



1 square = 5 feet

THE RESCUE!

If the party managed to avoid triggering the trap on the stairs, they can make a successful DC 12 Stealth check to reach this floor undetected. In this case, the goblins are still in their robes and have their backs to the players, giving any players who have reached the level without being detected a surprise attack.

If the trap was triggered or the group did not successfully stealth onto the 2nd floor, the goblins are ready for them. They've shed their robes and are taking cover behind several of the crates and barrels scattered around the room. The goblins become hostile as soon as they notice the group. They are not willing to talk. See "Scaling the Battle" side note for information on adjusting the difficulty of this fight based on the levels and size of the party.

Once the goblins are defeated, the players can make their way to the bound and gagged Saldor. Saldor is unharmed, but a bit shaken by the circumstances. If a goblin is subdued and taken alive, he can provide some clues as to what happened with the kidnapping. A successful DC 13 Intimidation check or DC 15 Persuasion check gets the goblin talking. They were hired by a male human to kidnap and Saldor and were supposed to keep him here until after the race. They don't know his name, but do know that he has a beard and was wearing a tabard that had purple coloring on it.

If the group kills all the goblins before questioning them, then Saldor has the same information, which he overheard when the goblins were talking among themselves. These two clues will narrow down the number of possible suspects. Saldor explains that he was relaxing before the race and having some wine when two hooded figures entered his room and surprised him. Before he could stand up, they attacked him and knocked him unconscious. When he woke up, he was gagged and bound in this building, and heard the goblins nervously asking "When will the man with beard be back to pay us?" and "I liked his shiny purple cape!"

When the group frees Saldor, he is anxious to get back to the arena as quickly as possible so he doesn't miss the race. The group can escort him back to the arena and through the back door, the same way they came. Barnly is happy to see Saldor back, but is worried that some more trouble could threaten the race. He encourages the party to continue their investigation and try and figure out who was behind Saldor's kidnapping.

ADJUSTING THE BATTLE DIFFICULTY

The following guidelines help the DM better balance this fight based on the size and level of the party. The table below offers suggestions for modifying the goblin types based on the size and average level of the party. For larger and higher level parties, each regular **goblin** can be replaced by a **goblin boss**. See **Appendix C** for stat blocks for both creatures.

GOBLIN GROUP SCALING

Party Size	Average Level	Goblins	Goblin Bosses
3	4	3	1
4	4	3	1
5	4	2	2
3	5	2	2
4	5	1	3
5	5	1	3
Any	6	0	4



CHAPTER 3: SEARCHING FOR CLUES

Having rescued Saldor from his goblin kidnappers, one problem has been solved. But the question still remains regarding who was behind planning the kidnapping and why. The group will learn more about the other racers, and try to discover a motive for the crime.

The goblin kidnappers may have provided clues if they were questioned after the battle. Saldor also has pieces of information that may be useful. The key to unlocking the back gate through which the goblins fled is another piece of evidence that could point the group towards the guilty party.

BONUS OBJECTIVE 1 - THE CITY WATCH

This chapter provides an optional bonus objective for the party to complete. This objective is totally optional and does not affect the overall story of this adventure. It is not required to solve the mystery. It is included to provide some additional exploration activities for the party and potentially additional rewards.

After the group returns with Saldor, they are approach by Barnly as well as a representative of the City Watch. Despite trying to keep the kidnapping quiet, the City Watch has learned of the events going on behind the scenes, and they want to make sure things do not get out of control. See

Appendix A for the full details regarding this optional bonus objective.

SUSPECTS AND MOTIVES

At this point, the Barnly and the characters should realize that the only people with access to this area would be other racers and their attendants. Learning more about those racers and speaking with them would be the next step towards learning who might have been involved in the kidnapping. Barnly and Saldor are both available to give the group some basic information about each racer. See the table on this page for these details. No skill check is needed for the characters to learn this information.

What the group learns from speaking with the other racers will depend upon the questions they ask. See the list below for guidance on which NPCs know which specific facts. Alternatively, the DM can decide who knows what information. For example, to speed things along, they can discover the information from one of the first people they speak with. To extend the investigation a bit and build the suspense, the important information can come from one of the last racers they talk to. The players do not necessarily need to discover all these facts in order to build their case.

IMPORTANT INFORMATION:

- Vivil San - Was looking for the key to unlock the gate earlier today to let in some assistants, and was told Petru's assistant had it. She didn't get a chance to track it down before the commotion.
- Kervir Sordig - Was not in the area at the time of the kidnapping. He was in the arena stands mingling with some friends. If checked, his alibi is verified. Although his alibi is confirmed Kervir is indeed the guilty party, and used his assistant Brid as an accomplice.
- Kaiya Belanna - Admits she once dated Saldor, but says they are still friends and she was worried about him when he went missing. If the group asks Saldor, he confirms this story and doesn't believe Kaiya would have done this to him.
- Tasar Caylus - Heard Kervir guaranteeing that he would win the race this year. Tasar found this odd since Kervir isn't known as one of the better racers.
- Petru Vados - Admits that he's not a permanent resident of Waterdeep, but several influencers in the Dock Ward registered him in hopes his experience would win the race for them.

If players decide to attempt skill checks to learn more from the racers, allow them to do so, but this generally does not reveal any additional information. The lone exception is if they try and intimidate Kervir. A successful DC 18 Intimidation check causes Kervir to become noticeably uncomfortable about the line of questioning. He quickly excuses himself, and rushes off into the main arena if this happens.

CHARIOT RACE COMPETITORS

Name	Ward	Race	Physical Description	Ward Colors	Ward Symbol
Saldor Dersk	North	Human male	Mid-20s, short blonde hair.	Green and orange	Dove
Vivil San	South	Human female	Late-20s, long red hair.	Red and white	Mule
Kervir Sordig	Castle	Human male	Mid-30s, long black hair, beard.	Blue and purple	Griffon
Kaiya Belanna	Trade	Elf female	Mid-200s, long braided blonde hair.	Green and purple	Tankard
Tasar Caylus	Sea	Half-elf male	Mid-300s, short brown hair.	Burgundy and orange	Swordfish
Petru Vados	Dock	Human male	Late-30s, short black hair, beard.	Blue and gold	Sea lion

If the players decide to try and locate the key, the information provided about Petru's assistant gives them a start on its trail. Anybody in this area can identify Petru's assistant as a young tiefling named Damakos. Damakos is willing to cooperate with the investigation, but ask that Petru be present during any questioning.

Damakos has nothing to hide. He admits that he had the key earlier in the day, and that he used it to unlock the door to receive a shipment of ale for Petru, but insists he locked the door afterwards. Soon after, he had given the key to Kervir's assistant, a boy named Brid.

Brid is easy to track down in the preparation area as well. When approached about the key, he looks around nervously and admits to having it, but swears he didn't unlock the door with it. A successful DC 15 Insight check recognizes that Brid is not being honest. Brid has been involved in the plot and therefore does have something to hide. Brid isn't likely to crack under questioning trying to politely convince him to tell the truth, but he is more likely to admit his part if threatened. A successful DC 17 Persuasion check or DC 14 Intimidation check gets him to explain his involvement. A failed check means he will not admit being involved, but the fact he has the key is still a fairly strong piece of evidence.

Brid explains that Kervir told him to get the key and unlock the back door at a specific time. Brid did this, and when he opened the door, he was greeted by two figures in long hooded robes who walked with a strange step. They walked into the area without saying a word, and headed straight towards Saldor's room. Brid panicked and ran down the hallway and into an empty room before witnessing what the cloak figures did. Kervir had told Brid to lock the door again once the cloaked figures had left, but in his trepidation, he forgot.

If the group asks Brid why Kervir wanted to kidnap Saldor, he says it was because of jealousy. Saldor had won the race and all the accolades that goes with it. Kervir had some bad luck lately, in both business and love, and looked at this as an opportunity to turn his fortune around.

SOLVING THE MYSTERY

There are three clear ways the players can identify the person who hired the kidnappers and attempted to sabotage the race:

- Locate the key to the locked door and confirm who had it at the time of the kidnapping.
- Get a confession out of the kidnapper's apprentice, who was an accomplice to the kidnapping.
- Identify the suspect using clues describing them accurately.

The location of the key and the confession both come from Kervir's assistant, Brid. Either one of those clues, or both combined, is enough to implicate Kervir as the mastermind behind the kidnapping. If the group got the two clues from the goblins and Saldor about the physical description of the kidnapper, that narrows it down to Kervir exclusively. He is the only racer with both a beard and the color purple in their ward's colors. If the characters successfully intimidated Kervir and made him run off, that's fairly solid evidence that he's a prime suspect. Though not a true confession, it's enough to confront him further with more direct accusations. Once the group is in agreement that Kervir is guilty, they can locate Barnly and present the evidence.

PRESENTING THE EVIDENCE

Once ready, the group can summon Barnly to the room they first met. Lady Piat arrives shortly after. Barnly will also bring in the sergeant from the City Watch, Saeth Cromley. Once all three have arrived, the anxiously listen to the evidence the group has collected.

Brid will repeat his story for Barnly and the City Watch as long as he has assurance that he won't be sent to jail himself. The authorities are happy to make this assurance, as they understand the boy was simply used to unlock the door while Kervir had an alibi.

THE WRONG SUSPECT

If the party presents evidence that implicates someone besides Kervir, Barnly and Cromley will find holes in the story, and explain it looks like they have the wrong person. They suggest going back to Saldor and asking if he knows anything about the physical description of the kidnapper. Saldor does explain that he heard the goblins referring to their employer as having a beard and wearing a cape with purple coloring. Those two clues will point to Kervir.

If the group still doesn't catch on, and cannot successfully identify Kervir as the kidnapper, the DM can have Brid breakdown with guilt, seek out the party, and confess.

CHAPTER 4: THE CONFRONTATION

With the evidence gathered and a suspect identified, the group presents their case to the authorities. The evidence will be reviewed. If it is confirmed to be a solid case, the next step is to locate and apprehend the guilty party. But he might not go quietly.

A WANTED MAN

Assuming the party collected the proper evidence to implicate Kervir, Barnly, Lady Piat, and Cromley agree that he must be found and apprehended. Sergeant Cromley sends out a few guards to locate him, and thanks the group for their help. Barnly and Lady Piat thank the group as well. Barnly slips one of the rings from his fingers and hands it to the party. This ring is a *ring of feather falling*. Lady Piat sees this, states that Kervir is still out there, and says that she will hold onto her reward until the races have ended.

THE FINAL BATTLE

Although the mystery has been solved, Kervir has not yet been captured. Barnly and Lady Piat thank them, and invite them to watch the remaining races from a VIP box in the front row of the arena. As the group ascends from beneath the arena and enter the main arena area, the crowd cheers loudly:

As you walk up the final steps from beneath the arena, the warm sunshine hits your face. The crowd erupts in a loud roar as you step onto the floor of the main racing area and head towards the steps leading towards the VIP seats. For a moment, you believe the cheers are for you. Then you wonder how the audience would know what an important part you played in making sure the day's events are not ruined. Then you look across the arena and realize the cheers are not for you.

Directly across from you is Kervir Sordig. He is in full plate armor, mounted atop a horse, and holding a lance.

"I thought maybe winning the race today would change my fortunes and make a name for myself. You ruined that plan. So now I guess I'll just have to make a name for myself by impaling you in front of this crowd. Prepare to die!"

He closes the face shield on his helmet, lowers his lance, and charges towards you.

Roll initiative to begin combat.

See **Appendix C** for the stats for Kervir and his mount.

Kervir charges back and forth on his horse attempting to pierce characters with his lance. If he is dismounted, he drops his lance and draws his greatsword to continue fighting.

If Kervir's horse is incapacitated, he must succeed on a DC 18 Dexterity saving throw or be knocked prone. A saving throw roll of 5 or less means he is trapped beneath the falling horse and becomes Restrained. On his next turn, Kervir can make a DC 16 Strength check to pull himself out from under the horse and end the Restrained condition.

If Kervir is brought to 10 hps or less and is still mounted, he will attempt to flee by riding out the main arena gate. Characters may have a chance to attack him as he flees depending on his proximity to the exit and turn order. If Kervir manages to get away, the City Watch puts out a reward for his capture and several of them chase him down the streets of Waterdeep.

Kervir will surrender if he is brought below 5 hps and he is dismounted. He will also surrender if he is trapped under his fallen mount and is surrounded. If he surrenders, the City Watch places him in shackles and marches him out of the arena. The crowd cheers wildly as he is led away.

If the group kills Kervir before he surrenders or flees, the crowd cheers loudly as Kervir falls, but soon fall into an uncomfortable hush as they realize he may actually be dead. Two arena workers quickly rush out and drag Kervir's lifeless corpse underneath the arena. Two other workers rush out with brooms and sweep away the puddles of blood. A minute later, Barnly arrives and apologizes for the interruption and assures the crowd the races will resume shortly. The crowd cheers at the announcement and quickly regains its jovial mood.

AFTERMATH

Regardless of the outcome of the final battle, the group is welcomed into their VIP seats by Lady Piat and several other Waterdeep nobles. She thanks them for finally putting the matter to rest and ensuring that the rest of the day's events can continue. Lady Piat reaches into the loose sleeve of her dress, pulls out an *amulet of health*, and hands it to the party. She also produces a small pouch containing 100 gold pieces and presents it to the group.



CHAPTER FIVE: A DAY AT THE RACES

Now that the trouble has been dealt with the adventurers have the opportunity to actually relax and enjoy the festivities. This is an opportunity for the characters to socialize, both among themselves and with other Waterdeep citizens.

The party is presented with several options for enjoying the races and participating in the festivities. Characters may place bets on the race and win some money. With Kervir Sordig out of the picture, the Castle Ward is short a racer. If one of the characters is interested, perhaps they can fill in and actually take part in the race itself.

BONUS OBJECTIVE 2 - MISSING BANNER

This optional objective has one of the racers approaching the group for one last request for help. Apparently, in the commotion beneath the arena, the banner representing the racer's ward has gone missing. See **Appendix B** for the full details regarding this optional encounter.

REPLACEMENT RACER

As the characters take their seats, they overhear several NPCs wondering aloud who will replace Kervir as the racer for the Castle Ward. If the characters are so inclined, one of them can volunteer to take his place! Only one character will be able to race, and the rules usually require that the racer be a citizen of the ward they are representing. If that happens to fit the character's story, excellent. If not, Lady Piat is willing to make an exception for someone who helped prevent her day from being ruined.

If a character decides to race, they will be escorted beneath the arena, to the staging area they are quite familiar with. There they will be equipped for the race, introduced to their horse, and given the colors of the ward they represent.

PLACING BETS

Several people make their way through the stands before the race allowing citizens to place wagers. Characters are welcome to place bets on the chariot race. The minimum bet is 1 gold, and the maximum bet is 50 gold. Each character can only place two bets per race.

No odds are offered on the different racers, and each winning bet will pay back exactly the amount wagered. (Plus the initial bet.)

BUILDING DRAMA DURING THE RACE

The DM should use the race as an opportunity to build drama as it unfolds, announcing which racer is taking the lead and how far they are along on the track. This gives the players a chance to cheer on the racers they've wagered on and builds up suspense until the racers cross the finish line and an ultimate winner is crowned.

THE RACE IS ON!

Once the racers are ready and all wagers have been placed, it's time to race! There are three different options for running the race and determining a winner:

- Roll a single 1d6 and use the table on page X to determine the winner.
- A multiple stage race, using 1d6 results to determine the winner.
- A multiple stage race, using Animal Handling and Athletics skill checks to determine the winner.

The first option is quick and simple. Roll a single 1d6 dice and consult the table below. There are six racers representing the six wards. The result on the dice will indicate the winner in the table.

The second option is similar to the first, but uses several dice rolls to determine the results. Instead of a single 1d6 dice roll, there will be six rolls, representing six separate legs to the race. The number that comes up the most often among those six rolls will indicate the winner based on the table below. In the case of a tie, continue rolling until one of the racers has a clear majority of winning rolls.

The third option is best used if a player is among the racers, since it uses skill checks. This version will also contain six legs (and six corresponding rolls), but each leg will alternate between Animal Handling and Athletics checks. If the six rolls by the player add up to 75 or more, the player wins the race! Alternatively, the DM can have the player make opposed checks against the NPC racers for each leg of the race, assuming each racer gets a +2 bonus to their rolls.

CONCLUSION

Having rescued the missing racer, solved the mystery, and dealt with the conspirator, the players earned a bit of time to relax and enjoy the races. Award the following experience points to each player for successful goals:

- Rescued Saldor from the goblins: 750 XP
- Identified Kervir as the kidnapper: 1,000 XP
- Captured Kervir alive: 1,000 XP
- Killed Kervir: 750 XP
- Winning the race as a competitor: 500 XP

APPENDIX A: BONUS OBJECTIVE 1 – REINFORCEMENTS

The party has done what they can to keep their investigation quiet, but the City Watch has still caught wind that something dubious is unfolding behind the scenes. A City Watch sergeant named Saeth Cromley approaches the group and asks for reassurance that the public is not in danger. He asks what is going on. Whether or not the group is truthful with Cromley, he will agree to allow the party continue their investigation and pledges to assist in any way possible.

A REQUEST FROM THE CAPTAIN

Despite leaving the job in the capable hands of the adventurers, Sergeant Cromley wants to be prepared for the worst. He expresses some concern that the crowd could come unruly if the races are disrupted by the events. He also realizes that whoever is behind things could have even bigger plans in mind to make sure the races don't occur.

He asks for help locating City Watch patrols that are performing their routine duties around the city. There is a patrol in each ward, but their routes and whereabouts can vary slightly each time. Sergeant Cromley asks that the party head to one or more wards, locate the patrols there, and inform them that their presence is required at the Field of Triumph. He gives the group a signed letter to present to the patrols to confirm his orders.

The party can use several different approaches for tracking down each patrol. These include techniques such as speaking with citizens within the ward who may have seen the patrol, trying to follow tracks found in the dirt on the streets, or the use of magical scrying devices or spells. Players may come up with other ways to locate the guards. The table below provides some guidance for the DC of various checks for each ward. A successful check means they find the patrol and inform them of Cromley's orders to head towards the Field of Triumph. A failed check means they do not locate the patrol with the chosen method.

CITY WATCH PATROL SEARCH - DC

Ward	Investigation	Perception	Persuasion	Survival
North	12	13	11	14
South	13	14	12	11
Castle	12	11	13	14
Trade	14	11	12	13
Dock	11	12	14	13
Sea	14	12	13	11



LOCATING THE PATROLS

The DM can use their discretion for other types of checks used to locate the patrols and the DC required to succeed. Upon locating a patrol, the group should inform them that Sergeant Cromley has asked them to report to the Field of Triumph for special duty. If the patrol captain is skeptical, the group can present the letter that Cromley gave them to confirm the orders. It is up to the players how much they tell the guards about what is going on, but the guards will generally follow orders without question. The DM can use a map of Waterdeep, such as the one found in *Dragon Heist*, to help players visualize the exploration of the city.

The group should keep in mind that they still have unfinished business at the arena, since the person behind the kidnapping has not been identified and dealt with. The DM should remind them of this if they are taking an excessively long time locating the patrols. Limiting each ward to only one or two tactics for searching will help with this.

REWARD

Upon returning to the Field of Triumph, Sergeant Cromley rewards the party with 10 gold for each patrol they located and notified. If the group managed to locate all six patrols, he includes a bonus that brings the total reward to 100 gold. Each player is also awarded 125 XP for each located patrol, and a bonus 250 XP for locating all six.

APPENDIX B: BONUS OBJECTIVE 2 – REPLACEMENT BANNER

Before the race begins, one of the racers approaches the party with another request for help. In the chaos within the staging area during the kidnapping and subsequent investigation, the banner representing their ward has gone missing. The racers all have banners that proudly display the colors and symbol of the ward they are representing. This racer is hoping a replacement banner can be obtained before the race begins, and has come to the group to request assistance towards that goal. The colors and symbol on each ward's banner can be found in the table on page 9. The DM can choose which banner went missing or roll a 1d6 to randomly pick one.

This optional bonus objective gives the players a chance to be creative or show off some less frequently used skills their characters may possess. There are three possible approaches the players may take towards accomplishing this goal:

- The characters find an appropriate craftsperson to swiftly create a new banner for the racer.
- The characters obtain the required materials and use their own skills to create the banner.
- The players themselves actually draw or create the banners as if their characters had created them.

A new banner will require fabric, colored dyes, and a set of weaver's tools. These items typically cost 1 gold each.

FINDING CRAFTERS

The easiest approach would be for the players to track down NPCs who have the materials and skills to quickly create a new custom banner. Despite the holiday, the party is likely to find a shop or two open within the Trade Ward.

The party will have to convince the crafters to perform the task in a short period of time. Most custom orders require days or weeks to complete, and this one is being requested within an hour or two. The players can roleplay this negotiation with the crafter NPC. A successful DC 14 Negotiation check or DC 12 Intimidation check convinces the crafter to get to work immediately. The cost will also be quite inflated due to the rushed timeframe.

The starting price is 30 gold for the creation of the banner. A successful DC 16 Negotiation check convinces the merchant to reduce the cost to 25 gold.

CHARACTER MADE BANNER

If the characters are inclined to attempt to make it themselves, that is another option for replacing the banner. They will still need to acquire the materials as listed below, but they may be able to be a bit more creative in how they obtain these items. For example, the fabric could come from a character's cloak, a bedroll, or a burlap sack the party is carrying. A character may be in possession of weaver's tools that include the items needed. If they do not have the required materials, they can buy them in the Trade Ward.

Once they have all the items, it's up to the players to decide what skills they use to create the banner. A character who has a crafting background and proficiency with weaver's tools may use the tools to make checks on the crafting results. Other skills may also be acceptable if the characters can come up with a logical explanation regarding how that skill might help with the project.

PLAYER MADE BANNER

This approach presents a fairly unique opportunity – it lets the players demonstrate some creativity by constructing the banners themselves. This option could utilize pen and paper, colored markers, digital drawing programs, or any number of creative tools. With this approach, it's less about locating and utilizing the materials needed in Waterdeep, and more about allowing the players to have fun creating something artistic themselves.

More than one player can create a banner, which offers an opportunity for some friendly competition. The racer will only select one banner to wear during the race itself, but may be impressed with multiple banners and agree to use them in future races. The DM has discretion on whether to proclaim one or more winners. The winner may be selected by the DM, or the players can vote among themselves on which one they like the best as the final banner that should be presented to the racer.

REWARDS

The racer is happy to cover the cost for any expenses incurred to create the banner. They also award the group an additional amount of gold based upon the quality of the banner. Determining the quality is at the DM's discretion regardless which method is used. A banner of the highest quality yields a reward of 50 gold, whereas a banner of low quality only rewards 10 gold. The racer may also promise the characters an additional reward if they happen to win the race, since that means the banner brought them good luck. If the racer wins, they reward the group with an additional 50 gold. Each player is also awarded 300 XP for their efforts.

APPENDIX C : MONSTERS AND NPCs

GOBLIN BOSS

Small humanoid, neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

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

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN

Small humanoid, neutral evil

Armor Class 15

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



WARHORSE

Large beast, unaligned

Armor Class 11

Hit Points 19 (3d10+3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7 (-2)

Senses passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 XP)

Trampling Charge. If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

KERVIR SORDIG

Medium humanoid, chaotic neutral

Armor Class 18

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Mounted Combatant. Kervir Sordig is a dangerous foe to face while mounted. While he is mounted and isn't incapacitated, he gains the following benefits:

- Sordig has advantage on melee attack rolls against any unmounted creature that is smaller than his mount.
- Sordig can force an attack targeted at his mount to target him instead.
- If Sordig's mount is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. Kervir Sordig makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 3) piercing damage. Disadvantage on targets within 5 feet.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Reactions

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



DEFEND A FESTIVAL FROM RUIN

Spring in the city of Waterdeep is a spectacular time of year. The crowds are gathering for the annual races celebrating the Plowing and Running festival.

Behind the scenes, an unknown conspirator works to disrupt the day's festivities. One of the racers has disappeared under mysterious circumstances and threatens to turn the joyous occasion into a scene of chaos. Those organizing the event are looking for brave and discreet volunteers to locate the missing racer and find out who is behind the plot to disrupt the event. Can the adventurers solve the mystery before it's too late?

A Dungeons & Dragons Adventure for
characters of levels 4-6
as a supplement to *Waterdeep: Dragon Heist*.

