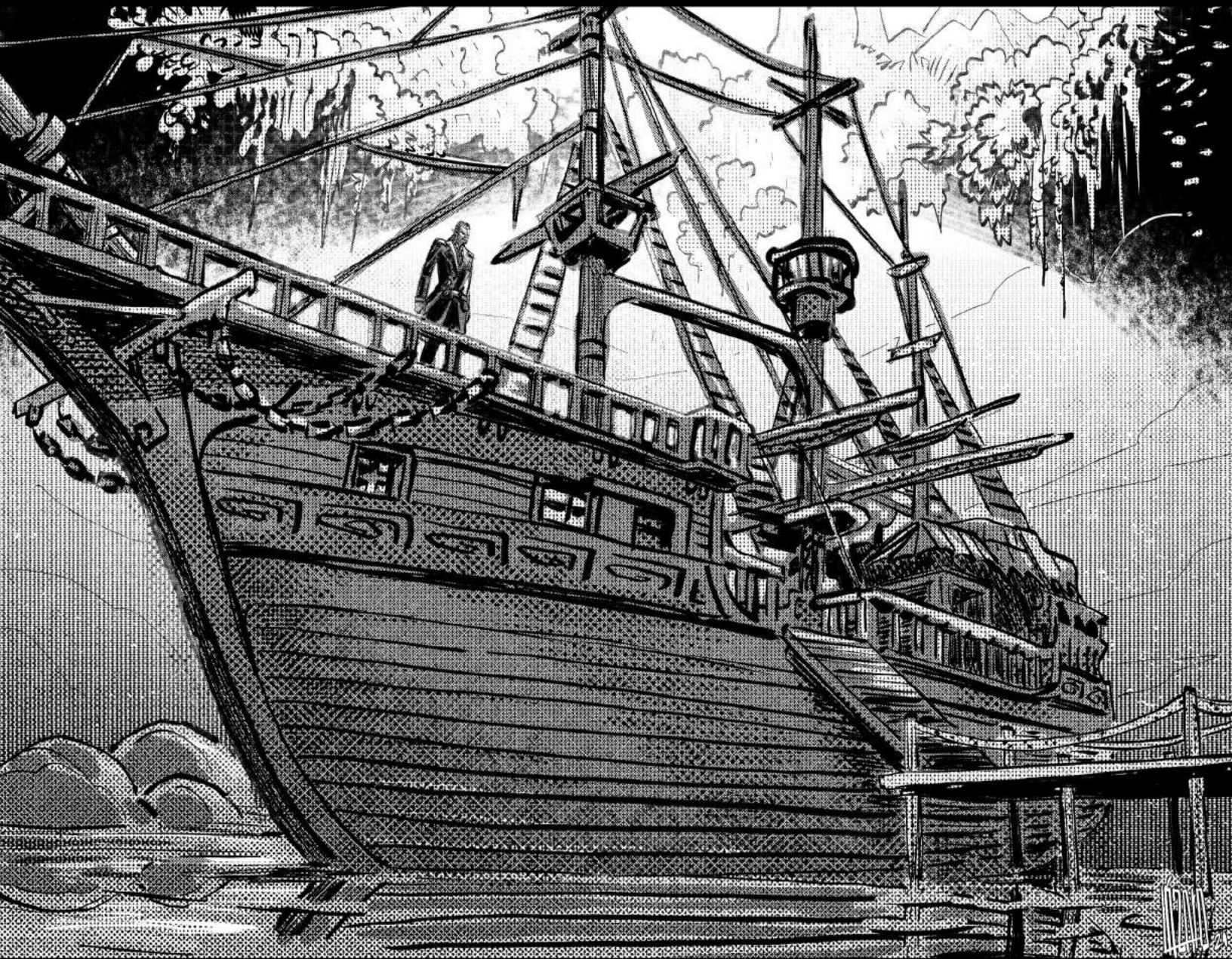


# Meet The Maker



**A Fifth Edition Adventure Scalable for Level 5, 8, or 11 Characters**



# MEET THE MAKER

Meet the Maker is a Fifth Edition adventure for a party of **four characters with an average party level (APL) of 5, 8, or 11**. The adventure is setting agnostic and can be placed in any world that has a large city with a sewer system. It is intended to be used as a resolution for a character whose background includes membership in an artisan's guild.

## BACKGROUND

The large city of Akaton is home to two prestigious mega-guilds of artisans. The Ralora Gallery has existed since the founding of the city many hundreds of years ago. They believe in the sanctity of art and feature their timeless masterpieces in a prestigious gallery. The Modern Artisans Association, in contrast, was only founded sixty years ago and caters to a less elite crowd. They become more and more popular each year as people of all means attend their Celebration of Makers, a yearly festival featuring the works of their artisans in interactive and exciting ways. There is a strong rivalry between the two guilds. Over the years, many of the member guilds of the Modern Artisans Association have been attacked and destroyed (possibly including the artisan characters' own), but although the Ralora Gallery was suspected in each case, it was never proven guilty.

While members of the Ralora Gallery are elitist snobs, they are actually innocent of their purported crimes and are being framed by Veduvi Kesparane, an aspiring artisan-of-all-trades who was rejected from both guilds. As a 400-year-old elf, he has had many decades to train himself in the use of all artisan's tools. Unfortunately for him, he is remarkably average with every single type of tool and sports an unfounded arrogance.

## DISASTER AT THE CELEBRATION OF MAKERS

This adventure begins at the opening night of The Celebration of Makers. The central exhibit this year is a large, elaborate set piece with a tavern on one side and a mountain on the other. The guild has hired musicians and actors to put on the play "The Dragon of Frost Spike Peak" each night, while the tavern is fully functional during the rest of the day.

The party attends opening night, likely by invitation of the guild master to the party member with membership in a guild (hereinafter referred to as "The Artisan"). Nearing the end of the performance, during the climactic fight with a white dragon, the stage suddenly bursts into flames. The performers flee the stage while the crowd panics and scatters. Members of the Modern Artisans Association form up into a bucket brigade to fight the fire.

### WHO IS THE GUILD MASTER?

If The Artisan has a mentor mentioned in their backstory, that is a good choice to use as guild master. Otherwise, the guild master is a middle-aged human woman named Hallie Frieder who knows The Artisan in some personal and/or professional capacity.

## FOLLOWING THE ARSONIST

A character with a passive Wisdom (Perception) score of 15 or higher automatically notices a suspicious cloaked figure running from the stage. If nobody's score is high enough, the characters may make a DC 15 Wisdom (Perception) check to spot the cause immediately after the fire breaks out. On a success, they see the arsonist and may give chase, but otherwise the arsonist escapes without detection. The arsonist (NE male human **spy**) is running deeper into the city and will attempt to duck into an alleyway or get lost in a crowd. To make the chase more interesting, refer to Chapter 8 of the core rulebook for game masters.

If the party catches the arsonist, he will reluctantly tell them what he knows: he was hired by a man who did not give his name but had the crest of the Ralora Gallery on his dagger sheath. He has written instructions for the placement of a blacksmith's puzzle cube (he does not know what it contains) on the back of a Ralora Gallery pamphlet in his pocket. He doesn't know what the cube contains or anything else relevant. If the party chases the arsonist but he escapes, they find the Ralora Gallery pamphlet fluttering to the ground at his last known location.

## FIGHTING THE FIRE

If the party does not help put out the fire, the bucket brigade manages to extinguish it after 10 minutes, but both halves of the set are badly damaged. If the party joins the fire fight and collectively manage to deal more than 100 points of damage to the fire within 10 rounds, the tavern half of the set is saved. The fire has AC 5 and immunity to all forms of damage except cold. It additionally takes 1 point of damage for each gallon of water it touches.



## DISASTER AFTERMATH

After the immediate emergency is under control, the guild master seeks The Artisan out and hands them an additional clue: a finely made blacksmith's puzzle cube that was left at the scene of the crime. To open the cube, a character must succeed on a DC 15 Intelligence (Investigation) check. Inside is a note that reads, "You have two days to announce that this mockery of the arts is cancelled forever, or you will never see our prisoner again." A DC 12 Intelligence (Investigation) check reveals that the cube bears the mark of the Ralora Gallery. The Artisan has advantage on both of these checks. If the characters don't find this, the guild master notices and suggests they try to find evidence of the Ralora Gallery's involvement in the gallery itself.

### WHO WAS KIDNAPPED?

If the artisan character has a love interest or old friend/mentor this is a great person to use as Veduvi's prisoner. Otherwise, it was the guild master's daughter, Anna, who was taken.

The reward offered for investigating the culprits of the sabotage should be appropriate for the bond The Artisan has chosen for their character. The guild master offers the artisan character the central exhibit slot for next year's Celebration of Makers if they are able to expose the culprit. If fame and obligation are not enough to persuade the party to help, the guild master also offers 100 gp per level of the adventure.

## THE RALORA GALLERY

The Ralora Gallery is a round, ostentatious building made out of marble that houses a rotating art collection from member guilds. The bottom floor houses statues while a balcony at the top displays paintings, tapestries, and other light items. Gaelen Ralora, the owner of the establishment, has an office on the upper level that overlooks the gallery which is where the Modern Artisans Association's guild master suspects incriminating evidence may be found.

The gallery is under the effect of a permanent *silence* spell. During the day, the stone front doors (AC 20, 30 hp, immunity to poison and psychic damage) are left open and discerning patrons can pay 10 gp for access to the collection. At night, the doors are locked, requiring a successful DC 20 Dexterity check using thieves' tools to unlock. The solitary window to the office is under an *arcane lock* at all times and requires a DC 20 Dexterity check using thieves' tools to open. The window has AC 20, 10 hp, and immunity to poison and psychic damage.

**Encounter: Attentive Guards.** The gallery is patrolled at all times. The guards have magical earpieces that allow them to communicate with each other despite the *silence* spell (only the spell cast on the gallery).

## RALORA GALLERY ENCOUNTER

Adventure Level	Encounter
5	5 bandit captains
8	6 veterans
11	4 gladiators

## GAELEN'S OFFICE

If the party manages to enter Gaelen's office, they surprise a **wererat** in human form named Lightfoot as he rifles through the drawers of Gaelen's desk. He is planting incriminating evidence for hiring thugs to sabotage the Celebration of Makers, as well as attacks on previous member guilds. This information is all correct and matches with what the city guard has on file, aside from important detail that the attacks were all initiated by Veduvi, not Gaelen. Although he is a member of Veduvi's group, Lightfoot tries to convince the party that he was also hired by the Modern Artisans Association. He is currently under the effects of a *potion of climbing* and attempts to flee if his lies are exposed by climbing out of the window. A character without a climbing speed who tries to climb the outside of the building must succeed on a DC 20 Strength (Athletics) check to scale the slippery marble or fall 30 feet to the ground, taking 10 (3d6) bludgeoning damage.

## INTO THE SEWERS

Veduvi's hideout is located within the sewers. If the characters weren't able to learn this from Lightfoot, they need to discover it some other way. Here are a few suggestions:

- A shopkeeper near the Ralora Gallery noticed a cloaked humanoid sneak into the sewer grate.
- The guards searching for the kidnapping victim found a personal item and boot prints leading into the sewer. They sent some guards to investigate but found nothing.
- The Ralora Gallery sold the blacksmith's cube a month ago to a human woman named Oka. Many people recognize her name or physical description, but nobody knows where she lives or works. Many remark that despite her fine clothing and haughty attitude she always has the faint odor of sewage. If the party has Lightfoot with them, they find the entrance to the sewer hideout without requiring a check. Otherwise, they must succeed on a DC 16 Wisdom (Survival) check to find humanoid tracks leading to the entrance. If they fail this check by 6 or more, they stumble into a monster's nest.

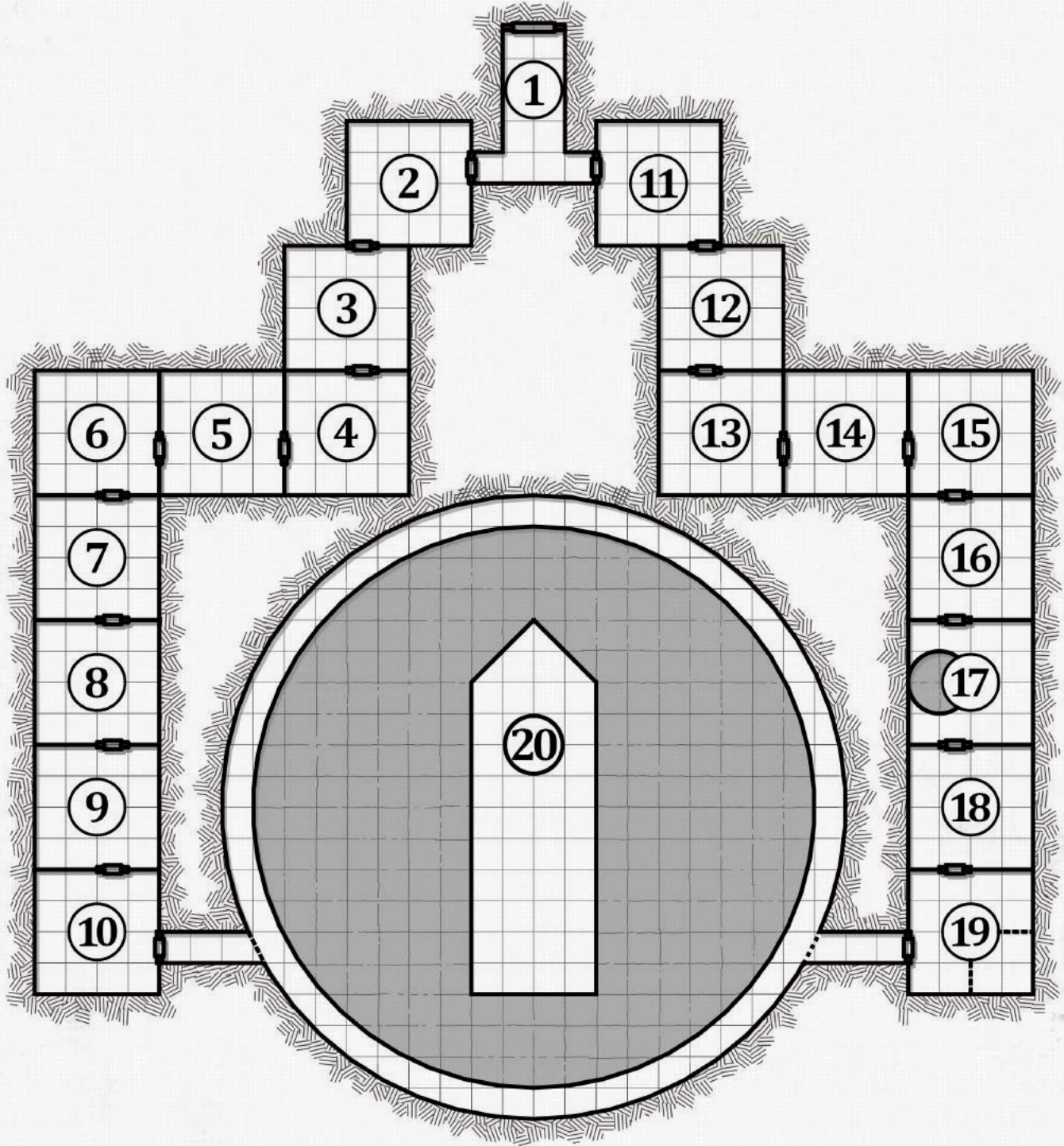
## MONSTER NEST

Adventure Level	Encounter
5	4 gricks
8	7 gricks
11	3 otyugh



# SEWER HIDEOUT

1 SQUARE = 5 FEET





# SEWER HIDEOUT

The following locations are keyed to the provided map of the Sewer Hideout.

## GENERAL FEATURES

Unless otherwise noted, locations in the Sewer Hideout have the following features.

**Ceilings, Floors, and Walls.** The ceilings, walls, and floors are made of the same stone bricks that line the rest of Akaton's sewer system.

**Doors.** Reinforced wooden doors have been installed throughout the hideout. Unless otherwise stated in a room description, these doors are unlocked. They have AC 15, 20 hp, and immunity to poison and psychic damage.

**Lighting.** Torch sconces line the walls. These torches are unlit unless there is someone working in the room.

**Wandering Monsters.** The sewer hideout is home to dozens of wererats. Every 20 minutes the party spends in the sewer hideout, roll 1d20. On a roll of 18-20, the party is discovered by a group of wererats.

## WANDERING MONSTERS BY LEVEL

Adventure Level	Wandering Monsters
5	1d4 wererats in hybrid form
8	1d4+1 wererat veterans (see Appendix) in hybrid form
11	1d4+1 wererat alphas (see Appendix) in hybrid form

## 1 - WAGON-MAKERS AND WHEELWRIGHTS

The entrance to the sewer hideout is a large metal door (AC 20, 30 hp, immunity to poison and psychic damage). The door can be picked with a successful DC 20 Dexterity check using thieves' tools or forced open with a successful DC 20 Strength check. All wererats found outside of the hideout carry the key for this door. If the party fails to open the door themselves, a wererat in human form named Kaas returns after 1 hour. She is new to the guild and hasn't been past area 4. She's in a rush and incredibly worried she left the stove on.

Within the entrance, the way into the hideout is protected by a series of large spinning wheels with blades attached to them. There is enough room under the wheels for a Small creature to squeeze through unimpeded.

**Trap: Block me Mama Like a Wagon Wheel.** A Medium or larger creature moving through the wheels must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage per character level. The wheels can be considered a Huge object with AC 15, 50 hp, and immunity to poison and psychic damage. For every 10 damage the wheels take, the Dexterity saving throw DC decreases by 1 and the damage decreases by 1d4. A character who makes a melee weapon attack against the wheels must make the same saving throw or be affected by the trap.

## 2 - COOKS AND BAKERS

A character with a passive Wisdom (Perception) score of 12 or higher notices black smoke coming from the crack at the bottom of the door.

This room is heavily obscured by acrid black smoke. A creature that needs to breathe who enters the smoke for the first time on its turn must succeed on a DC 12 Constitution saving throw or begin to cough. While coughing, the creature can only speak haltingly and can't cast spells with a verbal component. The creature can remake this saving throw at the start of each turn once it is out of the smoke.

The room is a well-stocked kitchen with a particularly diverse cheese supply. The smoke is coming from a large oven where one of the wererats got distracted and forgot their meal in the oven. If the burnt food is removed from the oven, the smoke will dissipate in 10 minutes. A character who succeeds on a DC 16 Intelligence check (a creature with proficiency in cook's utensils can add it to this check) can tell from the ingredients on the counter and charred mess in the oven that this was once a cheese souffle.

## 3 - LEATHERWORKERS, SKINNERS, AND TANNERS

This foul-smelling room is dominated by a monstrous, hairy figure. Nicknamed "Bullerton II" by the wererats, this is merely a sculpture, although the interior is hollow and would make a good hiding place if anyone were so inclined. The edges of the room are cluttered with tools of the trade, including slanted wooden beams, vats of liquid, knives, and stretching racks.

## 4 - WOODCARVERS, COOPERS, AND BOWYERS

The majority of this room is filled floor-to-ceiling with interconnected barrels and wood carvings, forming a 3-dimensional maze obviously made for a small sized creature. This is where the wererats sleep, in nests lined with wood shavings and cloth. A Medium creature who wishes to squeeze through the maze must succeed on a DC 15 Dexterity (Acrobatics) saving throw or become stuck and restrained in the narrow passageways. A creature can escape or be pulled out with a successful DC 15 Strength check.

The far side of the room is taken up by a large bench with a set of woodcarver's tools spread messily upon it.

**Hazard: Highly Flammable.** The wood shavings and other nest materials in this room are highly flammable. If any structure in the room takes 10 or more fire damage from a single action, the room catches on fire. While on fire, the room is heavily obscured by dark smoke and is considered difficult terrain that deals 4 (1d8) fire damage for each 5 feet a creature moves through it. A creature who takes any fire damage is ignited and takes 5 (1d10) fire damage at the start of each of its turns until it takes an action to douse the fire.



## 5 - COBBLERS AND SHOEMAKERS

The benches of this workshop are cluttered with a variety of shoes and cobbler's tools. Notably, many of the shoes are much smaller than those of an average human adult and look like they could fit a gnome or other small creature. A character who succeeds on a DC 15 Intelligence check (a character with proficiency in cobbler's tools can add it to this check) can tell that the shoes are longer and thinner than they should be and would likely fit a giant rat rather than a humanoid.

## 6 - BREWERS, DISTILLERS, AND VINTNERS

This room is clearly a brewery, the walls lined with barrels and racks of bottles. A book rests open on the nearest table. At the center of the room a large barrel has recently been emptied into a wooden tub, the tap still dripping a dark, sharp-smelling fluid. A single shoe lies forgotten beside the tub.

The book is a series of recipes with notes on the ingredients, brewing process, and taste profiles of the drinks made here. The last entry of the book is incomplete, lacking the taste profile for the most recent experimental brew.

**Encounter: Experimental Brew.** Somehow the distillation process here has gone so wrong that the brew gained sentience and ate the brewer. Any creature that comes within 5 feet of the wooden tub is attacked by the slime within. The nature of the slime depends on the adventure level, as listed in the Area 6 Encounter table.

### AREA 6 ENCOUNTER

Adventure Level	Encounter
5	1 black pudding
8	1 blood ooze (see Appendix)
11	2 black puddings



## 7 - TINKERS, PEWTERERS, AND CASTERS

The torches in this room are lit, even though there are not currently any wererats occupying it. The light is visible through the crack at the bottom of the door. The workbenches and floor are cluttered with bits of metal wire, gears, and springs.

**Trap: Pewter Crown.** Unless the party has been very stealthy on their approach, the wererats in this room trapped the entrance with a cauldron of molten pewter before moving deeper into the hideout. Any creature that opens the door must make a DC 15 Dexterity saving throw, taking fire damage depending on the adventure level on a failed saving throw, or half as much on a successful one. On a failed saving throw, the pewter quickly cools and hardens around the creature's head, blinding it until it is removed. The pewter can be removed with a DC 18 Strength check. A creature using smith's tools makes this check with advantage.

### PEWTER CROWN DAMAGE

Adventure Level	Fire Damage
5	16 (3d10)
8	27 (5d10)
11	44 (8d10)

## 8 - JEWELERS AND GEM-CUTTERS

This workshop has jewelers tools laid out in an orderly fashion and a variety of gemstones on small display pedestals. While some are well-cut, many have uneven facets or cracks. Most of these gemstones are merely glass chunks being used to hone the wererat's skills. A character that succeeds on a DC 18 Wisdom (Perception) check can tell the difference between the glass gemstones and the real deal and finds a number of gems equal to the adventure level worth 50 gp each. A character with proficiency in jeweler's tools can add it to this check.

**Treasure: Diamonds in the Rough.** A character who succeeds on a DC 20 Intelligence (Investigation) check finds an uncut diamond tucked in the corner of a drawer worth 100 gp per adventure level.

## 9 - WEAVERS AND DYERS

Workstations with weaver's tools and an assortment of looms line three of the walls of the room while the center is cluttered with a large assortment of mannequins, many with rat-like facial features. Most of the mannequins are wearing the same outfit, which seems to be a uniform of sorts. A handful of dye vats are hidden by a heavy perfumed curtain at the far side of the room, which mostly masks their unpleasant smell.

**Treasure: Fancy Cloth.** A character who succeeds on a DC 15 Intelligence (Investigation) check is able to find finely made silk cloth worth 50 gp per adventure level. A character with proficiency in weaver's tools can add its proficiency to this check.



## 10 - GLASSBLOWERS AND GLAZIERS

The workbenches in this room are full of glassblower's tools and bits of colorful glass shards. A series of furnaces built into the back wall keep this room uncomfortably warm. In front of the furnaces, a handful of wary artisans stand in protective stances gripping long metal rods with molten glass glowing at the end.

**Encounter: Glassblowers.** The number and type of wererats encountered in this room depend on the adventure level. Any wererats and wererat alphas encountered in this room use molten glass puntys in place of their regular melee weapon.

- **New Wererat Action: Molten Glass Punty (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage plus 2 (1d4) fire damage.
- **New Wererat Alpha Action: Molten Glass Punty (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (2d4 + 3) bludgeoning damage plus 4 (1d8) fire damage.

### LOCATION 10 ENCOUNTER

Adventure Level	Encounter
5	3 wererats
8	3 wererats and one wererat veteran (see Appendix)
11	3 wererat alphas (see Appendix)

## 11 - CARPENTERS, ROOFERS, AND PLASTERERS

This room looks like the inside of a house, complete with plastered walls and a smooth floor. The ceiling is 5 feet lower than the rest of the rooms in the hideout and has a trap door in it with a ladder leading up to it.

**Trap: Trick Floor.** The floor is a maze of real floor and thin layers of plaster disguising pit traps. A character with a passive Wisdom (Perception) score of 18 or higher notices faint depressions in the floor where the pits are located. Any time more than 20 pounds is placed on the false floor, a 5-foot section collapses, exposing a 10-foot-deep pit lined with long nails. A creature must succeed on a DC 15 Dexterity saving throw or fall into the trap taking 11 (2d10) piercing damage. The nails are coated in a poison, as shown in the Location 11 Poison table.

### LOCATION 11 POISON

Adventure Level	Poison
5	basic poison
8	serpent venom
11	wyvern poison

## 12 - CARTOGRAPHERS, SURVEYORS, AND CHART-MAKERS

Various maps line the walls of this room, with more spilling from the shelves at the center. Many of these maps depict the sewers, city, and surrounding area. A character who succeeds on a DC 15 Intelligence (Investigation) check notices that many of the maps correspond to the Ralora Gallery and Modern Artisans Association artisan's guilds and feature proposed changes to the current layouts. A character proficient with cartographer's tools can add their proficiency to this check.

## 13 - ARMORERS, LOCKSMITHS, AND FINESMITHS

Armor stands with armor at assorted levels of completeness line the walls while workstations in the center of the room are scattered with keys and locks. A group of wererats attacks the party as soon as the door opens, unless they have been very stealthy.

**Encounter: Smiths and Armorers.** The number and type of wererats encountered in this room depend on the adventure level. One of the wererats has a small puzzle cube tied to his neck. A character that succeeds on a DC 18 Intelligence check can open the cube and find a wedding ring worth 1 gp and a set of giant rat's whiskers inside.

### LOCATION 13 ENCOUNTER

Adventure Level	Encounter
5	2 wererats
8	3 wererats
11	2 wererat veterans and 1 wererat alpha (see Appendix for both creatures)

## 14 - POTTERS AND TILE-MAKERS

The front of the room is crowded with pedestals of varying heights with precariously perched pottery teetering on top. The far side of the room features pottery wheels and a kiln.

**Trap: Boom Goes the Dynamite.** The wererats use their rat forms to navigate the pedestal bottoms, but any Medium or larger creature needs to succeed on a DC 18 Dexterity (Acrobatics) check to navigate the pedestals without knocking any pottery off. The pottery has been booby-trapped with explosive potions that cause a chain-reaction of explosions if any are disturbed. Each creature in the room when this happens must make a DC 15 Dexterity saving throw, taking damage depending on the adventure level on a failed save, or half as much on a successful save.

### BOOM GOES THE DYNAMITE DAMAGE

Adventure Level	Trap Damage
5	11 (2d10) piercing + 5 (1d10) thunder
8	16 (3d10) piercing + 11 (2d10) thunder
11	22 (4d10) piercing + 16 (3d10) thunder



## 15 - CALLIGRAPHERS, SCRIBES, AND SCRIVENERS

Desks cluttered with inkwells and pieces of parchment line this room. Book stands feature a handful of books with beautiful calligraphy. A character who spends 10 minutes looking through the bookshelves notices that most of the books here are how-to guides, many of dubious quality.

**Treasure: Artfully Done.** The books here are worth 50 gp per level of the adventure to a collector and weigh 20 lbs.

## 16 - SMITHS AND METALFORGERS

This room is extremely hot from the large forge at the far side. An anvil marks the center of the room with racks of weapons lining either side. A character looking for a specific metal weapon finds what they are looking for with a successful DC 12 Intelligence (Investigation) check.

**Treasure: Well-Stocked Armory.** The weapons here are worth a combined 50 gp per adventure level and weigh 40 lbs.

## 17 - ALCHEMISTS AND APOTHECARIES

Glass tubes, bottles with colorful liquids, and a shelf stocked with a large assortment of herbs and alchemical ingredients fill the workbenches of this room. A handful of artisans are focused on a bubbling cauldron, large earmuffs over their ears to avoid distractions. At the center of the room, a pit is filled with a roiling mixture of cast-off potions.

If the alchemists are disturbed, the potion they are working on violently explodes. Anyone in the room must succeed on a DC 7 + adventure level Wisdom saving throw or turn into a **rat**, as per the *polymorph* spell.

**Trap: Alchemical Waste.** A creature that falls into the alchemical waste must succeed on a DC 18 Constitution saving throw or become afflicted by an Alchemical Waste Effect. This effect lasts until *greater restoration* or similar magic is used to remove it.

### ALCHEMICAL WASTE EFFECT

d6	Effect
1	You lose your sense of taste and smell.
2	Your eyes begin to glow, and you gain darkvision to 30 feet.
3	Your skin becomes crystalline. You have an armor class of 12 + your Dexterity modifier when you aren't wearing additional armor but gain vulnerability to thunder damage.
4	Your skin melts and clumps of hair fall out. Your Charisma score is reduced by 2, and you gain advantage on Intimidation checks.
5	Your ears grow to 5 times their normal size. You have advantage on Wisdom (Perception) checks relying on sound.
6	Your legs merge into a snake tail. Your walking speed is reduced by 5 feet, and you have disadvantage on Acrobatics ability checks.

**Encounter: Unsuspecting Alchemists.** The number and type of wererats encountered in this room depend on the adventure level. They are deafened as long as they are wearing their earmuffs.

### LOCATION 17 ENCOUNTER

Adventure Level	Encounter
5	2 wererats
8	3 wererats
11	3 wererat veterans (see Appendix)

## 18 - PAINTERS, LINTNERS, AND SIGN-MAKERS

A sign posted on the outside of the doors leading to this room reads "Wet Paint - DO NOT DISTURB."

Inside, a **wererat** has painted himself into a corner and is balanced on one shaking leg with a paint can in his hand. He will not attack the players and simply begs them not to ruin his hard work by stepping on the wet paint. If any character steps onto the wet paint, he begins to cry.

The furniture from this room has been shoved into the hallway connecting to **area 19**. If the players want to get through, they will have to move all the furniture which takes 10 minutes.

## 19 - MASONS AND STONECUTTERS

A sign on the door to the room reads "Live Specimen in Use - Do Not Disturb."

This room, which is dedicated to working with stone, contains a large cell for holding reference specimens. Currently the cell contains a dragon, the color of which depends on the adventure level. A wererat is controlling the dragon's position with a chain attached to a spiked muzzle and using it as a reference for her masterpiece-in-the-making: a huge marble statue.

**Encounter: Ill-Advised Artwork.** As the players enter, a **wererat** is re-positioning the caged dragon. She drops the chain in shock, thus unmuzzling the dragon. With only metal cage walls (AC 19, 20 hp) separating her from an incredibly angry dragon, she immediately tries to flee. The dragon only cares about fighting its way out of the base and will happily go through the party. If they are particularly convincing or reduce it to half of its hit points or fewer, it will attempt to make a deal but otherwise is too furious to behave rationally.

Kidnapping the dragon involved a lot of flattery and an obscene amount of *polymorph* potions. The rest of the wererats are unaware that she has done this and would not approve.

### LOCATION 19 ENCOUNTER

Adventure Level	Encounter
5	1 young white dragon
8	1 young black dragon
11	1 young red dragon



## 20 - SHIPWRIGHTS AND SAILMAKERS

Closed iron portcullises block the entries to this room. The winching mechanism is on the interior of the room. The portcullises can be raised with a successful DC 20 Strength check.

A vast water reservoir with a 5-foot-wide walkway around the edge has a 60-foot keelboat moored at its center. Veduvi was on-board with the prisoner when the players entered his hideout. He is likely aware that they have entered his base and has tied the prisoner (**commoner**) to the mast to discourage area of effect spells before hiding below deck.

**Encounter: The Artisan of All Trades.** Veduvi is a chaotic evil male elf **commoner** with 5 hp per adventure level and proficiency in every type of artisan's tools. His protector depends on the level of the adventure. The deck of the ship is above the level of the walkway and grants a creature on board half cover. The ship is a Gargantuan object with AC 15 and 100 hp (damage threshold 10). Veduvi will immediately surrender if he is reduced to half his hit points or fewer or his protector is destroyed. He tries to convince the players to see his side of the story, but will accept any deal that results in him living.

### LOCATION 20: VEDUVI'S PROTECTOR

Adventure Level	Protector
5	1 shield guardian
8	1 clay golem
11	1 erinyes bound to the will of Veduvi

**Treasure: Veduvi's Hoard.** Veduvi stores his personal wealth on this boat. The contents depend on the adventure level. In addition to the gold, in an 8th- or 11th-level adventure, Veduvi is wearing an *amulet of proof against detection and location*. Veduvi also kept records on his efforts to destroy the Ralora Gallery and the Modern Artisan's Association, as well as their member guilds, proving his guilt.

### VEDUVI'S HOARD

Adventure Level	Hoard Contents
5	400 gp
8	800 gp
11	2500 gp, <i>gem of brightness</i>



## CONCLUDING THE ADVENTURE

Although murder is illegal in Akaton, the wererats are not technically citizens so the party is not charged if they killed any, although some may disapprove if they find out. If the party successfully uncovered the sewer base and dealt with Veduvi, they become heroes of the Modern Artisans Association. In addition to receiving any rewards promised by the guild master, the guild also offers to have a statue made to commemorate their victory.

The Artisan will have a year to plan their exhibit and may utilize the talent of other members of the guild to make their vision a reality. This exhibit has the potential to grant them great fame and fortune, and will introduce them to many wealthy patrons interested in purchasing their art. If The Artisan rescued a love interest from Veduvi, they gain their loves' affection. If The Artisan previously had their place of business destroyed, they find evidence that Veduvi was to blame and have succeeded in getting their revenge.

### CREDITS

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# APPENDIX

## BLOOD OOZE

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 76 (8d10 + 32)

**Speed** 20 ft., climb 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	1 (-5)	8 (-1)	2 (-4)

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** -

**Challenge** 6 (2,300 XP)

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

**Blood Drain.** A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) necrotic damage and the ooze gains temporary hp equal to that amount as it drains blood from the victim. It can add temporary hp gained from this trait to temporary hp gained from its pseudopod attack and Overflow reaction. Its temporary hp can't exceed half its maximum hp. If the ooze takes radiant damage, this trait doesn't function at the start of the ooze's next turn, although it retains any temporary hp it previously gained.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 16 (3d10) necrotic damage. The ooze gains temporary hit points equal to the necrotic damage taken.

### Reactions

**Overflow.** When the blood ooze is hit with a melee attack, it can drain blood from the attacker. The attacker must make a DC 15 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one. The ooze gains temporary hit points equal to the necrotic damage taken.

## WERERAT VETERAN

*Medium humanoid (human, shapeshifter), lawful evil*

**Armor Class** 14 (ring mail)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +5, Perception +2

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

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common (can't speak in rat form)

**Challenge** 3 (700 XP)

**Shapeshifter.** The wererat veteran 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 veteran has advantage on Wisdom (Perception) checks that rely on smell.

### Actions

**Multiattack.** The wererat veteran makes two longsword attacks and one bite attack.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

**Longsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Heavy Crossbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.



## WERERAT ALPHA

Medium humanoid (human, shapechanger), lawful evil

**Armor Class** 11 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

**Skills** Athletics +5, Perception +2

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

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common (can't speak in rat form)

**Challenge** 4 (1,100 XP)

**Shapechanger.** The wererat alpha 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 alpha has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The wererat alpha has advantage on an attack roll against a creature if at least one of the wererat alpha's allies is within 5 feet of the creature and the ally isn't Incapacitated.

**Relentless (Recharges after a Short or Long Rest).** If the wererat alpha takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Actions

**Multiattack.** The wererat alpha makes two attacks, only one of which can be a bite attack.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

**Maul (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.





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