

# WILD HUNT: WATERDEEP

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An urban survival crawl  
for the world's greatest roleplaying game



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# INTRODUCTION

Welcome to Waterdeep, Crown of the North, where a grueling tale of urban survival is about to begin. Our story opens with a gathering of highly indebted adventurers in Waterdeep's City of the Dead. The current holders of those debts – a clan of Malar worshippers – have a challenge for them: survive until sunrise and walk away debt free, or pay back what is owed in blood and fear.

*WILD HUNT: WATERDEEP IS A DUNGEONS & DRAGONS ONE-SHOT ADVENTURE DESIGNED FOR 4-6 CHARACTERS OF THE 3RD LEVEL. THE ADVENTURE SHOULD TAKE 3-4 HOURS TO COMPLETE.*

## ADVENTURE STRUCTURE

*Wild Hunt: Waterdeep* is an urban survival crawl. To handle the players being hunted through the city in a cinematic, high-level manner, movement through and between wards is treated as covering chunks of the city and portions of the hunt timer.

### TRAVEL & TIME

It is assumed that the time between the start of the Wild Hunt and Sunrise is 8 hours.

Traveling from one ward to another directly adjacent burns up **one hour** of hunt time. *Example:* Traveling from Trades ward to Castle ward.

Travel and encounters within a ward burn **30 minutes** of hunt time.

*See Appendix D for a map of Waterdeep's wards.*

A player who attempts to solve a Ward's skill test using its **avored skill** has advantage on their roll and so does any character attempting to assist them

(regardless of skill used). It is the Dungeon Master's prerogative on how (or if) to reveal a Ward's favored skill to the party.

### EXHAUSTION

Players should make a DC 13 CON save against exhaustion midway through the hunt unless they are able to find a safe place to take a short rest. The Dungeon Master can determine what "safe" means or they can simply allow a DC 14 Survival check to locate one.

### THE SEWERS

The sewers of Waterdeep are easily accessible from most of its wards. Locating manholes is only difficult (DC 12 Investigation) in the Castle and Sea Wards – and that is only if the characters haven't already entered the sewers in that Ward. You can quickly move from Ward to Ward via the sewers.

#### RELEVANT TERMINOLOGY

**Malar:** God of the Hunt, The Beastlord, the black-blooded one. Only receives prayers from those participating in the hunt. Chaotic Evil. Domain over Nature. His symbol is the clawed paw.

**Malarite:** Those who worship Malar.

**Hunt:** A group of Malar worshippers.

**Prey:** Those being hunted in a Wild Hunt.

**Pack leader:** A Mirrorskin Huntmistress or master.

## EVADING YOUR HUNTERS

When entering a ward for the first time a member of the party must succeed on a Difficulty Check against the ward's DC. At the Dungeon Master's discretion *any* skill can be used as long as the player(s) narrate how the skill applies to hiding, evading capture or outsmarting the Malarites within that ward. PCs must have proficiency in a skill in order to use it for the skill test or bolster a teammate's roll.

For every random encounter the party has in a ward, add 1 to a **DC Pool**. When the party travels to a new ward, add the DC Pool to the ward's DC.

If the party fails a test to evade their Hunters, initiate a combat encounter with 1d6 **Malar Hunters** + 1 **Malar Acolyte**. Roll 1d20, on a roll of 1-5, include that pack's Huntmaster or Huntmistress. *Note:* Shark will never join an attack on the party while they are defending Gunther. Add an extra Hunter.

If the party succeeds on their check to evade the Malarites, roll on the Ward's encounter table (See **Appendix B**).

The party automatically initiates an encounter with the Malarites when they return to a ward they have already explored. This does not include the sewers.

A roll should be made on a ward's encounter table whenever the party attempts to explore that ward.

## WILD HUNT BOON

If a player rolls a natural 20 on a skill test to evade Hunters while entering a ward, allow them to roll for a boon on the Wild Hunt Boon table at the end of **Appendix B**.

## MALARITE LOOT

If the party defeats any Malarites in combat (or otherwise encounters a fallen hunter),

have them roll once on the Malarite Loot Table in **Appendix A**.

## WARD ENCOUNTERS

Tables for generating random encounters in the wards of Waterdeep can be found at the end of this document in **Appendix A**.

Dungeon Masters should determine what, if any, treasure or common items could be made available from these encounters.

<u>Ward</u>	<u>DC</u>	<u>Favored Skill</u>	<u>Pack Territory</u>
Sea	13	Arcana	Snake
North	13	Acrobatics	Tiger
Castle	13	Performance	Shark
Trades	13	Animal Handling	Tiger
Dock	13	Stealth	Shark
Southern	13	Intimidation	Rat
Sewer	13	Survival	Rat

### HUNTER ENCOUNTER TACTICS

Every evasion test doesn't *have to* lead to an immediate combat encounter. You could shift the party to a street or alley map with various traps the Malar Hunters have set up to kill or slow them down.

Another option is to have Hunters focused not on immediately killing the party, but disarming them (especially of any weapons they've claimed from fallen Malar). You could run the Hunters as trying to capture a party member to use as bait to lure the rest of the players into a more developed trap or ambush.

You also could run them to target the party's spellcaster or most skill proficient member.

## MALAR'S INFLUENCE

While the Beastlord's influence within Waterdeep is normally minimal, his malignant presence is heightened during a Wild Hunt. In the days leading up to a hunt Waterdhavians are on edge, the City Guard breaks up more fights, and even the city's stray cats become a lot less friendly.

Players have advantage on skill checks (made outside of combat) to intimidate, manhandle, goad or otherwise bully an NPC.



Players also have disadvantage on any Animal Handling or rolls to interact with creatures (besides intimidation) outside of combat.

## STORY OVERVIEW

*Wild Hunt: Waterdeep* is an urban survival crawl set in Waterdeep. The adventure's plot can be summarized as follows:

- Waterdeep's more unscrupulous money lenders have begun selling off the debts of adventurers to a shell organization controlled by the Mirrorskin Hunt, a sect of Malar worshippers divided into four "Packs:" Snake, Tiger, Shark & Rat.
- Promising debt forgiveness, the Mirrorskin Hunt lures its debtors into participating in a Wild Hunt within the confines of Waterdeep. Participants must survive from midnight to sunrise in order to have their debts cleared.
- Neither Hunter nor Prey can leave the city. No gates out of the city, entrances to the Underdark (including the Yawning Portal) or other portals elsewhere will allow them through (characters will take 1d6 force damage).
- Factions within the Mirrorskin Hunt are at war with each other. Forbidden from raising a blade to other members of the Hunt, some have devised ways to leverage the skills of their prey against their rivals.

## ADVENTURE BACKGROUND

The Wild Hunt, also known as a High Hunt, is a ceremonial hunt worshippers of Malar conduct four times a year – one for each season. The hunts traditionally take place

in the wilderness with a guarded boundary, but as times have changed Malar has instructed his followers to change with them. Recognizing urban centers like Waterdeep as their own ecosystems, Malar has given his blessing for Wild Hunts to be conducted within the confines of the city – he has even provided a blessing that prevents any participant, Hunter or Prey, from leaving the city until the conclusion of a hunt.

Rather than kidnapping participants, the Mirrorskin Hunt dangles the promise of an empty ledger to overly indebted adventurers. This ensures skilled and dangerous prey with more at stake than mere survival.

(Optional): Have players roll below to determine why their characters are in debt:

1d6	Reason of Debt
1	Paid for a Resurrection
2	Failed Expedition
3	Ruined a Noble Wedding
4	Failed Business Venture
5	Stole the Score from a Heist
6	Fighting for a Friend

**Paid for Resurrection.** You took on debt to finance someone's resurrection from the dead. Who and why?

**Failed Expedition.** You promised your benefactors you would return with untold riches. You did not. Roll on **Magic Item Table B** (DMG 144).

**Ruined a Noble Wedding.** Your actions prevented the union of two noble houses, leading one to financial ruin. What did you do?

**Failed Business Venture.** You poured it all into your dream. It didn't work out. What was it?

**Stole the Score from a Heist.** You ripped off some very powerful and violent people. Why can't you pay back the money?

**Fighting for a Friend.** You don't owe anyone anything. You are fighting so a friend doesn't have to. Why?

### MIRRORSKIN HUNT

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The Mirrorskin Hunt is a sect of Malarites that have been operating within Waterdeep for forty years. They are divided into four packs: Snake, Tiger, Shark & Rat. Each clan is commanded by a **Huntmaster** or **Huntmistress** addressed by their ceremonial title (*Snake, Tiger, Shark or Rat*).

All members of a Hunt wear carved wooden masks depicting their clan's namesake, with Huntmasters and Huntmistresses having the most ornate masks. **Huntmaster Snake** is the leader of both his pack and the entire Hunt. He is both the oldest member the Hunt, as well as its only surviving founder.

The Mirrorskins draw their name from an ancient Malarite belief that a hunter can only know themselves in combat with a deadly creature. Each pack leader draws their ceremonial title and the garb of their pack from the deadliest creature they have defeated in single combat.

### MANY BLADES, MANY PATHS

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As their division into factions might indicate, the Mirrorskin Hunt is anything but united. Each **Huntmaster** and **Huntmistress** has their own agenda, and is willing to use those they've coerced into the Wild Hunt to achieve it.

When running this adventure, you can choose which faction leader's quest, if any, to present to the players as a way to shape the action.

### CAT & MOUSE

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**Huntmistress Tiger** and **Huntmaster Rat** have been at each other's throats since childhood, steadily jockeying for more influence in the clan. Both have independently come to the conclusion that they can eliminate their rival by simply aiming adventurers participating in the Wild Hunt at them.

Rat and Tiger essentially have the same offer: *"Kill my rival, claim their ceremonial mask or weapon as proof, and my faction will allow you safe passage for the remainder of the hunt."* If players think that's too good to be true, well, it might be. Tiger will have no trouble keeping true to her word if the players uphold theirs, but Rat is inclined to eliminate anyone who could incriminate him – especially if they refuse his offer to become a Wererat.

### BLOOD IN THE WATER

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**Huntmistress Shark** was horrified to see her lover, Gunther, brought in along with the other prey for the hunt. She is convinced that another pack leader is trying to hurt her. In reality, Gunther racked up more debt that he could pay back on a dockworker's salary in order to secure an engagement ring and a home for the two of them in Waterdeep. Gunther knows nothing of his bride-to-be's double life and she would like to keep it that way.

Shark will offer the players a reward at the conclusion of the hunt as long as they keep Gunther alive. She will make every effort to not reveal her relationship to Gunther but will give it up if pressed by a high **charm** or **insight** check. She will not be intimidated. If she reveals her connection to Gunther, she will expect the party to protect her secret.

Should Gunther fall during the hunt, he will use his final breaths to give a member of the party his engagement ring and make them promise they will deliver it to Monica. Huntmistress Shark will aggressively pursue the PCs in the event of Gunther's death. Shark will track the players regardless of ward, even interrupting another pack leader's attack on them, until either she or the party is dead.

### SNAKESKIN

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**Huntmaster Snake** detests that his underlings see the hunts as a way to jockey for power. He regards such scheming as beneath a hunter. Snake's only real agenda is the death and ceremonial consumption



of his prey. He believes (correctly) that forces opposed to Malar have long suppressed knowledge of the magical properties of sentient flesh.

Snake will offer any character who slays a pack leader a place within the Mirrorskin Hunt at the conclusion of the Wild Hunt.

## RUNNING THE ADVENTURE

To run this adventure, you need the D&D 5th edition core rulebooks: *Dungeon Master's Guide*, *Player's Handbook* and *Monster Manual*. *Waterdeep: Dragonheist* is helpful if a Dungeon Master would like to flesh out the depiction of Waterdeep in this adventure, but it is not necessary. Any of the locations featured in that adventure (such as Waterdeep's walking statues or Trollskull Alley) can be used as backdrops for hiding and fighting by a Dungeon Master running *Wild Hunt: Waterdeep*. Maps featured in that adventure can also be repurposed for social or combat encounters in this adventure.

## STARTING THE ADVENTURE

This adventure assumes that characters have already been blindfolded, bound and transported to the City of the Dead where they find themselves surrounded by more than two dozen Malar worshippers. There should also be an additional number of "prey" equal to the number of characters in the party.

*Read the following:*

As the blindfolds are removed from your eyes and ropes cut from your hands, you realize you can only be in one place: The City of the Dead, where citizens of Waterdeep are laid to rest in enchanted mausoleums.

You are surrounded by more than a dozen figures wearing wooden masks depicting snakes, tigers, sharks or rats. Four of them wear ornate masks of polished stone. They carry chalices. The Rat, Tiger and Shark bow to the Snake as he steps forward.

"All of you are here," he begins. "to celebrate life." The masked figures cheer and clap as he speaks. "Even you" he says, gesturing in your direction "although you might not know it

yet. We are here to celebrate the Wild Hunt and honor our god, Malar the Beastlord."

"It is through the hunt that we unlock the true self that lies dormant within. It is by his commandment and for his pleasure that we have brought his holiest of rites, the Wild Hunt, to this jungle of commerce and cobblestones. And to you, the pitied and hounded, we bring the gift of revelation and salvation.

Tonight, you are our prey. Survive until the sun rises and all that you owe is wiped from the ledger. Fall during the night and consider your debt paid with blood. The only rule is that you may not exit the city."

When **Huntmaster Snake** finishes speaking, he utters a low, unintelligible blessing to Malar, before letting out a guttural cry. He pours the contents of his cup onto the ground and the other pack leaders – Tiger, Rat and Shark – do the same. As Shark pours her cup onto the ground the assembled Malarites break out into a haunting, ululating melody. Humming, pounding their chests and stomping their feet.

Huntmaster Snake looks around at the assembled, his hunters and their prey, and even through his mask you can tell he's smirking.

"As the bloodsong fills the air let us prove ourselves worthy of Malar's might and his love. As the bloodsong fills the air let us reach down within ourselves and set loose the beast which will ensure our survival until the rising of the sun and the safety it brings to the weak and soft."

Snake and the other Hunters all draw their daggers and break the circle at both ends. A single word escapes all of their lips, first one at a time, moving through each of them like a whisper, until they're all repeating it and stomping their feet.

**"Run."**

The Dungeon Master should make it clear that the players have two paths they can take – north or south. It is their choice if they'd like to hide in the North Ward or attempt to move elsewhere. The hunters are giving them a head start.



The Dungeon Master should make sure to explain to the players how the mechanics for traversing the City's wards – and the penalties for failing their skill checks – function. *In brief:* Fail? Malar Encounter. Pass? Random Ward Encounter. Roll a 20? Something good happens.

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#### **“WHAT IF WE JUST GET OURSELVES ARRESTED?”**

Every group of playtesters considered the option. Here's a few suggestions on how to respond:

**Option A:** Revolving door. As the PCs sit in a cell they hear a whistled rendition of the bloodsong. A masked city guard approaches them and ushers them out of their cell, urging them to get back out there before “they burn this place down.”

This is a good chance to have the guard present any of the Mirrorskin Clan faction missions to players. Otherwise, he can let them out into the streets.

**Option B:** The guard approaches whistling the bloodsong, opens their cell and allows 1d8 + 2 Malar Hunters - all still armed with their daggers while the PCs have been unarmed and unarmored - into their cell and locks the door. If they survive, he urges them to get out of jail (in the Castle Ward) before he sends in the next wave.

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## HUNT FACTION QUESTS

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The players' initial decisions on where and how to hide from the Hunters provides an opportunity to present faction quests. For example:

**Sewers.** If the players enter the sewers Huntmaster Rat will evaluate and then proposition them.

**Residential Areas.** If the players attempt to visit a friendly NPC in their home or spend a bit of time in a residential area like the Southern or North Ward. See **House Fire** sidebar.

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#### **HOUSE FIRE**

As the players approach the home of their contact – or simply move through a residential neighborhood – they feel a rush of air and heat and must all make DC 12 Dexterity (Acrobatics) saves to avoid being hurt as the building bursts into flames (1d6 bludgeoning damage if failed).

They can hear their contact (or a bystander) crying out for help from the second story of the building. There's no test for rushing in but they will find their way blocked by a heavy wooden door. DC 15 Strength (Athletics) check to break it down – where they will find Huntmistress Tiger with a blade to their friend/bystander's neck. She'll let the NPC go as soon as she has the players' attention and request a meeting on a nearby rooftop. If the players meet her, she will offer safe passage through her territory in exchange for eliminating Rat.

Tiger will have 2 trusted Hunters and 2 Acolytes with her at the rooftop meeting.

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**Shark Territory.** If the players wander the Docks or Castle Ward Huntmistress Shark will approach them with her request they protect Gunther. She is the only faction leader who will approach them alone.

**Hunting Tiger:** If the players accept Rat's offer, he will inform them that Tiger spends a few hours of every hunt relaxing in a private hot tub room in the Temple of Beauty (see maps in **Appendix D**). She will be lightly guarded – one Malar hunter outside her private room and one inside with her. All will be unarmored but still fully armed.

Characters entering the Temple of Beauty hoping to access its baths will be forced by attendants to leave their arms and armor in a chest in the changing room. Only towels are allowed in the baths. A successful DC 12 Stealth or Sleight of Hand test is required to hide a weapon no longer than a dagger. Characters will also need to engage Tiger and exit the Temple without drawing any undue attention from temple attendants or Waterdhavians using the baths.

*Note:* Tiger will be unmasked during this encounter. A character with a suitable background (Noble, Criminal, Guild Artisan, etc.) would immediately recognize her as Kareena Broadhorn (see **Appendix A**). A successful DC 16 history check would reveal the same.

**Hunting Rat:** If players take Tiger's deal Rat will be on the second sewer map with a

minimum of two Hunters and two Acolytes. If he is injured, he will offer to bite and transform a player but it will be a ruse. He will fight to the death.

**Hunting Gunther:** Shark will let the party know that Gunther was last spotted in the Dock Ward. The Dungeon Master should roll on the Ward's encounter table and the party should find Gunther amidst the rolled encounter.

Gunther is a Half-Elf **Thug**. Convincing Gunther it's in his best interest to stick with the players requires a DC 12 Charisma (Persuasion) check or the use of a charm effect.

Any character who strikes up a friendly conversation with Gunther will learn that he has been dating another dock worker named Monica Leadkeep for the last six months. Gunther borrowed against his own wages (and then some) in order to afford an engagement ring and down payment on a home. He plans to propose if he survives his night in the Wild Hunt. Gunther is not aware that Monica is Huntmistress Shark or that she worships Malar.

### CONCLUDING FACTION QUESTS

All quests given by Malarites formally conclude at dawn despite it being possible to wrap them up long before that.

If the players kill Rat or Tiger, word will spread through the packs quickly. Both parties will keep their word about safe passage – their hunters will no longer trouble the players if they travel through that pack's territory. Followers of the slain leader will attempt one final revenge attack in the minutes before dawn (1d4+5 hunters) but will pull off as soon as the sun comes over the horizon. Huntmaster Snake will attack the players with a particular zeal if Tiger is killed.

When provided with Rat's mask or ceremonial weapons, Tiger will thank the party and give them a useful piece of information.

*"It is tradition that survivors of the hunt can ask for any boon that does not involve spilling*

*the blood of Malar's faithful. You are all owed more than a simple erasure of ledgers. Ask and it shall be yours."*

If the party accepts Rat's deal and provides Tiger's mask or weapons he offers them a boon: *"There's so little standing in my way from becoming Malar's voice here in Waterdeep. With your help everything could be mine...ours. Allow me to give you my power. Take the bite – you've all proven yourselves worthy."*

Any party member who refuses his offer is considered a liability. Rat orders his Hunters (1d10 + 2 Acolytes) to destroy them. Any characters who accept the offer are expected to turn on their allies who did not. Refusing to do so will result in them being treated as hostiles.

If the party accepts Shark's deal and Gunther survives until sunrise, she will approach them privately (away from Gunther) and thank them for their assistance. Like Tiger, she will let them know they can ask for a boon as a reward for surviving the hunt.

A DC 18 Charisma (Persuasion) test can be used to convince Monica to relinquish her mask and ceremonial weapons, and to abandon Malar and his hunts.

If Gunther does not survive, Shark will not stop pursuing the party until she has avenged him. Even sunrise won't stop her – and Malar won't mind at all. He will allow the Wild Hunt to continue indefinitely – until either Shark or the party members are dead. Neither Shark nor the party members will be able to leave Waterdeep and Malar's malignant influence will continue to increase aggression and corrupt the very fabric of the city.



## CONCLUDING THE ADVENTURE

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At dawn Huntmaster Snake will inform all remaining characters that they have survived the Wild Hunt. They will be lauded for their cunning and bravery and assured they can never be hunted by *any* Malarites again. The characters are free to proceed with their lives, no longer shackled by debt.

Any character who dealt the killing blow to a pack leader will be offered a place in the Mirrorskin Hunt by Huntmaster Snake. If another character disagrees – perhaps they dealt the bulk of the damage and don't want to see someone else take the credit – Snake will gladly instigate a duel. The fallen leader's packs are disbanded and absorbed into the surviving packs. The exception to this is any character who A) accepted the Wererat bite and B) slew Rat in combat. They will be made the new Huntmistress or master of the Rats.

If the players are aware that they can ask for a boon, they may do so and the Mirrorskin Hunt will grant it *within reason*. The Hunt could not, for example, make any character a Masked or Open Lord of Waterdeep, that simply isn't within their power. But they would be more than able to provide the party with property, wealth and even magic items – all at the Dungeon Master's discretion.

## DESIGNER'S NOTES

There were many ideas drafted for this adventure that didn't make it into its final version. Below is what ended up on the cutting room floor:

**Malar Pack Abilities:** Give Hunters and Acolytes of each Malar pack special abilities corresponding to their leader's – Pack Tactics (Rat), Blood Frenzy (Shark), Pounce (Tiger), Assassinate (Snake).

**Pack Leader Animal Companions:** I liked the idea of each pack leader having a battle beast – a Blood Hawk for Tiger, A Giant Rat for Rat, a War Boar for Shark – which is when I started to feel like I lost the plot a bit. It just didn't feel right without really beefing up the creature's statblocks.

**Wild Wildlife:** In my playtests there were various encounters with wild creatures such as Rat Swarms, Giant Crabs and Mastiffs – I wanted to play with the idea that Malar's influence was having a strong impact on Waterdeep's animal life. Replace any encounters on the Ward tables with creatures of your choice.

**Live by the Sword:** In the same vein, I toyed with the concept of replacing a non-combat encounter on a Ward's encounter table for every combat encounter the PCs engaged in that didn't involve the Malarites. Basically, the more fights they start, the more fights they get the chance to have.

**Talkin' Theology:** Every group involved in the playtests wondered why, both in and out of character, Malar pack leaders wouldn't incur their god's wrath for brokering deals with the party that seemed to circumvent their duty in this religious ritual. You should consider an answer as you check out their statblocks.

**Prey Tactics:** The adventure doesn't really give instructions for what to do with the other prey besides a few instances where

the party can interact with (or recruit) them. I think it would be interesting to run them as a shadow party and determine their success, loot pick ups, etc. on some sort of random table. Playtesters suggested that the players be encouraged to fill out additional character sheets and those characters take the role of the extra prey. This also gives you a nice opportunity to let a player just pick up another sheet if their character dies.

**The Moonsphere:** The Moonsphere is one of the coolest features of Waterdeep. An area that gives everyone in it flying speed under a full moon? I bet you could stage an amazing battle between the party and Malarites there.

**Malar Encounter Frequency:** Some types of random encounters (like combat or arguments) should draw attention to the party's location.

**Let the Feywild Merchant sell the party a gun:** 200 GP, let him be willing to negotiate. And throw in 1d20 bullets.

**Hardcore Mode:** One of the strongest pieces of feedback I received from playtesters was that the adventure could be a bit deadlier. It is a one-shot after all, no need to be precious with the characters.

Playing with the lingering injuries rules from the DMG as well as some rules for food and water consumption could really increase the "survival" part of the crawl.

**It's all a suggestion:** If you don't like something about any of the following statblocks or encounter tables, change it. Hate rolling on the DMG tables? Use your favorite ones. Replace every single magic item mentioned with one you prefer. Everything here should be a jumping off point for what helps you and your table have fun for a few hours.



# APPENDIX A — MALAR STATBLOCKS

## MALAR HUNTER

Medium. Human. Lawful Evil.

**Armor Class** 12 (leather armor)

**Hit Points** 25 (5d8+10)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Athletics, Survival, Nature +4

**Senses** Passive Perception 12

**Languages** Common

**Challenge** 1/2 (200 XP)

## ACTIONS

**Multiattack.** The hunter makes two melee attacks.

**Hunter's Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) slashing damage. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Breaks on a natural 1 if not wielded by Malar's faithful.

**Hunting Blowgun.** *Ranged Weapon Attack:* +2 to hit, range 50/100 ft., one target. *Hit:* 1 (1) bludgeoning damage.

**Shadeberry:** Target is blinded for one hour, or until an action is spent neutralizing Shadeberry dust with a 1 liter of fresh water.  
**Badberry:** Target is poisoned until an antidote, healing spell or potion is consumed.

**Howlberry:** Target is frightened of the nearest hostile foe and anything that may resemble it for one hour, or until an action is spent neutralizing Howlberry dust with a 1 liter of sea water.

**Starberry:** Target emits a faint multicolor glow for one hour, or until skin, hair armor and clothing are treated with fresh wood ash.

## MALAR ACOLYTE

Medium. Human. Lawful Evil.

**Armor Class** 12 (leather armor)

**Hit Points** 25 (5d8+10)

**Speed** 30 ft.

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

**Skills** Medicine, Religion +4

**Senses** Passive Perception 12

**Languages** Common

**Challenge** 1/2 (200 XP)

**Spellcasting.** The acolyte is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has following the spells prepared:

Cantrips (at will): *resistance, sacred flame, thaumaturgy*  
1st level (4 slots): *bles, cure wounds, inflict wounds, sanctuary*  
2nd level (3 slots): *enhance ability, hold person, spiritual weapon*

## ACTIONS

**Multiattack.** The hunter makes two melee attacks.

**Hunter's Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) slashing damage. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Breaks on a natural 1 if not wielded by Malar's faithful.

**Hunting Blowgun.** *Ranged Weapon Attack:* +2 to hit, range 50/100 ft., one target. *Hit:* 1 (1) bludgeoning damage.

**Shadeberry:** Target is blinded for one hour, or until an action is spent neutralizing Shadeberry dust with a 1 liter of fresh water.  
**Badberry:** Target is poisoned until an antidote, healing spell or potion is consumed.

**Howlberry:** Target is frightened of the nearest hostile foe and anything that may resemble it for one hour, or until an action is spent neutralizing Howlberry dust with a 1 liter of sea water.

**Starberry:** Target emits a faint multicolor glow for one hour, or until skin, hair armor and clothing are treated with fresh wood ash.

### 1d6

### Malar Treasure

1	Hunter's Map
2	Goodberry Wineskin
3	Hunter's Dagger +1
4	Good Pickle Jar
5	Hunting Blowgun +1
6	1d4 Blowgun Berries

## NEW ITEMS

**Goodberry Wineskin:** Wineskin enchanted to ferment goodberries into wine. Each portion heals 5 HP. Contains two portions. *To make wine:* Place ten goodberries into Wineskin with 1 pint of fresh water. Wine is ready in 24 hours.

**Hunter's Map:** +2 on rolls to move through this Pack's territory.

**Goodpickles:** Pickled Cucumbers with Goodberries added during the fermentation. Jar holds 10 pickles, each

heals 1 HP. – A favorite snack of the Mirrorskin Hunt.

**BONUS TREASURE**  
**Bag of Tricks (any color) – DMG 154**  
**Oil of Slipperiness – DMG 184**  
**Pipes of Haunting - DMG 185**  
**Vicious Weapon – DMG 209**

Allow a Malarite to use one of these during combat to tempt the party into fighting them for it.

**HUNTMISTRESS TIGER**

Kareena Broadhorn. Huntmistress Tiger is the only (legitimate) child of Flay Broadhorn aka Huntmaster Snake, and his departed wife, Lilybeth. Raised in the Malarite faith, Kareena never shied away from the requirements of the hunt. Throwing herself into honing her skills as a hunter and baker, Kareen rose through the ranks of the Baker’s Guild and become something of a minor celebrity in Waterdeep. She is best known for her chain of automats, *Harpy’s Handpies*, which churns out affordable and delicious cheap and savory hand pies to fuel Waterdeep’s working class. With two locations at both ends of the Trades Ward and over a dozen skilled bakers working under her, the future looks bright for Kareena – assuming she can fulfill her goal of eventually replacing her father as head of the Mirrorskin Hunt.

**NEW ITEM: CLAWS OF MALAR**  
**Martial Weapon. 5 ft reach.**  
Ceremonial claw bracers used by Malarites during hunts. 1d6 damage, treated as a +1 *magical weapon* when wielded by Malar’s faithful.

Someone wielding this weapon cannot be disarmed and a spellcaster can consider the hand wielding this weapon a free hand.

**HUNTMISTRESS TIGER**  
*Medium . Human. Lawful Evil.*

**Armor Class** 14 (Studded Leather armor)  
**Hit Points** 50 (12d8+24)  
**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Cha +4  
**Skills** Acrobatics +3, Perception +4, Persuasion +4, Stealth +5, Survival +4  
**Condition Immunities** Frightened, Charmed  
**Senses** Passive Perception 14  
**Languages** Common, Dwarvish, Evlish, Gnomish  
**Challenge** 3 (700 XP)

**Pounce.** If Huntmistress Tiger moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, Tiger can make an attack against it as a bonus action.

**ACTIONS**  
**Multiattack.** Huntmistress Tiger makes two attacks.  
**Claws of Malar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) slashing damage.  
**Hunter’s Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Or *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Breaks on a natural 1 if not wielded by Malar’s faithful.  
**Hunting Whip.** *Reach Weapon Attack:* +5 to hit, reach 20 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**REACTIONS**  
**Parry.** Huntmistress Tiger adds 2 to her AC against one melee or ranged attack that would hit it. To do so Tiger must see the attacker and be wielding a weapon.



## HUNTMASTER SNAKE

Flay Broadhorn. The youngest son of the Broadhorn noble family. Flay's family forbade him continuing his magical studies after several household pets went missing.

Shunned by his family, Flay began to spend time with the household's cook. This cook introduced Flay to the worship of Malar as they went on hunts in the wilderness, and soon Flay became fervent in his desire to become a full-fledged Malarite.

Flay joined the Butcher's Guild and became a successful meat merchant and importer. He would soon take control of the family fortune after his siblings suffered a series of unfortunate hunting accidents. He met some like-minded among Waterdeep's guilds and founded the Mirrorskin Hunt. That was forty years ago.

Operating in secret, the Mirrorskin spent decades conducting their seasonal hunts in the wilderness. About 5 years ago Flay received a vision from Malar to bring the Wild Hunts to Waterdeep.

### HUNTMASTER SNAKE

Medium. Human. Lawful Evil

**Armor Class** 18 (Hardened Studded Leather)

**Hit Points** 70 (11d8 + 22)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Dex +7, Con +5, Wis +4

**Skills** Deception +7, Intimidation +4, Perception +4, Persuasion +4, Stealth +10

**Senses** Passive Perception 12

**Languages** Common, Elvish, Gnomish, Dwarvish

**Challenge** 5 (1,800 XP)

**Assassinate.** During his first turn, Huntmaster Snake has advantage on attack rolls against any opponent that hasn't taken a turn. Any hit Snake scores against a surprised opponent is a critical hit.

**Dark Devotion.** Huntmaster Snake has advantage on saving throws against being charmed or frightened.

**Malar's Boon.** Malar has blessed Huntmaster Snake with access to certain powers that are only accessible to him during a Wild Hunt.

Huntmaster Snake's spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *animate dead*

1/day each: *compelled duel*, *darkness*, *faerie fire*, *cure wounds*

### ACTIONS

**Multiattack.** Snake makes two melee attacks.

**Claws of Malar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) slashing damage.

**Hunter's Dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Or *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage. Breaks on a natural 1 if not wielded by Malar's faithful.

### REACTIONS

**Parry.** Huntmaster Snake adds 3 to its AC against one melee attack that would hit it. To do so, the Snake must see the attacker and be wielding a melee weapon.

## HUNTMASTER RAT

Vladimir Indilay. Raised by Huntmaster Snake after the death of his father. Vladimir worked his whole life to be worthy of hunting for Malar. He sought to increase his strength by becoming a lycanthrope like his father, but he was tricked into becoming a Wererat by Tiger.

### HUNTMASTER RAT

Medium. Human. Chaotic Evil.

**Armor Class** 14 (Leather armor)

**Hit Points** 35 (4d8+4)

**Speed** 60 ft., climb 30 ft. (hybrid form only)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Acrobatics +4, Perception +3, Stealth +4, Survival +5

**Damage Vulnerabilities** Fire

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 60 ft. (rat form only), passive Perception 134

**Languages** Common, Dwarvish

**Challenge** 2 (450 XP)

**Shapechanger.** Huntmaster Rat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into his true form, which is humanoid. His stats other than size, are the same between rat-humanoid and giant rat form. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.

**Keen Smell.** Huntmaster Rat has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** Huntmaster Rat has advantage on an attack roll against a creature if at least one of the his allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** Huntmaster 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 wererat lycanthropy.

**Claw of Malar (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

## HUNTmistress SHARK

Monica Leadkeep. Recruited due to her size and strength. Quickly rose to the ranks of Huntmistress. Takes no joy in killing but sees the Hunt as a path to a better life.

### HUNTmistress SHARK

Medium. Human. Chaotic Neutral..

**Armor Class** 14 (Leather armor)

**Hit Points** 35 (4d8+4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Athletics +4, Perception +2, Stealth +2, Survival +6

**Damage Resistance** Bludgeoning

**Senses** Passive Perception 12

**Languages** Common

**Challenge** 2 (450 XP)

**Blood Frenzy.** Huntmistress Shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Brute.** A melee weapon deals one extra die of its damage when Shark hits with it (included in the attack).

**Unflappable.** Shark has advantage on saving throws against being charmed, frightened, stunned, or put to sleep.

### ACTIONS

**Multiattack.** Huntmistress Shark makes three melee attacks.

**Claw of Malar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 2) slashing damage.



# APPENDIX B – WARD ENCOUNTER TABLES

**SEA WARD ENCOUNTER TABLE**

1d8	Encounter
1	Rowdy Revelers
2	Blue Alley
3	Treasure Seekers
4	Circle of Skulls
5	Shank Alley
6	Wounded Acolyte & Prey
7	Druid of Wyllowood
8	Giant Spiders

**CASTLE WARD ENCOUNTER TABLE**

1d8	Encounter
1	Crying Hunter
2	Arrogant Guards
3	Bard College Students
4	Thayan Dignitaries
5	Dopplegangers
6	Baker's Guild Runners
7	The Market
8	Hooded Mage

**DOCK WARD ENCOUNTER TABLE**

1d8	Encounter
1	Three Dagger Alley
2	Eunuch's
3	Ice Factory
4	Flaming Ogre Comedy Club & Tavern
5	Poacher Shipment
6	Thugs
7	Drunken Sailors
8	Crooked City Guards

**NORTH WARD ENCOUNTER TABLE**

1d8	Encounter
1	Birdfeeder
2	City Watch
3	Black Dog Alley
4	Waterdeep Wazoo Office
5	Trollskull Ghost
6	Broadhorn Villa
7	Passed out Alchemist
8	Insomniac

**TRADES WARD ENCOUNTER TABLE**

1d8	Encounter
1	Duelists
2	Bloodsplattered Prey
3	The Plinth
4	Feywild Merchant
5	Expensive Hireling
6	Hand that Sings
7	Quill Alley
8	Riautur's Harpy

**SOUTHERN WARD ENCOUNTER TABLE**

1d8	Encounter
1	Graffiti Skeletons
2	Street Preacher
3	Pig Pen
4	Terrified Prey
5	Rooftop Spectators
6	Mysterious Stranger
7	Malar Mask
8	Haven

**SEWER WARD ENCOUNTER TABLE**

1d8	Encounter
1	Rope Trap
2	Rat Swarm
3	Sewer Squall
4	Giant Crab
5	Wererat Gang
6	Crabbers
7	Scroll Stash
8	Sewer Sphinx

## Sea Ward

**Rowdy Revelers.** Spent the evening drinking at the Golden Harp Inn. The inn's namesake, the magical golden harp, has only played one strange, bloodchilling song all evening. All of them are itching for a fight, not necessarily with you. 1d10.

**Blue Alley.** A blue tiled alley maintained by a mysterious mad wizard. Filled with traps. Bust out your favorite 3-5 room dungeon or 3-6 traps or tricks from DMG pages 297-8.

Surviving Blue Alley takes 90 minutes of hunt time.

**Treasure Seekers.** Teens having a laugh, attempting to dig up the cobbles on Kulzar alley in search of a fabled treasure. Roll a 1d20. If even, the coast is clear, if odd a pair of Guards show up.

**Circle of Skulls.** Cursed mages, appear as 9 Flameskulls. Known to shoot fireballs. Good loot if defeated.

**Shank Alley.** A fish market frequented by young urchins who use slings to hunt seagulls and other birds who gather there. 1d6 Urchins.

**Wounded Acolyte & Prey.** A dying Malar Acolyte near the body of a dead prey from the start of the hunt. He wants an honorable death. Carrying 50 GP and a Tan Bag of Tricks (DMG 154)

**Druid of Wyllowood.** Wylla. Out from the Underdark to root out the Worshipers of Malar long opposed by her teacher. Stats as Druid (MM 346). Will oppose any use of fatal violence by the PCs, does not wish to empower Malar further. Will aggressively turn on them if they don't heed her warnings but will not kill them.

**Giant Spiders.** 1d4. Trained security creatures. Will attack for 3 turns. Owner will pop out of house and call them in.

Might be aggressive if PCs have killed Spiders.

## North Ward

**Birdfeeder.** Grizzled Dwarf Ranger attending a dovecote on the roof of a Rowhouse. Hates Malarites. Friendly & Helpful.

**City Watch.** Looking for a cat burglar, will attempt to interrogate party. 1d6.

**Black Dog Alley.** Ghost of the Black Dog Appears. DC 12 Animal Handling or Arcana check to dispel. Otherwise, bark will alert a pair of Malar Hunters.

**Waterdeep Wazoo Office.** Candles are burning in a second story office. A journalist – Jessica Juniper – is hard at work trying to meet a deadline.

**Trollskull Ghost.** Ghost of a Waterdhavian who died in a Fireball attack on Trollskull alley. Has witnessed a few of the Wild Hunts that have come through the ward.

**Broadhorn Villa.** With a Successful DC12 Stealth check, the PCs will notice Tiger, 1 Malar Acolyte and 3 hunters, all exiting the Villa.

**Passed out Alchemist.** Partied a bit too hard. DC 12 sleight of hand check to relieve her of 20 coppers and a vial of Clear Water.

### **CLEAR WATER**

*Adventuring Gear (Potion) Uncommon*

*Can be applied to any non-magical surface as an action. Renders five feet of that surface completely transparent from the side to which it was applied.*

**Insomniac.** Owner of a haunted Villa. Cannot sleep because of the Ghost, wanders the Ward alternatively drinking, praying and cursing his family's fate. If the party accompanies him to his villa, they will be attacked by a group of Malarites. The Ghost



(MM 147) of the house will protect them (“I know what it’s like to be hunted.”) until she is reduced to 0 HP – will reappear the following dusk.

### Castle Ward

**Crying Malar Hunter.** The characters notice sobbing coming from around a bend. There is a Malar hunter crouched over the body of a commoner that bears a superficial resemblance to a PC. If approached he will express remorse for his mistake “I thought it was one of you...” Will attack the first character that seems to have their guard down.

**Arrogant Guards.** A quartet of recently graduated cadets, all the extra children of minor noble families. Eager to prove themselves.

**Bard College First Years.** Busking. Not untalented but prone to rudeness at passerbys who don’t “give a donation.” Willing to cast Viscious Mockery. Stats as a Commoner (DMG).

**Thayan Dignitaries.** Tall, hairless, with tattooed heads. Looking to let loose and have a good time. Carrying more coin than caution. Love to make wagers. Stats as Nobles (MM 348). Chaotic Neutral. Accompanied by a very poorly disguised Zombie (MM 316) butler.

**Doppelgangers.** A trio polymorphed into the forms of Waterdeep Natives they have abducted and replaced. On their way to the illicit exchange in the Ice Factory. One member of the trio looks like someone a party member knows.

**Bakers Guild Runners.** Thieves (1d4) who ensure Bakers’ Guild shipments arrive safely. Shifty and aggressive, but always looking to make extra coin.

**The Market.** You blend into the crowds. Party member with the lowest passive

perception is targeted by a pickpocket. DC 14 Perception check to notice the pickpocket.

**Hooded Mage.** A hooded mage bumps into any spellcaster in the party and slips a spell (1<sup>st</sup> or 2<sup>nd</sup> level) scroll of the Dungeon Master’s choosing into their pocket.

### Trades Ward

**Duelists.** 2 Mages and their Seconds are preparing to duel in the Court of the White Bull. Any spells made in this area trigger a roll on a Wild Magic Effects table. Will attract the attention of 1d6 City Watchmen.

**Bloodsplattered Prey.** Another prey of the hunt, covered in gore and standing over the corpses of two Malar Hunters. DC 18 Persuasion to recruit. Give character sheet to the players.

**The Plinth.** The destroyed all faith’s temple. A DC 12 Religion check reveals several offerings left to Malar. All PCs gain advantage on their tests against spells cast by any Malar Acolytes.

**Feywild Merchant.** Merchant from the feywild (Gnome, Chaotic Good, old, bushy silver hair) selling 1d20 items of the Dungeon Master’s choosing for semi-reasonable prices. Able to get the party out of the city – for a price. 3d20 years will pass while they wait out the hunt in the Feywild.

If no more than 40 years have passed when they return, an older, more dangerous Huntmistress Tiger will be waiting for them with 1d8 Hunters and 2 Acolytes. If more than 40 years have passed, she will be waiting alongside her granddaughter, Huntmistress Tiger the Second, but will not fight. Tiger can be replaced with Rat or Shark at the Dungeon Master’s pleasure.

**Expensive Hireling.** An old Dragonborn Veteran (MM 403) drinking and playing cards in Virgin’s Square. Claims to be for

hire but only at 100 GP a day. Willing to gamble for his services.

**Hand that Sings.** An animated spell that haunts Brindful alley, a human sized severed hand with a mouth. Attracted to magic, especially magic items. Aggressive. Hums and sings Malar's blood song. DC 16 Arcana check to banish.

**Quill Alley.** An alley of rickety buildings lined with exterior staircases. Known playground for children and thieves. DC 11 Stealth test to evade or surprise an incoming Malar patrol (2 Acolytes, 1 Hunter).

**Riautur's Harpy.** 2 Malar Hunters attempt to douse the party with foul smelling viscera (DC 12 Acrobatics check to evade) while a Malar Acolyte unpetrifies the stone **Harpy** (MM 181) atop the weapon shop. The Harpy will attack any characters covered in viscera.

### Dock Ward

**Three Dagger Alley.** Named after the magical daggers which will make three attacks on anyone coming through the alley. DC 12 Dexterity save to dodge a single dagger, +1 if targeted by any additional daggers. Players can lead enemies into this alley once they know its location.

**Eunuch's.** Fetish gear and costume rental. Secretly run by a disguised Illithid (MM 222.) Lawful Good, Pacifist. Disguised as an elderly Human woman. Costumes are 1 GP a night. Appropriate costumes provide +3 to performance tests.

**Ice Factory.** A warehouse where ice is made, cut, packed and shipped off to businesses of Waterdeep. Closed but a simple DC 12 Sleight of Hand check gets you through the door. The owner, a **Bandit Captain**, and 4 **Thugs** are conducting an illicit deal with Xanathar Guild members (1d6 **Thugs**) inside. DC 14 Stealth to hide.

### **Flaming Ogre Comedy Club & Tavern.**

Great chicken tenders, strong drinks, so-so performers. A successful DC 10 investigation check reveals four Malar Hunters unmasking and cloaking themselves in an alley before entering the club. *4 copper cover charge at the door.*

**Poacher Shipment:** Poachers unloading a shipment of exotic creatures (1d12, choose from the Monster Manual) lose track of their goods. Creatures are aggressive and agitated.

**Thugs.** A member of the party owes their boss money. 1d8.

**Drunken Sailors.** First shore leave in months. 1d6.

**Crooked City Guards.** Happy to shake you down. 1d4.

### Southern Ward

**Graffiti Skeletons.** 1d6. Used by youth gangs to mark territory. Created with magical chalk. Resistant to attacks from non-magical or non-chalk weapons. 1 HP. 1d4 damage. +4 to hit.

**Pig Pen.** A mud pit behind a wooden hovel. 2d12 sleeping Pigs. 1d4 Malar hunters hiding in the muck. Any character with a passive perception of 13 or higher will notice them. Will attack players with blow guns.

**Street Preacher.** A robed human preaching to alley cats and pigeons. If the party listen to him or give him a donation, he offers them a blessing: their next attack that deals damage will deal double damage. Secretly a cleric of Malar.

The party will be attacked by a small group of Malar hunters after this encounter. The preacher will not participate, merely watch, chant a blessing and cheer on all the participants.



**Terrified Prey.** A pair of terrified “prey.” Ask to join up with party. A successful DC 13 History or Investigation check to ascertain that these two were not present at the start of the hunt. Two (unmasked) Malar Acolytes.

**Rooftop spectators.** A few urchins and old drunks watching from the rooftops. If questioned by the players they will say they are waiting to see how they do in the Wild Hunt. Will have a general sense of how well the party has been doing (general number of survived encounters, any treasure found, team deaths, etc).

**Mysterious Stranger.** Looks familiar to a character (decide which). Claims they have knowledge of their future. If the characters entertain them they can use this knowledge to skip their next encounter with Malarites. Stranger will vanish into thin air.

**Malar Mask.** You spot a bloodied Malar ceremonial mask lying near a broken dagger. The mask is a mimic (MM 220)!

**Haven.** A young half-elf, no more than 15, beckons to you from a rickety fire escape and offers you safe haven. She lives alone since her father left to be prey in a previous Wild Hunt. Players gain the benefit of a short rest.

### Sewer Ward

**Rope Trap.** DC 15 Perception or Survival to notice and evade. Rope trap grabs character by ankle and flings them into sewer water. DC 12 Constitution save to avoid getting sick. DC 15 Athletics check to evade approaching Crocodile.

**Sewer Sickness:** Max HP reduced by 1d6 for 24 hours.

**Rat Swarm.** A swarm of rats (MM 339) is approaching.

**Sewer Squall.** A gust of wind blows down a sewer pipe and blast up a geyser of sewer water. DC 12 Dexterity save to avoid. Test against sewer sickness if struck.

**Giant Crab.** A Giant Crab (MM 324) aggressively guarding the entrance to a narrow pipe. Will summon 1d8 more Giant Crabs if threatened. There is treasure...if you can get to it (Treasure Table A, DMG 144).

**Wererat Gang.** 1d8 Wererats (MM 209.) Halflings and Gnomes, Chaotic Neutral. playing dice, eating crab legs, drinking ale. Untransformed.

**Crabbers.** 1d4 Goblins (MM 166) armed with nets, tridents and barrels. Planning a crab boil. Placed big bets in the Gambling Den (Sewer Map 2, Room 4. See **Appendix D**).

**Secret Stash.** You find a bloodstained briefcase behind some rubble. Roll on Magic Item Table A (DMG 144) for its contents.

**Sewer Sphinx.** Head of a cat, body of a crocodile, wings of a bat. Born of magical runoff into the sewers, curious about mortal beings. Will question them like an annoying toddler. How they interact with the creature will shape its outlook and development.

Stats of a Giant Crocodile (MM 324), 15 foot flying speed. Can summon a sewer squall 3/day, and a swarm of rats at will.

### Ward Boons

1. Previous Prey
2. Urchins
3. Alchemist
4. Guild Envoy
5. Closed shop
6. Prey
7. Malar's Breath
8. Someone who benefitted from your debt comes to your aid

## APPENDIX C – ENCOUNTER REFERENCE

Have players roll on the Ward Boon table when they roll a natural 20 on a skill check to evade Malar Hunters when entering a Ward.

**Previous Prey.** Previous prey, a Dray driver, rescues the party and gives them a ride on their double-decker carriage. Gifts the party a deck of illusions, party gains the benefit of a short rest. Dropped off in new ward, 30 minutes have passed.

**Urchins.** Take the party to a Decanter of Endless Water (DMG 161). Willing to share whatever water the players can carry but will not give the decanter up willingly.

**Alchemist.** Gifts 2 potions of healing and Dust of Disappearance (DMG 166).

**Guild Envoy.** Member of the Jester's Guild presents the Party with a Robe of Useful Items (DMG 195) "because it will be funny."

**Closed Shop.** The party hides in an abandoned shop. They find a Potion of Healing among the refuse.

**Prey.** Another prey joins up with the group. Give their character sheet to the players.

**Malar's Breath.** All spellcasters regain 1 expended spell slot.

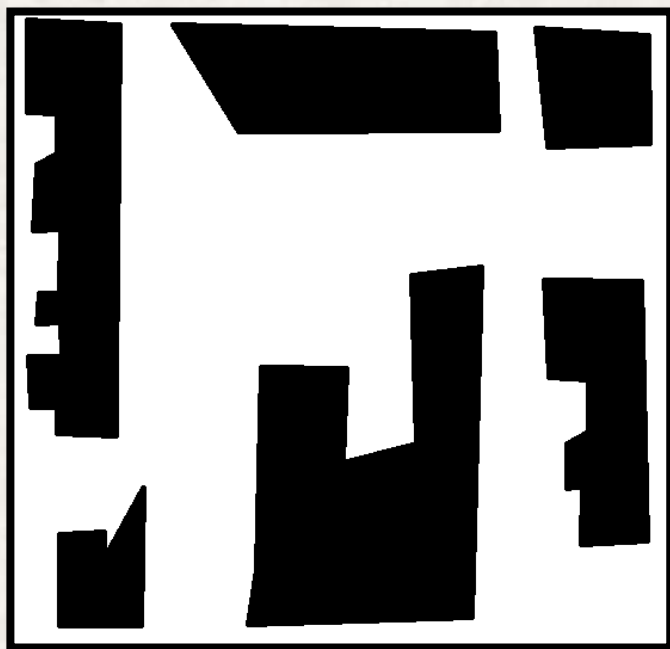
**Aid.** Someone who benefitted from your debt comes to your aid. How they provide aid is up to the DM's interpretation, but it should be unambiguously helpful – like joining the party or healing them.

Bandit, *Monster Manual* page 343  
Bandit Captain, *Monster Manual* page 344  
Commoner, *Monster Manual* page 345  
City Guard, *Monster Manual* page 347  
Cult Fanatic, *Monster Manual* page 345  
Crocodile, *Monster Manual* page 320  
Druid, *Monster Manual* page 346  
Doppelgangers, *Monster Manual* page 82  
Flameskulls, *Monster Manual* page 134  
Ghost, *Monster Manual* page 147  
Giant Crab, *Monster Manual* page 324  
Giant Crocodile, *Monster Manual* page 324  
Giant Spider, *Monster Manual* page 328  
Goblin, *Monster Manual* page 166  
Harpy, *Monster Manual* page 181  
Kenku, *Monster Manual* page 194  
Knight, *Monster Manual* page 347  
Mage, *Monster Manual* page 347  
Mimic, *Monster Manual* page 220  
Noble, *Monster Manual* page 348  
Priest, *Monster Manual* page 348  
Satyr, *Monster Manual* page 267  
Swarm of Rats, *Monster Manual* page 339  
Thug, *Monster Manual* page 359  
Veteran, *Monster Manual* page 403  
Wererat, *Monster Manual* page 209  
Zombie, *Monster Manual* page 316

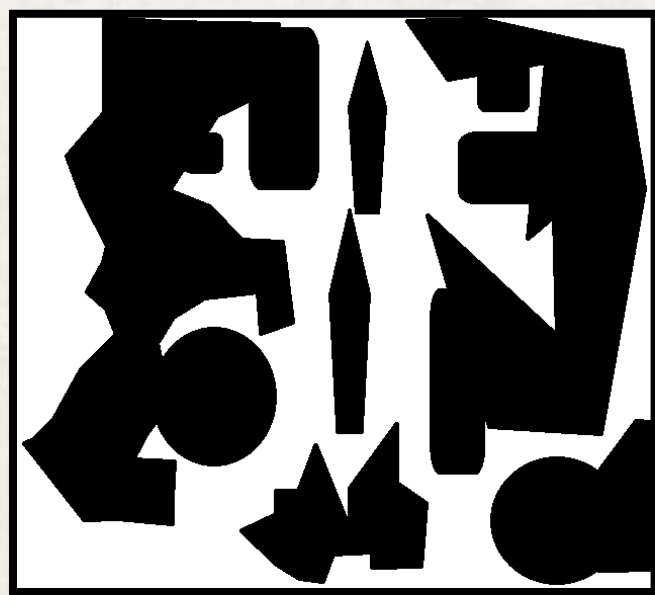
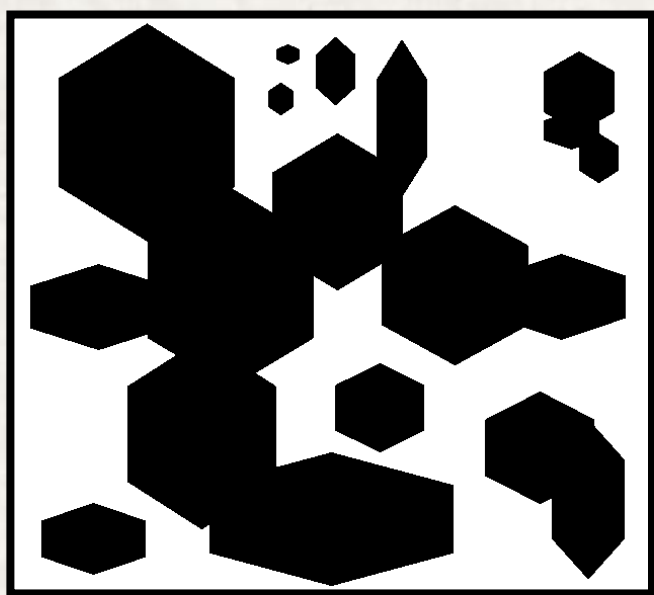
1d6	Friendly Face
1	Priest
2	Cult Fanatic
3	Knight
4	Bandit Captain
5	Kenku
6	Satyr



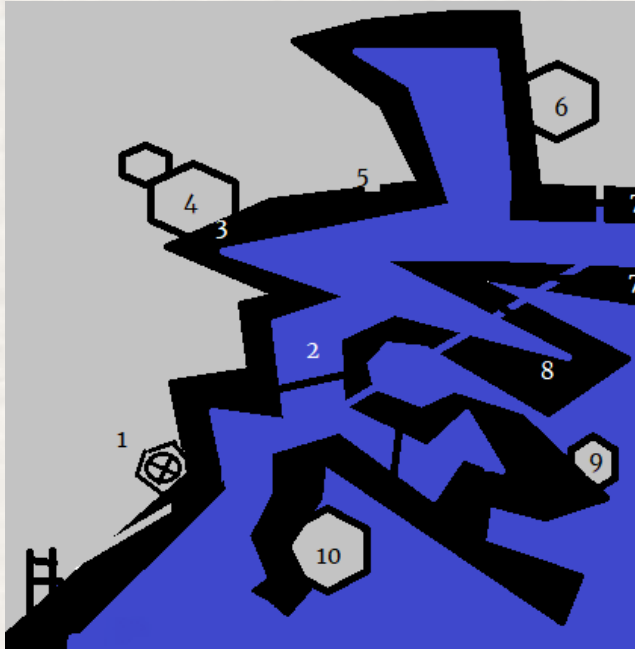
## APPENDIX D – MAPS



Street & Alley Maps

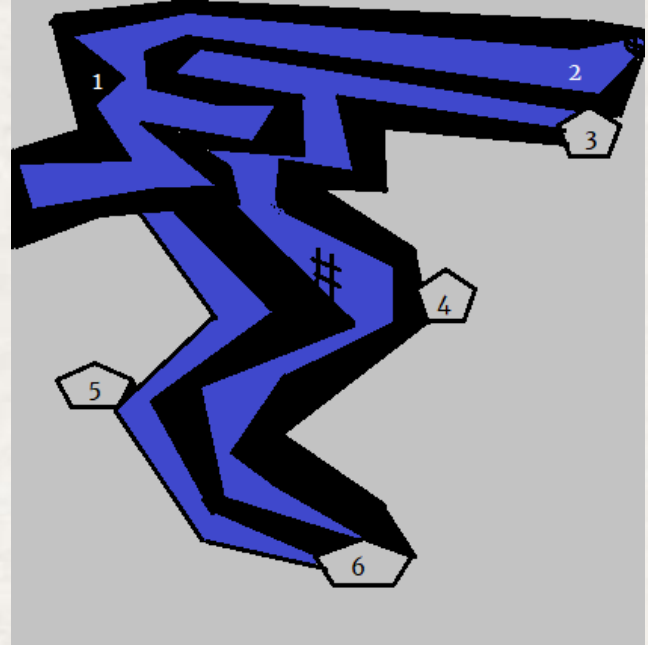


## Sewer Maps



1. **Sewer Grate.** Spews sewage – DC 11 DEX save to dodge. Disadvantage on checks to hide and interact with NPCs until clean if failed.
2. **Hungry Crocodile.** DC 12 Athletics checks to cross the rickety pathway. Fall in water if fail. Test against sewer sickness, roll initiative for Crocodile (MM 324) Attack.
3. **Guarding Crab.** Giant Crab (MM 324) guarding a sewer hovel.
4. **Sewer Hovel.** Secret stash: 1 potion of Minor Healing. DC 20 Investigation check to find a secret hiding spot in the wall. Large enough for 75% of the party to hide in.
5. **Arrow Trap.** DC 12 Perception or Survival to spot. 1d8 damage on a failed save.
6. **Dungsweeper's Hovel.** Contains Dungsweeper's Kit: Tools for cleaning and repairing sewer junctions, basic items for fending off and capturing sewer creatures, bag of 20 coppers.
7. **Path to Sewer 2.**
8. **Malar Hunters.** Camouflaged, 1d6.

9. **Malar Hovel** – DC 12 Stealth check to catch 2 Malar Hunters off guard.
10. **Brewer's Hovel** – DC 15 Sleight of Hand check to pick locks. A ladder and flight of stairs lead to a well-maintained cellar slightly above the sewers. Filled with brewing supplies and barrels of aging ale and mead. Ladder and hatch lead to the root cellar of a tavern (Lisa's Libations) in the Trades Ward.

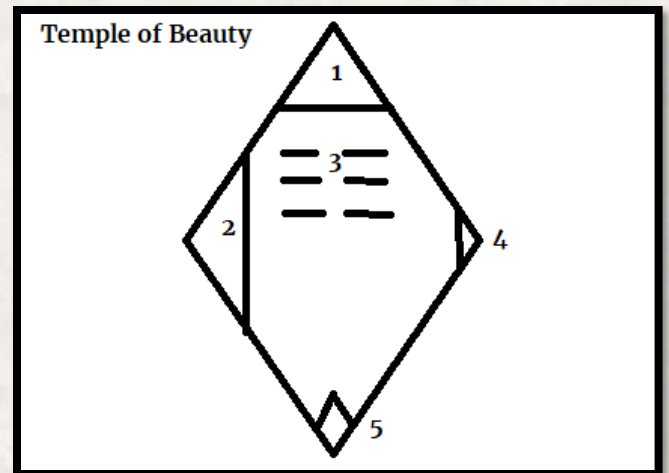


1. **Pressure Column Trap.** DC 14 Investigation check to avoid being pressed up into the ceiling for 2d6 bludgeoning damage.
2. **Crocodile.** A hungry Crocodile.
3. **Hovel.** Refuse filled hiding spot. 1d8 swarm of rats inside.
4. **Sewer Gambling Den.** 1d6 gamblers + a bookie. Taking bets on the Wild Hunt.
5. **Tunnel hole.** DC 14 Acrobatics test to get into the tunnel. Exits in bay of the dockward.
6. **Shrine.** Shrine to Malar. Full of skulls and lit candles. A few unlit candles. Advantage on next two damage rolls if a character lights a candle or leaves an offering.

## Temple of Beauty Maps

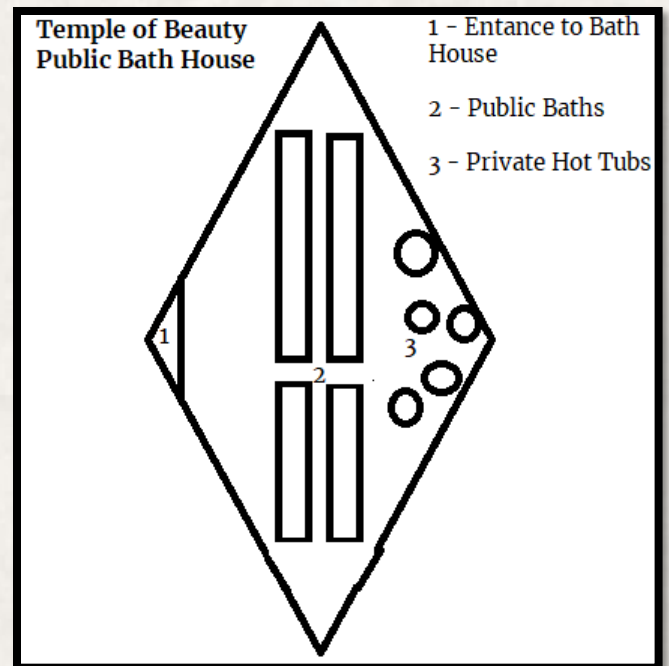
Temple of Beauty:

1. Altar
2. Changing room and weapon/armor storage
3. Pews. 1d4 supplicants
4. Door to public baths
5. Temple Entrance



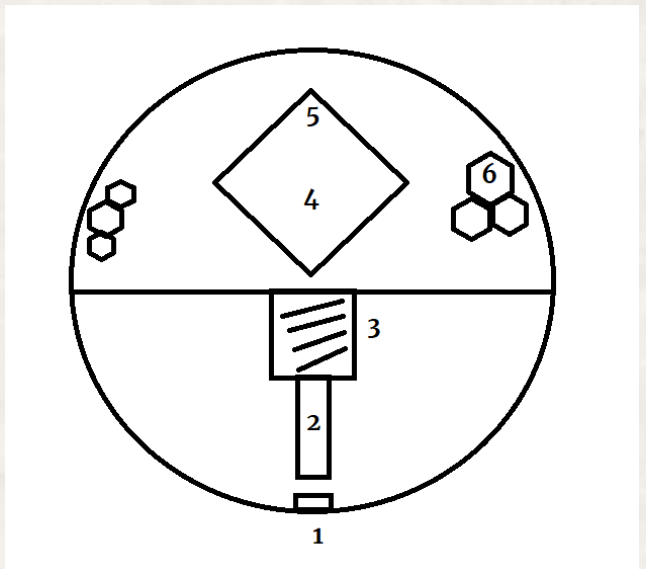
Temple of Beauty Public Bath House:

Pools will have 2d6 swimmers, stats as Commoners.



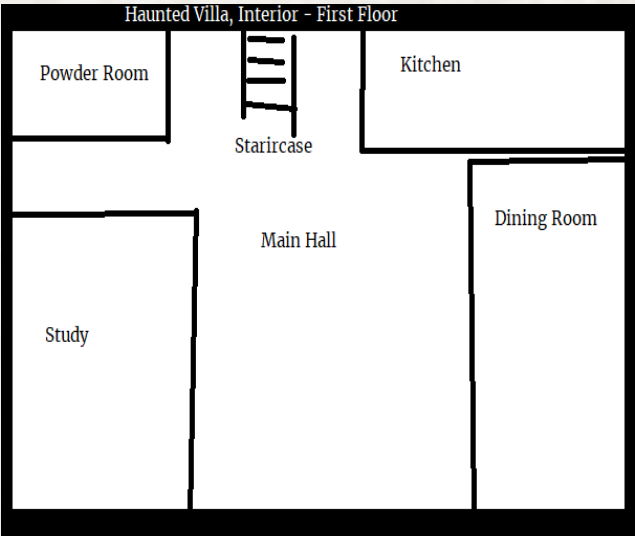
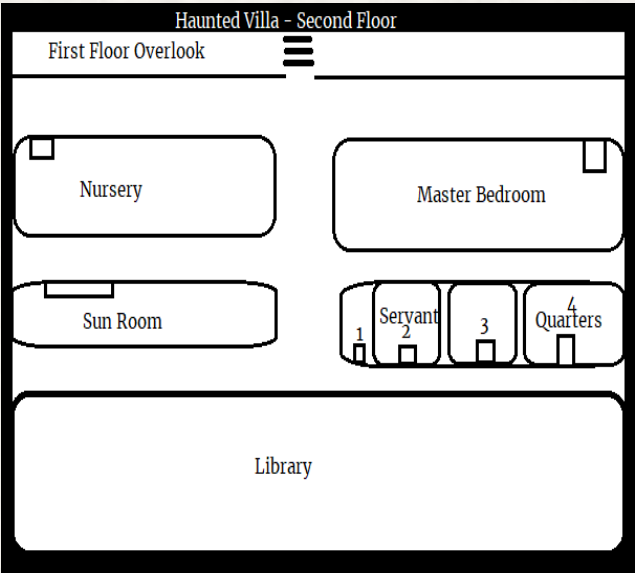
Temple of Beauty, Private Hot Tub

1. Entrance
2. Pathway
3. Stairs
4. Hot tub
5. Tiger
6. Tiger's Armor Chest

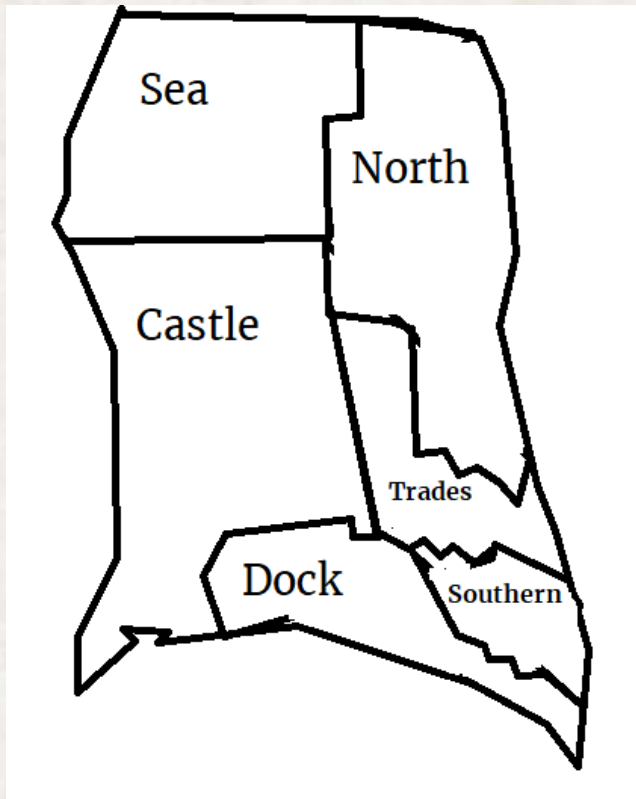




Haunted Villa Maps



# ONE-PAGE ENCHIRIDION



<u>Ward</u>	<u>Initial DC</u>	<u>Favored Skill</u>	<u>Faction Territory</u>
Sea	13	Arcana	Snake
North	13	Acrobatics	Tiger
Castle	13	Performance	Shark
Trades	13	Animal Handling	Tiger
Dock	13	Stealth	Shark
Southern	13	Intimidation	Rat
Sewer	13	Survival	Rat

<u>Ward</u>	<u>Population</u>	<u>Home/Building Style</u>	<u>General Vibe</u>
Sea	Very Wealthy	Palatial Homes, Fancy Businesses	Old, Expensive
North	Upper Middle Class, Civic Workers, Merchants, Lesser Nobles, live-in Servants	Small Villas, Rowhomes	Residential, Peaceful, Quiet
Castle	Government, City Guards	Admin buildings, Temples, Businesses	Accountants, Cops and Lawyers
Trades	Working class trades people and merchants	Businesses, Guildhalls	Shopping & Eating. Bustling
Dock	Laborers, Criminals, Poor	Warehouses, Shacks	Commerce & Crime
Southern	Laborers, Immigrants, Travelling caravans	1 <sup>st</sup> floor businesses, second floor housing	Diverse, Rickety
Sewer	Criminals, Outcast	Hovels, Hideouts, Pipes, Tunnels	Dirty, Slimey