

B e e d of P ro p er t y

This is to certify that on _____ the ownership of
the property known as Trollskull Manor, located on Trollskull Alley
in the North Ward of Waterdeep was hereby transferred to
from

Master Volotham Gedlarm, chronicler, wizard, and celebrity.

S. Kyllyne Silverhelve

magistrate at Waterdeep courthouse three of the Castle Ward, attest
to the veracity of the transfer of ownership described above.

I do further certify that _____ is responsible for all rats,
spiders, weevils (bol or otherwise), undead, plagues, diseases, and any
other dangers, listed or otherwise, that may emanate from said
establishment. The proprietor(s) accept all responsibility for ill-
tempered patrons, poorly considered architectural modifications, and
any other actions or outcomes, which may cause undue harm or
embarrassment to the city of Waterdeep or its citizens. The new
proprietor(s) further assent to pay any and all applicable fees or
allowances to Waterdeep's illustrious guilds and city-recognized
organizations per local Ward policies and provisions, including but
not limited to:

- * Carpenters', Roofers' and Plasterers' Guild
- * Cellarers' and Plumbers' Guild
- * Dungeweepers' Guild
- * Fellowship of Innkeepers
- * Guild of Chandlers and Lamplighters
- * Guild of Glassblowers, Glaziers, and Spectacle-makers
- * Guild of Trusted Pewterers and Casters
- * Royal Order of Street Laborers
- * Most Careful Order of Skilled Smiths and Metallurgers
- * Stablemasters' and Farriers' Guild
- * Watchful Order of Magists and Protectors



Punishment for a crime can include one or more of the following, based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:

- Death
- Exile (for a number of years or summers)
- Flogging (a set number of strokes)
- Hard labor (for a period of days, months, or years depending on the seriousness of the crime)

- Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)
- Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)
- Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)
- Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)

I. Crimes against Lords, Officials, and Nobles

Assaulting or impersonating a Lord: death

Assaulting or impersonating an official or noble: flogging, imprisonment up to a tenday, and fine up to 500 gp

Blackmailing an official: flogging and exile up to 10 years

Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount

Murder of a Lord, official, or noble: death

Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

II. Crimes against the City

Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp

Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp

Espionage: death or permanent exile

Fencing stolen goods: fine equal to the value of the stolen goods and edict

Forgery of an official document: flogging and exile for 10 summers

Hampering justice: fine up to 200 gp and hard labor up to a tenday

Littering: fine up to 2 gp and edict

Poisoning a city well: death

Theft: flogging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods

Treason: death

Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

III. Crimes against the Gods

Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp

Disorderly conduct within a temple: fine up to 5 gp and edict.

Public blasphemy against a god or church: edict

Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items

Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

IV. Crimes against Citizens

Assaulting a citizen: imprisonment up to a tenday, flogging, and damages up to 1,000 gp

Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict

Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp

Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp

Disturbing the peace: fine up to 25 gp and edict

Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin

Murdering a citizen with justification: exile up to 5 years or hard labor up to 3 years or damages up to 1,000 gp paid to the victim's kin

Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp

Slavery: flogging and hard labor up to 10 years

Using magic to influence a citizen without consent: fine or damages up to 1,000 gp and edict

YAGRA STONEFIST

WDH p20

Medium humanoid (half-orc), neutral

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

Relentless Endurance. When reduced to 0 hit points, Yagra drops to 1 hit point instead (but can't do this again until she finishes a long rest).

Savage Attacks. When she scores a critical hit Yagra can roll one of the weapon's damage dice and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Yagra makes two melee attacks.

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

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

Source: WDH, page 20

DURNAN

Medium humanoid (human), neutral

Armor Class 16 (*elven chain*)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +5

Senses passive Perception 15

Languages Common, Dwarvish

Challenge 9 (5,000 XP)

Special Equipment. Durnan wields a sword of sharpness (greatsword) called Grimvault. He wears boots of striding and springing, elven chain, and a ring of spell turning.

Indomitable (Recharges after a Long Rest). Durnan can reroll a saving throw that he fails. He must use the new roll.

Spell Turning. While wearing his ring of spell turning, Durnan has advantage on saving throws against any spell that targets only him (not in an area of effect). If Durnan rolls a 20 for the save and the spell is 7th level or lower, the spell has no effect on him and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

ACTIONS

Multiattack. Durnan makes four melee weapon attacks.

Grimvault. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. If the target is an object, the hit instead deals 16 slashing damage. If the target is a creature and Durnan rolls a 20 on the d20 for the attack roll, the target takes an extra 14 slashing damage, and Durnan rolls another d20. On a roll of 20, he lops off one of the target's limbs, or some other part of its body if it is limbless.

Double Crossbow. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

VOLOTHAMP “VOLO” GEDDARM

Medium humanoid (human), chaotic good

Armor Class 11

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Con +2, Wis +2

Skills Animal Handling +4, Arcana +4, Deception +5, History +4, Insight +2, Investigation +4, Perception +2, Performance +7, Persuasion +7, Sleight of Hand +3, Survival +2

Senses passive Perception 12

Languages Common, Dwarvish, Elvish

Challenge 1/4 (50 XP)

Spellcasting. Volo is a 1st-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *friends, mending, prestidigitation*

1st level (2 slots): *comprehend languages, detect magic, disguise self*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

GAZER

[Gazer]

Tiny Aberration (*Beholder*), typically Neutral Evil

Armor Class 13

Hit Points 13 (3d4 + 6)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

Saving Throws Wis +2

Skills Perception +4, Stealth +5

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP) Proficiency Bonus +2

Mimicry. The gazer can mimic simple sounds of speech it has heard, in any language. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

Eye Rays. The gazer shoots two of the following magical eye rays at random (roll two d4s, and reroll duplicates), choosing one or two targets it can see within 60 feet of it:

1- Dazing Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be charmed until the start of the gazer's next turn. While the target is charmed in this way, its speed is halved, and it has disadvantage on attack rolls.

2- Fear Ray. The targeted creature must succeed on a DC 12 Wisdom saving throw or be frightened until the start of the gazer's next turn.

3- Frost Ray. The target must succeed on a DC 12 Dexterity saving throw or take 10 (3d6) cold damage.

4- Telekinetic Ray. If the target is a creature that is Medium or smaller, it must succeed on a DC 12 Strength saving throw or be moved up to 30 feet directly away from the gazer. If the target is a Tiny object that isn't being worn or carried, the gazer moves it up to 30 feet in any direction. The gazer can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a container.

BONUS ACTIONS

Aggressive. The gazer moves up to its speed toward a hostile creature that it can see.

APPRENTICE WIZARD

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The apprentice is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mending, prestidigitation*

1st level (2 slots): *burning hands, disguise self, shield*

ACTIONS

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

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (Leather Armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Any One Language (Usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) slashing damage.

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

STIRGE

Tiny beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses Darkvision 60 Ft., passive Perception 9

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* (1d4 + 3) piercing damage. The stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge

SWASHBUCKLER

[Bretteur]

Medium Humanoid, any alignment

Armor Class 17 (leather armor, suave defense)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP) **Proficiency Bonus** +2

Suave Defense.

ACTIONS

Multiattack.

Dagger.

Rapier.

BONUS ACTIONS

Lightfooted.

This full creature's stat block is not available (not OGL).

TROLL

Large giant, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 84 (8d10+40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Senses Darkvision 60 Ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

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

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* (2d6 + 4) slashing damage.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

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:* (1d6 + 2) slashing damage.

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

DUERGAR

[Duergar]

Medium humanoid (Dwarf), lawful evil

Armor Class 16 (scale mail, shield)

Hit Points 26 (4d8 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	10 (+0)	9 (-1)

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

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

ACTIONS

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

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, or 9 (2d6 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

GRAY OOZE

Medium ooze, unaligned

Armor Class 8

Hit Points 22 (3d8+9)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Skills Stealth +2

Damage Resistance Acid, Cold, Fire

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

Senses Blindsight 60 Ft. (Blind Beyond This Radius), passive Perception 8

Challenge 1/2 (100 XP)

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

Corrode Metal. Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage plus (2d6)acid damage. If the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative -1 penalty to the ac it offers The armor is destroyed if the penalty reduces its AC to 10

INTELLECT DEVOURER

Tiny aberration, lawful evil

Armor Class 12

Hit Points 21 (6d4 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages understands Deep Speech but can't speak, telepathy 60 ft.

Challenge 2 (450 XP)

Detect Sentience. The intellect devourer can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

ACTIONS

Multiattack. The intellect devourer makes one attack with its claws and uses Devour Intellect.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Devour Intellect. The intellect devourer targets one creature it can see within 10 feet of it that has a brain. The target must succeed on a DC 12 Intelligence saving throw against this magic or take 11 (2d10) psychic damage. Also on a failure, roll 3d6: If the total equals or exceeds the target's Intelligence score, that score is reduced to 0. The target is stunned until it regains at least one point of Intelligence.

Body Thief. The intellect devourer initiates an Intelligence contest with an incapacitated humanoid within 5 feet of it. If it wins the contest, the intellect devourer magically consumes the target's brain, teleports into the target's skull, and takes control of the target's body. While inside a creature, the intellect devourer has total cover against attacks and other effects originating outside its host. The intellect devourer retains its Intelligence, Wisdom, and Charisma scores, as well as its understanding of Deep Speech, its telepathy, and its traits. It otherwise adopts the target's statistics. It knows everything the creature knew, including spells and languages.

If the host body drops to 0 hit points, the intellect devourer must leave it. A *protection from evil and good* spell cast on the body drives the intellect devourer out. The intellect devourer is also forced out if the target regains its devoured brain by means of a *wish*. By spending 5 feet of its movement, the intellect devourer can voluntarily leave the body, teleporting to the nearest unoccupied space within 5 feet of it. The body then dies, unless its brain is restored within 1 round.

FLOON BLAGMAAR

Floon, a native Waterdavian in his early thirties, is a handsome fellow but not very bright. He used to work as an escort in festhalls but is currently unemployed. Several months ago, he came upon a married noble engaging in some indiscreet behavior, and now lives off the generous bribe he is being paid to keep silent.

With friends all over the city, Floon spends most of his time drinking and carousing. He gets by on his looks and doesn't know what to do with his life, and has shown little interest in working for a living.

GAME STATISTICS

Floon is a chaotic good Illuskan human **commoner** with an Intelligence of 7 (-2) and a Charisma of 13 (+1). He speaks Common.

COMMONER

Medium Humanoid (Any Race), Any Alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 0 (10 XP)

Proficiency Bonus +2

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

WERERAT

Medium humanoid (human, shapeshifter), lawful evil

Armor Class 12

Hit Points 33 (6d8+6)

Speed 30 ft.

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

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing From Nonmagical Attacks Not Made With Silvered Weapons

Senses Darkvision 60 Ft. (Rat Form Only), passive Perception 12

Languages Common (Can't Speak In Rat Form)

Challenge 2 (450 XP)

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

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

ACTIONS

Multiaction (Humanoid or Hybrid Form Only). The wererat 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:** (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

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

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

KENKU

[Kenku]

Medium humanoid (Kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. In the first round of a combat, the kenku has advantage on attack rolls against any creature it surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

RENAER NEVEREMBER

Renaer is the estranged son of Dagult Neverember, the former Open Lord of Waterdeep and the current Lord of Neverwinter. Father and son detest one another, and Renaer is least happy when he finds himself forced to deal with some mess his father left behind. Qualities that both share include striking good looks, a love of drink, and a flair for diplomacy. What Renaer lacks is his father's belligerence, ill temper, and bad judgment.

Renaer lives off a sizable inheritance left to him by his mother. Approaching middle age, he has given up adventuring and settled down somewhat. As a Harper, he spends a lot of time defending Waterdavians against those who, like his father, would deprive them of their coin and rights. He owns Neverember House, a four-story residence in the Sea Ward. Renaer spends as little time there as possible, however, since it's constantly under surveillance by spies loyal to his father. His friends have an open invitation to use the house as they please, while Renaer spends most of his free time in taverns and festhalls.

Some believe that Renaer's estrangement from his father is nothing but an act, and that anyone who bears the Neverember name is an enemy of Waterdeep. Renaer just shakes his head at such accusations and gets on with his life. He has many powerful friends to watch his back.

GAME STATISTICS

Renaer Neverember is an Illuskan human who has the statistics of a **swashbuckler** (see page 216), with these changes:

- Renaer is chaotic good.
- He speaks Common.

SWASHBUCKLER

Medium humanoid (any race), any non-lawful alignment

Armor Class 17 (leather armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

Skills Acrobatics +8, Athletics +5, Persuasion +6

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 3 (700 XP)

Lightfooted. The swashbuckler can take the Dash or Disengage action as a bonus action on each of its turns.

Suave Defense. While the swashbuckler is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier.

ACTIONS

Multiattack. The swashbuckler makes three attacks: one with a dagger and two with its rapier.

Dagger. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.