Family Forgotten Realms Campaign

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# Session Intro

## Welcome back to D&D

*Welcome back to D&D, the game that we use to*

* *have fun interaction between good friends by*
* *making stuff up together and*
* *rolling with whatever happens.*

## Session Roles for Players

There are some game mechanics that we share responsibility for around the table.

A player who acts in one of these roles can roll ([1d26](https://rollthedice.online/en/dice/1d26)) on the [Epic Boon Table](https://i.pinimg.com/564x/0f/39/79/0f3979e2e20d460b2f1e4c6caf5ec12b.jpg). Their character gets the benefit of a boon for the session.

Last session's mechanic owners must defer to other players this session and can't take the same role twice in a row.

### Turn Tracker

The turn tracker is responsible for keeping track of what creatures in a combat encounter have and haven't taken a turn.

### Turn Timer

The turn timer is responsible for starting a 5 min timer at the beginning of each creature's turn and calling out a 1 min warning then the end of each turn.

A player who doesn't act in time chooses the [Dodge action](https://www.dndbeyond.com/compendium/rules/basic-rules/combat#Dodge) and the next player character to their right that hasn't had a turn yet this round goes next. If all player characters have gone the DM chooses a monster to act next. If all creatures have taken a turn the creature that went first starts the next round. [Timer Link](https://bit.ly/2QuKzSU).

Welcome to the Sword Coast

On the world of [*Toril*](https://i.pinimg.com/originals/d7/55/6b/d7556b7723cf83dc866c1b88e5091b24.jpg) between the windswept Sea of Swords and the mysterious lands of Kara Tur lies a place of varied cultures. The continent of Faerun is dominated by human city-states, old dwarven kingdoms, hidden elven enclaves, assimilated populations of gnomes, halflings, and more exotic folk.

A narrow strip of civilization called the Western Heartlands lies along the edge of Faerun. The Sword Coast marks where Western Heartlands meets the Sea of Swords. The frozen Spine of the World mountains stand as a great barrier to the North while the Cloud Peaks mark the border with Amn to the south.

The great cities of the Lord's Alliance, Baldur's Gate, Mirabar, Neverwinter, Silverymoon, and Waterdeep as well as others dot the coast along the High Road and Trade Way.

For those willing to seek it out, there is a great deal of adventure is to be had along the [*Sword Coast*](http://media.wizards.com/2015/images/dnd/resources/Sword-Coast-Map_HighRes.jpg) of Faerun. This is the story of some of those adventurers.

# Previously...

*"You decided to investigate a lead from Jalester Silvermane about the whereabouts of Naivara’s sister.*

*The Sea Maiden’s Faire is a carnival that travels up and down the Sword Coast. Apparently, it’s leader, a man named Zardoz Zord, seemed to recognize the name Laidon during an unrelated conversation with Jalester.*

*You’ve learned from Jalester that Zardoz covets a meeting with the Open Lord of Waterdeep, Laeral (LAIR-awl). He would likely to petition her for the inclusion of Luskan in the Lord’s Alliance. Zardoz is not yet aware that Laeral (LAIR-awl) will meet him in three days at her family crypt in the City of the Dead. You can likely use this knowledge to barter with the man for details about Naivara’s family."*

*Now…* *Today is the first of The Rotting in the year DR 1492. Fall is in full swing. The heavy winds of the past few days have calmed to a gentle breeze allowing clouds to hang overhead. Despite that, it feels just a bit warmer than usual for this time of year.*

*Aboard the decks of the Hellraiser, you are in the middle of a team battle royale. The ship’s captain, Velgos, refused to make your presence known to Zardoz unless you play a silly game with him and his crew. Regardless of the outcome Zardoz will be alerted but the winning side will each receive a prize as well.*

# 

# Scene Plans

## Encounter on the Decks of the Heartbreaker

* A game of capture the flags and king of the mountain combined taking place on the decks of a ship
* 2 Teams each consisting of
  + Half the party determined at random
  + A ship captain (in the event of an odd numbered party)
  + 5 max crew members each with 1d4 lost crew members rejoining each round.
* Win by gathering both flags at the top of the center mast and holding the top platform for 5 rounds (30 sec)
* Each time a team loses control of the platform the hold time necessary goes down by 1 round.
* Leaving the outside deck disqualifies a player for 1 round.
* A meeting with Zord Zardoz depends on the whole party participating.
* The winning side gets a random uncommon magic item each. [Random Uncommon Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=uncommon)

Once the game is over, Velgos casts a sending spell to contact Zord, who invites the characters to dine with him aboard the Eyecatcher. The captain of the Heartbreaker, Tarwind Arryhook transports the party to the Eyecatcher via rowboat.

## 

## Dock Ward Distraction

Once the game is over, Velgos casts a sending spell to contact Zord, who invites the characters to dine with him aboard the Eyecatcher. The captain of the Heartbreaker, Tarwind Arryhook transports the party to the Eyecatcher via rowboat.

Dining with Zardoz Zord. Characters who accept Zord's offer are shuttled by dinghy to his flagship by the captain of the Heartbreaker, Tarwind Arryhook. welcomed aboard by drow crew members magically disguised as attractive humans (see chapter 7 for more information) and led to the captain's dining cabin (area J10). Read the following out load:

*The dining cabin is bedecked with golden filigree, the purple curtains festooned with silken tassels, the wood paneling scented with perfume. A pair of mechanical humanoids dressed as butlers tend to the finishing touchest of a magnificent feast laid out on golden platters sprawls atop a mahogany table of exquisite craftsmanship. Even the doilies are something to behold. Standing behind it all with wine glass in hand is a well-built, scantily clad man, his scarlet apparel designed to accentuate his trim figure and bountiful chest hair. A flashy rapier hangs from his stylish belt.*

*"Welcome aboard the Eyecatcher," he says, flashing his pearly white teeth. "Zardoz Zord. at your service. Please take a seat lets enjoy!"*

The characters have piqued Zardoz’s curiosity. He doesn't know much about them (yet) and wants to determine whether they pose a threat (they don't). To win them over, he shares the following information over dinner and wine:

* The Sea Maidens Faire, owned and operated by Zord, is a seafaring carnival based in Luskan that travels along the Sword Coast. It provides good, wholesome entertainment in the form of fantastic street parades.
* The Heartbreaker and the Hell raiser are used to transport entertainers, wagons, and parade floats. The Eyecatcher is Zord's command ship and private yacht. All three ships are built for comfort and speed.
* Zord visits the distant island of Lantan about once a year. During his last visit, he purchased four nimblewrights from a Lantanese wizard. He keeps two aboard bis flagship, and one aboard each of the other two vessels.
* When they're not marching in a parade, Zord's nimblewrights remain aboard his ships. "They're perfectly harmless," he attests, whereupon a nimblewright holding a decanter enters the dining cabin and quietly refills everyone's wine glasses.

If the characters mention the Stone of Golorr, Zord shrugs his shoulders in a manner that suggests he doesn't know what they're talking about. He also feigns disinterest in Waterdeep politics, saying,

*"Every city has problems, l suppose. My job as an entertainer is to make people forget about politics for a while."*

Characters who are suspicious of Zord can make a DC 24 Wisdom (Insight) check. Any character who succeeds on the check senses that there's much more to him than meets the eye.

Zardoz owns a hat of disguise but doesn't need it to hide his true form while he's aboard any of his ships. His disguise (and the disguises of his drow subordinates) can be dispelled only by destroying the ship's figurehead (see chapter 7). If the characters somehow discern his true form, Jarlaxle gives the party a slow nod of his head, dryly says "Bravo!" and lets them make the next move.

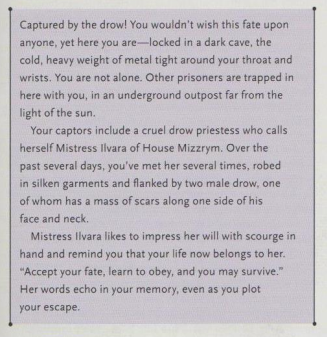
As planned this scene should transition to the Quest Hook ***Zardoz and the Soul Miners***.

## Out of the Abyss - Chapter 1: Prisoners of the Drow

### **Describe the party’s situation.**

**Ask a player roll a 1d10 to determine the number of days imprisoned so far.**

**Read aloud the text under The Adventure Begins (pg 6 of Out of the Abyss).**



**Describe the slave pen.**

*The slave pen that you have been forced to call home for in recent days is a cavern about 60 ft long and 30 ft wide. It’s only opening is closed with a 15 ft wide heavy iron gate bolted into the stone on all sides. There are no comforts in the slave pen. Prisioners sit or lie on the stone floor and are fed a small clay bowl of thin mushroom broth once per day.*



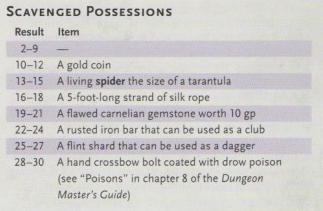
**Describe their Restraints.**

*You and all of your fellow prisoners wear the same restrains. An iron collar around your neck, manacles on your wrists that are connected to an iron belt by a short length of chain. This restrains you but does not affect the normal range nor speed of your movement.*

**Describe their Possessions.**

*You have been stripped entirely of your gear including spell components and spell focuses. When you awoke you found yourself clothed in a simple cloth smock with nothing other than a clay chamber pot. However, you each may have scavenged one other item during your imprisonment so far.*

Ask each player to roll a d20. Add to the result the number of days imprisoned. Lookup total on the Scavenged Possessions table.



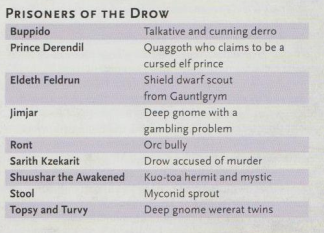
### **Pause for player driven roleplaying.**

### **Describe the fellow prisoners.**

*Aside from your group there are ten other prisoners in the slave pen. None of you have attempted to engage any of them in conversation yet. However by listening to their chatter and that of the drow you’ve seen you have gathered the following:*

*Your fellow prisoners were generally captured separately over time as the result of various raids.*

*They are awaiting transportation to Menzoberranzan, the City of Spiders. where some will likely be sold as slaves while others will be killed by the drow or their pets.*



Some of these races may be unfamiliar to the players and their characters. For more details on these races see the following sources:

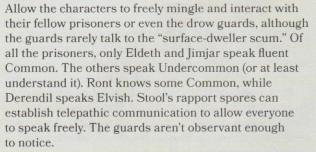
**Derro.** Out of the Abyss Appendix C: Creatures (page 225)

**Quaggoth.** Monster Manual (page 257)

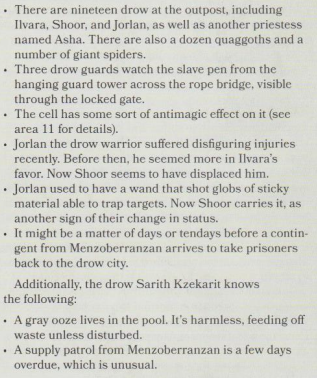
**Deep Gnome.** Monster Manual(page 165)

**Kuo-toa.** Monster Manual (page 199-200)

**Myconid.** Monster Manual (page 231)



The other prisoners know the following and will freely tell the characters all of this.



### **Pause for player driven roleplaying.**

### **Describe their days so far.**

*Each day you are awoken and divided into three groups. The groups seem arbitrary each day except that the drow seem always to separate prisoners who know each other as best they can.*

*Supervised by quaggoths, each group is put to work for about a third of a day doing menial tasks. No more than two or three work on the same task at a time.*

* *Filling and hauling water barrels*
* *Operating the lift to the cavern floor far below*
* *Cleaning all parts of the outpost*
* *Emptying chamber pots*
* *Food prep and service*
* *Washing dishes*
* *Laundry*

### **Roleplay a day as a prisoner.**

*Determine work groups and assignments.*

Arbitrarily split the prisoners into three groups. Intentionally split the party up as much as possible. Then roll 1d14 for each group to determine the area of the outpost they are assigned to.

1. Southern Watch Post
2. Barracks
3. Main Hall
4. Elite Barracks
5. Lift
6. Shrine to Lolth
7. Ilvara’s Quarters
8. Shoor’s Quarters
9. Waterfall
10. Guard Tower
11. Slave Pen
12. Quaggoth Den
13. Northern Watch Tower
14. Pool

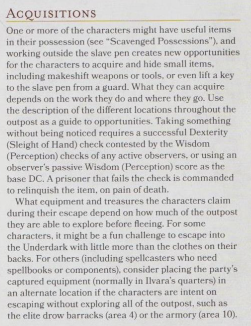
Describe the area per **Out of the Abyss (pp 12-16)**.Tailor the work assignment to the area.

*Try to illustrate the cruelty and boredom of the drow and quaggoths.*

* If a prisoner is left with spare time it is filled with some kind of cruel pointless task like stacking rocks, coiling ropes and organizing supplies. More times than not the work is cruelly undone and forced to start again.

*Give the player’s the opportunity to gain information or acquire items to help their escape.*

The quaggoths don’t really talk to the prisoners but the drow will if only to boast their superiority. This can be an opportunity for the characters to learn something from the list “**What the drow know.**”



*Set the stage for Feeding Time by having one of the prisoners act up during work.*

### **Describe Feeding Time.**

*On your way back to your pen the drow stop you before the gate. They force all of you to stand on the edge of the cliff face. Silence overcomes everyone and nothing happens for what seems like minutes. You look out over the cavern before you. The thick webbing strung between the hanging towers quivers as you anticipate whatever the drow have in store for you.*

*One by one you watch as giant spiders slowly climb the webbing gathering below you and wait.*

*Another minute passes while you hear the drow slowly stalk behind you all. Suddenly out of the corner of your eye you see a body trip out over the edge and tumble down in a freefall until they are caught in the webs. It’s [prisoner who acted up]! The drow pushed them to feed their pet spiders.*

*The screams don’t last long. They are quickly muffled beneath the frenzied bodies of the giant spiders at they bite, paralyzing their prey before wrapping it in web to slowly consume until their next meal is served.*

*With that the drow coral you all into your pen. Wordless smirks pasted across each of their faces as they do so.*

### **Describe Bad Dreams.**

*After a day filled with hard labor, abuse, malnourishment and random death around you, your sleep is… troubled and fitful. Particularly for spellcasters.*

*Dark shadows seem to move and reach out toward you as you wander lost through endless mazes of tunnels. Oily tentacles slide to brush against you while a great buzzing and howling rises in the distance. Infected wounds on the tentacles burst open in clouds of spores and crawling masses of maggots and insects.*

*You wake in a cold sweat filled with a paranoia that something is out there in the dark depth – something far worse than the drow.*

### **Describe the Drow.**

**What the drow know.**

* It is a ?? day journey to Menzoberranzan
* The outpost is close to the Darklake

Escape!

## Ghosts of Saltmarsh – Isle of the Abbey

,kdjfklsjdfkljsdfk

## Tales from the Yawning Portal – Sunless Citadel

khjdgfhkjdsf

# Quest Hooks

## Zardoz and The Soul Miners

~~Once Naivara established an intel network around The Trollskull, she and Jalester Silvermane began trading information, much like their shared time in Neverwinter.~~

~~At some point over the past month, Naivara learned~~ *~~something of value to the Lords’ Alliance tied to the open feuding between XG and Zents~~*~~. In trade she asked Jalester to find out what he can about her sister’s disappearance.~~

~~Jalester Silvermane of the Lords’ Alliance thinks that Zardoz Zord commander of the Sea Maidens Faire might have a lead into the whereabout’s of Naivara’s sister.~~

*~~“I believe Zardoz Zord commander of the Sea Maiden’s Faire may know something about your sister’s whereabouts.~~*

*~~I dropped your clan name in an unrelated conversation about the city of Luskan and a slight flash of recognition crossed his face. You might want to investigate by gaining access to his flagship, the Eyecatcher, anchored in Deepwater Harbor, a mile away from his other ships The Heartbreaker and the Hellraiser. Both of those ships are docked across from each other at the same pier in the Dock Ward.~~*

*~~For some time Zardoz has been trying to persuade me to set up a meeting between him and Laeral the Open Lord. I feel like he intends to petition her support in bringing the city of Luskan into the Lords’ Alliance. I have convinced Laeral to meet but have not passed that along to him yet. Laeral will meet him in three days at her family crypt in the City of the Dead.~~*

*~~If you do talk to him feel free to use that intel to your advantage.”~~*

~~See page 132 of Waterdeep : Dragon Heist for details about Sea Maiden’s Faire and page 206 for details on Zardoz Zord (Jarlaxle)~~

Once the characters gain access to Zardoz, he quickly recognizes Naivara as the eldest daughter of Matron T'rissra of House Liadon and teases knowledge of her sister’s disappearance.

If the characters ask about Zord’s interest in Luskan and the Lords’ Alliance he

*Well we all know that Luskan has an…. unsavory reputation. That has thwarted all previous efforts, and the current leaders of the Lords' Alliance have voiced their opposition to Luskan's admittance. A few have flatly declared that the city will never be welcome in the alliance.*

*Nonetheless we will persist to prove our place at the table. The city of Luskan has been a good home to us freaks and eccentrics in the Sea Maiden’s Faire. I aim to persuade Laeral (LAIR-awl) Silverhand, the Open Lord of Waterdeep, to champion Luskan's cause even if that means losing other alliance members in the process.*

If a bargain for information is reached and the character’s have given Zardoz info he finds valuable, he reveals the following about Naivara’s sister:

*“Oh my dear, your young sister was never taken by the Soul Miners. The cult is long since dead!*

*No, no… I’m afraid your mother has duped you. Like many Drowish Matrons, she saw in you, her eldest daughter, a rival for leadership. Your willingness to see the other side, your lack of zealotry for the will of Lolth and your love for the younger sister were all factors that your mother saw as weakness that would be the undoing of her House. I’m afraid, she sent you away on a wild goose chase.*

*How do I know this? Let’s just say, the Sea Maiden’s Faire gets around.”*

As Zardoz says this, your vision becomes blurry. You try to stand but your legs don’t respond. You look to your companions and they all seem to be experiencing the same thing. The food! You’ve been poisoned! As darkness gathers a the edges of your vision you hear Zardoz again… but his voice seems distant now.

*“At any rate, I’m sorry to have to do this… I really am. But well I’m afraid I can’t allow you all to leave…”*

Through your blurry vision you can make out a wide smile across Zardoz’s face. A face that seems to be darkening in tone from a bronzed tan to deep almost purple onxy. As you pass out you hear Zardoz’s final statement echoing through your mind.

*“We have a journey to make together although I imagine you will all sleep through most of not all of it.”*

The party wakes in The Slave Pen’s of the drow outpost Velkenvelve in the Underdark. This begins the adventure Out of the Abyss. Refer to the Scene plan ***Out of the Abyss - Chapter 1: Prisoners of the Drow***

## Old Dad and the Sea

After a meeting with Naivara, Jalester visits with Riley as she works on a new batch of Trollskull Ale.

As they reminisce Jalester reveals that a few years back he learned that Riley’s father never went off to war.

*“Riley, you should know something. I have reason to believe your father never actually went off to fight in the undead war. I believe that instead he left on a merchant ship that set sail for the Sea of Fallen Stars. I think your father is alive.*

*While researching properties in the Docks Ward that might have ties to the XG or the Zhentarim, I came across an old shipping manifest describing a merchant ship named The Undying Light that called the Sea of Fallen Stars home and had docked in Waterdeep about three years after your father disappeared. His name was listed among the crew.*

*I haven’t tracked the Undying Light any further however any merchant ship that has travelled to Sword Coast would be known to the seaside town of Saltmarsh just north of the Mere of Dead Men.”*

This is a hook into the adventure *Isle of the Abbey* as described in the book Ghosts of Saltmarsh.

## Bad Druids!

Walking by the manor one morning is Yagra and Fala’s “tenant” Ziraj. The two of them seem to be talking seriously on their way to Fala’s shop. Nala notices this as she tends to and enjoy’s the yard around the Manor.

As an aside, Naivara also notices Ziraj walking with Yagra it occurs to her that knowledge of a connection between Yagra a known Zhent affiliate and the shady Ziraj might be the kind of thing that Jalester would pay well for either in treasure or in information trade.

A few minutes later Yagra, leaves the Corellon’s Crown and stops to catch up with Nala. Eventually Yagra offers something to Nala.

*“So, I thought you might want to know that rumors have reached my employer that in the far northeast in the forest below Mount Hotenow the folk of town called Oakhurst have seen a mysterious circle of druids carrying in reverence an unhatched dragonborn egg. They think it may have something to do with the goblins that have long frequented the town once each spring selling a single apple that can cure any disease.”*

This is a hook into the adventure “*Sunless Citadel*” found in Tales from the Yawning Portal.

## Steel and Wood

[Embric](#_Embric) and [Avi](#_Avi) of the Steam and Steel have been getting a cold reception from their neighbor [“Tally” Fellbranch](#_Talisolvanar_"Tally"_Fellbranch) and don’t know why. It started after they made a business proposal to combine the efforts of the two shops. They ask the party to find out?

### Talking with the Genasi

The quest starts when the party either visits Steam and Steel or Embric and Avi visit the party at Trollskull Manor to welcome them to the neighborhood. As the genasi couple speak with the party, Avi eventually leads the conversation to Talisolvanar 'Tally' Fellbranch, the half-elf owner of the Bent Nail.

*~~"Have you met Tally yet? The owner of the Bent Nail?" the blue skinned water genasi asks. Before you can answer, Embric rolls his eyes and says: "By Kossus' flame, why can't you just let it go?". Avi sends a teasing glare his partner's way. "Don't flare up now, darling. I'm just making conversation with our new friends." He turns back to you. "I'm just wondering what your impression is of him. We've been trying to get into business with him, but it seems..."~~*

*~~Once again, Embric interjects: "He doesn't like that we're together. Fine. We've faced ignorance before. It's nothing new - I won't waste any more of my time speaking of it!"~~*

*~~Embric storms off after this. After he has left, Avi explains.~~*

*~~“We invited Tally over for dinner a few weeks ago to discuss a business proposition: make products of steel and wood together, combining our efforts for the benefit of both shops.~~*

*~~The dinner started well, but as the night progressed, Tally seemed uncomfortable with Embric and me. In the end, he flatly rejected the offer and left before even finishing the exquisite Calishite chocolate cake Embric had made!~~*

*~~Tally has been cold and dismissive of us ever since. Embric says he doesn't care but I know his feelings are hurt but somehow I’m not sure Tally is actually a bigot. It feels more complicated than that.~~*

*~~If you happen to meet Tally as you get to know the neighbors would you mind helping me find out what offended him? If you learn anything that clears things up we would really appreciate it. If there's any way to make the half-elf reconsider our business proposition even better.”~~*

### Talking with Tally

Tally can be found in his shop (T2), whittling away at a wooden cane. The middle-aged half-elf is friendly and courteous, but it'll take a DC 10 Charisma (Persuasion) check to get him to open up about the genasi.

On a successful check:

*~~Tally puts down the cane he's working on and sighs heavily. "I know they think it's because I don't like them being together, but it's not that... Or, well, in a way it is. You see, I used to be married. Her name was Isolla. The most brilliant and beautiful woman I've ever met. But she was human. We had many great years together, but while I just greyed a bit at the temples, she grew old and eventually... It's been several years now, and I thought I had moved on. But, seeing the two of them together, so happy and so perfect for each other, just hurts too much. If we went into business together, I'd have to see that every day. I can't bear that. But how do you explain to someone that you can't be around them, because they're too happy? That's not fair either."~~*

~~On a failed check:~~

*~~“I’m sorry. I don’t mean to be rude but I don’t see how that is really any of your business. Now if you’ll excuse me we have a deadline to meet replacing some broken chairs and tables for The Yawning Portal. I really need to get back to work on that.~~*

*~~If you’re interested in buying anything just ring the bell and we’ll send someone out to help you.”~~*

### Resolution

Simply getting an explanation fulfills Avi's quest. He offers a 20% discount on the Steam and Steel's inventory.

But, the party might want to help solve the problem as well. If the characters have great ideas on their own, let them run with those.

Otherwise, you can have a character with proficiency in Religion remember that the Temple of Sune, the goddess of beauty and love, regularly holds sermons where widowers can meet, mourn and mingle, often resulting in new, beautiful unions. You can also have Avi come up with the idea, when the party explains what Tally told them.

With a little persuasion (a compelling argument like: "I think that Isolla would want you to move on and be happy" should suffice), Tally will agree to attend one such sermon.

You can put a sweet little bow on the whole ordeal by having Avi and Embric show up at the Manor with a smiling Tally and an elven woman a few weeks later - just to give thanks to the party before heading out for a couples' dinner!

## Paper Problems

Trollskull Alley is home to two magical shops: Corellon's Crown, where the wood elf Fala Lefaliir sells potions and remedies, and Book Wyrm’s Treasure, where Rishaal the Page Turner sells books and spellscrolls. The two have been at odds ever since Fala learned that Rishaal uses Duskwood paper for his scrolls which and started protesting Book Wyrm’s Treasures. According to Fala is a type of wood that is being over forested.

### Fala's Protest

This small quest starts either:

**when the party visit’s Book Wyrm’s Treasure for the first time.**

*As you approach Book Wyrm's Treasure you are first met by Fala holding up a sign that reads "Duskwood paper = Murder!" while ranting at anyone who walks past the Book Wyrm's Treasure.*

*"Book Wyrm’s Treasure uses Duskwood for their spell scrolls! Did you know that a tenth of all Duskwood trees are chopped down each year? Soon there'll be none left!"*

After the party's talks to Fala for a while:

*Rishaal comes out the shop.*

*"Please don't let this charade scare you away. Come inside. I could use your help!"*

-or-

**when the party visits Corellon’s Crown for the first time.**

*In the corner of the room, leaned against the wall is a large handwritten sign that reads "Duskwood paper = Murder!".*

When asked about the sign:

*Fala’s cheerful demeanor turns angry and an exaggerated frown crosses her face.*

*"Book Wyrm’s Treasure uses Duskwood for their spell scrolls! Did you know that a tenth of all Duskwood trees are chopped down each year? Soon there'll be none left!"*

*“Ever since I found this out I spend whatever time I can protesting in front of the shop until Rishaal gets the message and stops.”*

While the party's talking to Fala, Rishaal comes out the shop:

*"Please don't let this charade scare you away. Come inside - I could use your help!".*

### Talking to Rishaal

If the characters come inside to speak with Rishaal, he laments the wood elf's protests:

*"I understand the concerns about Duskwood, but I don't have other options. It's the only paper I can get that is of high enough quality. My customers expect no less from me.”*

*“Look, I’ll admit, I’m not big on environmental issues but Fala's protests are going too far and beginning to hurt my business. If you help make the protests stop, I'll let each of you pick out a book or scroll at half price!"*

### Changing Papers

The most obvious, non-violent way to make Fala's protest stop, is to find another sort of paper for Rishaal's scrolls.

If the party starts discussing this kind of a solution, ask characters proficient in Arcana to make a DC 10 Intelligence (Arcana) check.

On a successful check:

*“You remember that there are some quality alternatives to Duskwood for scroll paper; Shadowtop, Laspar, Zalantar*. *However, suppliers are few and far between - and only other wizards are likely to know of one in the city.”*

On a failed check:

*“You’ve really only ever heard of Duskwood-based scrolls but you guess there might be alternatives. Maybe a powerful wizard would be able to help?”*

Depending on who they've met or which factions they've joined, the party may already be aware of one of three notable wizards in Waterdeep: Skeemo Weirdbottle (Zhentarim), Remallia Haventree (Harpers) and Vajra Safahr (Force Grey).

If the players are stumped on how to proceed:

* Suggest that they think about anything on their character sheets that might help them come up with a plan. (Traits/Skills/Aspects of their Background/Backstory)
* Suggest (in-character as an NPC) that the party reach out to a friendly local they might know.
* You can also have a friendly NPC show up to hang out at Trollskull Manor. In chatting they might drop hints.
* As a last resort you can ask all characters to roll a DC 10 Intelligence check. Those who have spent significant time in Waterdeep or otherwise know the city well do so with Advantage. On a successful check: a character knows of one of the prominent wizards listed above.

### Meeting Skeemo

The party can meet Skeemo at his potion-shop 'Weirdbottle’s Concoctions'. The zhent deals mostly in potions, but does still buy shadowtop-paper for his personal use. He'll put Rishaal in contact with his supplier if Rishaal shares some of his more powerful spells with him. Rishaal is loathe to share magic with the disreputable Zhent, but will do it if the party recommends it.

### Meeting Remallia

Volo drops by Trollskull Manor to say hello. While chatting he mentions…

*“Mirt the Moneylender made an appearance at The Portal last night. Hadn’t seen him in a while. He, Threestrings and I were drinking with Lady Remallia Haventree’s son Arthius, who was heading back to Silverymoon this morning. Arthius was really impressed by his mother’s ever-growing knowledge of the Arcane. ‘Have you seen her latest warding on the manor? I don’t think I’ll ever catch up with her skill… don’t tell her though. He said. It was actually really sweet. As a kid he really resented her.”*

If the party expresses interest in meeting Remallia, Volo points them to Threestrings.

*“Ah… well you might speak with Threestrings. Lady Haventree’s time is no doubt limited however Threestrings seems to have an in with her. Perhaps he could put in a word for you?”*

Once a meeting is set up Remallia welcomes the party to her manor. She'll gladly share her laspar-supplier with Rishaal, but expects him to report to her if anyone buys powerful magic from his shop. Rishaal is reluctant to agree to this, but of the three options this one is the most palpable to him.

You might use this opportunity to have Remallia ask a favor of the party (see the table of Harpers Quests).

### Meeting Vajra

During a conversation that the party has with Jalester Silvermane he might mention Vajra in passing.

*As you approach Jalester you can overhear a bit of a conversation he is having.*

*“I, for one, think it’s great. It’s about time a new generation has a bit of authority in this city. Vajra Safahr is obviously capable Force Grey is in good hands. Besides Khelban himself chose her to secede him as Blackstaff. She’ll make a great High Wizard and I’m excited to see what comes of Blackstaff Academy”.*

If the party expresses interest in meeting Vajra, Jalester points them to Meloon.

*“You should really talk to Meloon Wardragon. He works with Force Grey and could probably set something up.”*

When the characters approach Meloon.

*“Before you stands a very tall young man with broad shoulders, blond hair, and pale blond scruff on his face. His left forearm carries a tattoo of the Wardragon family crest, a serpentine dragon wrapped vertically around a downward-pointing sword.”*

*“Hello! Hello! Meloon Wardragon. You’re all the crew that brought Renaer back to us all in one piece. Nice to meet ya’!”*

*Meloon forcibly yet friendlily shakes hands with each of you.*

If asked about a meeting with Vajra Meloon is surprisingly easy going about it.

*“You want to meet the Blackstaff, eh?”*

*Meloon pauses to shoot you a skeptical eye…*

After an awkward beat…

*“Sure! I can probably set that up for ya! To be honest, I’m surprised she hasn’t reached out to you already with the rescue and all that.”*

Once a meeting is established, Vajra speaks with the party inside the Blackstaff Tower. She'll put Rishaal in contact with her zalantar-supplier only if he promises he won't sell magic to known Xanathar Guild members. Rishall will reluctantly agree, although he'll miss the Xanathar's gold.

You might use this opportunity to have Vajra ask a favor of the party (see the table of Force Grey Quests).

### Resolution

How much or how little the party is involved in the negotiations is up to them - maybe they'll just put Rishaal in contact with the other wizards, or maybe they'll get offers from each and broker a deal. Maybe they’ll find another creative solution.

The most important thing is that they meet the neighbors and perhaps other important NPCs.

If they manage to get Rishaal to switch papers, Fala stops the protest and is, like Rishaal, grateful for the party's aid, offering permanent or temporary discounts on their wares.

## The Haunting at Troll Skull Manor

If the party becomes deeply invested in playing out the renovation of Trollskull Manor consider starting *The Haunting at Trollskull Manor* with *Act I: New Blood*.

### Act I Under New Management

|  |  |
| --- | --- |
| DC | Event |
| *1* | ***A Lesson from Heaven\**** |
| *2* | ***A Harmless Prank*** |
| *3* | ***Vermintide\**** |
| *4* | ***“Do it you coward”*** |

### Act I Last Call!

|  |  |
| --- | --- |
| DC | Event |
| *1* | ***Fall from Grace*** |
| *2* | ***Hateful Hurl*** |
| *3* | ***“Last Call!”*** |
| *4* | ***Bones in the Basement\**** |
| *5* | ***First Blood*** |

### Act I Closing Time!

|  |  |
| --- | --- |
| DC | Event |
| *1* | ***The Nightman Cometh\**** |
| *2* | ***Begone, Spirit!\**** |

### Act II A Nightmare Begins

|  |  |
| --- | --- |
| DC | Event |
| *1* | ***Darkened Dreams*** |
| *2* | ***A Tale Told Long Ago*** |
| *3* | ***The Pitter Patter of Little Feet*** |
| *4* | ***The Song from the Basement*** |

#### A Lesson from Heaven

While an adventurer is passing under an awning within 10 feet of the Turret Peak (Area 19), a loose brick falls. The character must make a DC 12 Dexterity saving throw or take 1d4 bludgeoning damage, all while being reminded that masonry should be left to bona fide professionals.

*The morning after your first night in the Manor you step out to walk the yard and sort of inspect it and the manor exterior more closely. As you do you hear the scraping of stone from above. You look up just in time to see a brick falling from the manor’s turret, crashing toward your head!*

*Make a DC 12 Dexterity saving throw.*

#### A Harmless Prank

While an adventurer is busy in the basement, Lif plays a harmless prank by locking them in the basement, preferably while the others are off running errands across the city.

*You have been spending the day cleaning up the basement of the Manor and have just called it a day. You climb the ladder and push on the hatch leading back to the Manor’s taproom. It won’t budge. Make a DC 20 Strength (Athletics) check.*

On a successful Athletics check:

*You push again with all your strength and the hatch fly’s open. But as you reach for the edge of the taproom floor, you then feel the ladder start trembling then begin to slide out from under you. Make a DC 15 Dexterity (Acrobatics) check.*

On a successful Acrobatics check:

*Just as the ladder falls below your feet you lead and catch the edge of the hatch. With a sigh of relief you pull yourself up, dust yourself off and as you look up you notice something on the floor in front of you.*

*A series of old dirty bar rags are arranged to spell “Last Call!”*

On a failed Acrobatics check:

*You freefall to the basement floor and take 1d4 bludgeoning damage.*

On a failed Athletics check:

*Ten minutes pass with you trying to the point of exhaustion to open the hatch. You climb back down the ladder to take a moments rest.* *Rats scurry and squeak in the darkness while you do. A few more minutes pass and you get up to try again at the hatch. The squeaking gets louder and seem to all come from a single dark corner of the basement. You look over and see a swarm of rats scurry and engulf your fee. As they climb your legs they bite!*

Roll a Bite Attack for the [swarm of rats](https://www.dndbeyond.com/monsters/swarm-of-rats).

*Roll Initiative!*

#### Vermintide

While an adventurer is busied upstairs, they hear scurrying in the walls and a chorus of shrieks. One round later, a swarm of rats bursts from the wall. Chased by Lif’s murderous hands and his psychic cloud of hate, the terrified vermin attacks the closest adventurer. After two rounds, Lif withdraws and the rats flee.

The Carpenters’, Roofers’, and Plasterers’ Guild will be required to repair the broken wall, for an added 10 gp.

# Locations

## Trollskull Manor

*You see what must have once been an illustrious tavern. Today however it sticks out like a sore thumb among the well-maintained buildings surrounding it. Four stories tall and boasting balconies, a turret, and five chimneys, the abandoned building was once one of the grandest in Trollskull Alley.*

*Tangled weeds spill through a short wrought-iron fence onto the street. The gate squeals as you push it open and start up a short dirt path to the manor. As you walk you pass more weeds, more dead plants in between winding paths off into other parts of the yard. You pass a couple large leafless trees to either side. If they aren’t dead they are surely close.*

*You reach the manor’s front terrace and take a step up onto the porch toward the building. As you do the dry old boards bend, crack and creek below your feet. They hold but just barely. The double-doors to the tavern and heavily chained and a rusting padlock dangles from the iron handles. An old sign is mounted above the doorway, although one of the chains has come loose and it now hangs precariously. The words "Trollskull Manor" are etched into the wood.*

If the characters explore around the sides and back of the manor read the following.

*On the north side of the building there is a narrow set of stairs leading to the second floor doorway which is also chained and locked.*

[Interior room descriptions](https://www.reddit.com/r/WaterdeepDragonHeist/comments/a984cm/trollskull_manor_room_descriptions/)

### Spirit on Tap

The former tavern is haunted by the poltergeist of the tavern's previous barkeeper, a half-elf named Lif. Maintaining the tavern was his life's work and he couldn't abandon the place in death. How will the party end the haunting?

A few minutes after the party enters Trollskull Manor, Volo decides to leave them to their new home.

*Volo, looking in a dusty broken mirror leaning against the tavern wall, adjusts his hat. “Well I believe I’ll leave you to it.” Once satisfied with his appearance he notices words written in the layer of dust coating the mirror. “Last call!”.*

*"Oh, yes, I almost forgot. There's supposedly a poltergeist living… eh, 'residing' in Trollskull Manor's taproom. Half the reason I bought the place, really. You see, I'm writing a book on such spirits... Ah, well, that's neither here nor there.”*

*“As far as I've been able to gather, it's a former bartender, a half-elf named Lif. From what I've heard, Lif is quite… eh, possessive - no pun intended. Seems like he misses his old job, is what I've been told. Perhaps fixing up the place is enough to get on his good side? “*

*With that a chair flies across the room shattering as it hits the wall.*

*“Eh… Perhaps not? Well enjoy the manor! See you at the Portal!"*

### Appeasing Lif

If the character’s don’t seem to be interested in actively playing out the renovation of Trollskull Manor…

As the characters work to repair and renovate the tavern with the goal of opening it to the public again, the poltergeist may begin to accept them as the new owners and gradually becomes quite accommodating: pulling out a chair when a character wants to sit down, pouring a beer and delivering it to a character, taking coats when folks come in from the rain, and so forth. Once the business is up and running, Lif can also perform other helpful functions, such as locking doors, sweeping floors, and so forth.

### Destroying Lif

However, if the player characters become deeply invested in spending time with Trollskull Manor consider starting *The Haunting at Trollskull Manor* a short sub-adventure. During which Lif takes on a more sinister vibe and likely will have to be destroyed during *Act I: New Blood*.

## The Bent Nail (T2)

*A small wooden sign above this shop's main door is bare except for a large, bent nail sticking out of it. The front room contains displays of ornate wooden furniture, as well as a selection of bows and crossbows. The wall behind the counter is lined with rows of finely carved wooden canes, quarterstaffs, and shields.*

*A middle-aged half-elf sits on a stool whittling away at a wooden cane. It takes a few seconds before he looks up from his work to acknowledge your presence.*

*The lines on his face are accentuated by his furrowed brow and squinting eyes as his eyes adjust from is close whittling to you at the door. After a second the lines nearly disappear into a scruffy beard and his pointed ears relax into his short dark hair as his face relaxes.*

*“Welcome. Feel free to take a look around. Everything is handcrafted in house. We do most of our work in bulk contract. However, the pieces here are examples of our finer more custom work. Let me know if you have any questions.”*

*He returns to his whittling.*

### Services

Tally sells wooden weapons and shields at [normal cost](https://drive.google.com/file/d/1V_udNPxlTk_ufSyLsZ4caIO5LqFmE5LO/view). He also crafts and sells furniture and wood sculptures ranging in price from 10 to 100gp.

## Steam and Steel (T3)

*Smoke and steam billow from the many windows of the Steam and Steel metal shop and the sound of a hammer against steel rings out rhythmically as you approach the door. Once inside what hits you first is the humid heat in the air. It’s not uncomfortable in the entry where you stand, but you can imagine closer to the forge in the back it must be quite unbearable.*

*The interior of the Steam and Steel is unexpected given the storefront’s unassuming appearance. There are no interior walls and a single beam in the center of the space supporting an open loft area that covers the front half of the shop.*

*The entry area is lined by racks of weaponry to your right and stands of armor to your left, all finely crafted from metal.*

*On the far wall behind the racks and armor stands sits a huge forge and an open but cluttered workspace. Two male genasi are working in the back.*

*One a deep reddish/purple-skinned fire genasi is working at the forge alternately thrusting a steel blade into the forge then hammering at it against an anvil. He has long red hair with orange streaks throughout. As he strikes at the blade he grits his teeth intensely and the whites of his eyes pulse yellow with each hit.*

*The other, a blue skinned water genasi, sits at a nearby workbench interweaving the links of a chainmail hood. Skinnier than the other genasi, he has messy blue and green hair and a shaggy unkempt beard.*

*Casually and without looking up from his own work the water genasi warns his partner.*

*“Embric your overheating the blade again. It’s not going to keep it’s edge.”*

*Embric snaps back “I know what I’m doing Avi. Stick to the armor dear.” As he does he produces an intense flame in his hand and moves to stoke the forge with it. Still not turning to face Embric, Avi lifts his hand in the air and the water in a nearby bucket floats in the air. With a flick of his wrist he points at the flame in Embric’s hand and the water flows to the flame dousing it with a cloud of steam.*

*Embric turns and takes an aggressive step toward Avi.*

*“Avi! I told you I know what I’m doing!”*

*Avi turns to Embric and just shrugs with a playful smile then turns back to his work. Embric’s anger quickly fades and he turns back to his work before letting a small smile cross his face.*

*Neither seem to have even noticed that you’ve walked into their shop.*

### Quests

[Steel and Wood](#_Steel_and_Wood)

### Services

The genasi couple sells metal weapons, armor, and shields.

## Corellon’s Crown (T4)

Fala Lefaliir, an herbalist and a member of the Guild of Apothecaries and Physicians, operates this shop out of this stately, three-story town house, the third floor of which has been converted into a greenhouse. Its translucent glass walls allow anyone on the street to see the rainbow of flowers blossoming within.

### Outside

*You stand before a stately three-story town house, the third floor of which has been converted into a greenhouse. Its translucent glass walls allow you to see the rainbow of flowers blossoming within. The front door sits a few steps above street level between two huge windows of swirly old glass distorting the view of the rooms within.*

### Inside

*A soothing, melodic chime signals your entry into this herbalist shop. You stand in a brightly lit hallway which ends about 15ft away with a set of stairs up to a 2nd floor landing with a closed door. You hear the ceiling above you creek as someone moves on the floor above.*

*To your immediate left and right stand open doorways leading to what appear to be equally cramped rooms both drenched in natural light through the windows lining the front wall.*

*The room on your left appears filled natural herbal remedies in the form of bundles dried herbs hanging from the ceiling and few shelves of salves and teas.*

*At the center of the room to your right sits a table and mismatched chairs. Beyond that a large bird cage, draped with a thick canvas sheet. A wooden counter sits an cash register ornately decorated with copper plating. Behind the counter is a set of equally ornate wooded cabinets carved with designs of branches and leaves.*

### Meeting Fala and Ziraj (zeer-AWJ)

*After a couple of minutes wandering the shop you hear the door at the top of the stairs open then close and standing at the doorway is an androgynous wood elf with red curly, cheek length hair. They are dressed in a suede vest over a white linen shirt and leather trousers cropped at the ankles and no shoes.*

*They wipe their hands together and you catch a faint whiff of fresh earth on the air. They say cheerfully…*

*“Why hello! Welcome to Corellon’s Crown. What manner of earthen blessing from Corellon can I help you with today?! I’m Fela by the way.”*

After a few minutes of conversation…

*As you converse with Fela, you hear the 2nd floor door open and close again followed by slow, heavy footfalls down the stairs. At the doorway you see a large grey-skinned male half-orc with long black hair. He wears a loose linen sleeveless shirt under steel armored pauldrons covering his shoulders. Leather pants are mostly covered by long thigh high boots. An oversized bow slung across his back, he nods to Fela before pulling over his head the hood that is bundled around his neck then proceeding to the front door. A soothing, melodic chime signals his exit.*

*“That’s Ziraj (zeer-AWJ). He rents the 2nd floor from me.”*

On a successful DC10 Wisdom (Insight) check:

*“You notice a slight blush in Fela’s cheeks.”*

### Quests

### Services

In addition to non-magical herbal remedies (see [Potion Shop](https://drive.google.com/file/d/1V_udNPxlTk_ufSyLsZ4caIO5LqFmE5LO/view)), Fala sells potions of the types listed in the Fala's Potions table. Fala keeps 6 vials of each potion in locked cabinets behind the shop counter.

### Fala’s Potions

|  |  |
| --- | --- |
| Potion | Cost |
| *Potion of animal friendship* | 125 gp |
| *Potion of climbing* | 50 gp |
| *Potion of greater healing* | 250 gp |
| *Potion of healing* | 50 gp |
| *Potion of water breathing* | 250 gp |

## Tiger’s Eye (T5)

*One of the few single-story structures in the area the building is unremarkable, its only distinguishing mark is an orange-and-black sign featuring a cat's eyes. The door is locked, and visitors must knock or ring the bell before being let in.*

*Inside however is a regal apartment dimly lit by flickering oil lamps. A large leather-upholstered chair sits behind a fine mahogany desk. Behind that is a large window looking out onto the street. A sitting area provides similar yet simpler chairs of red suede cushions around a lacquered mahogany coffee table.*

*Maybe it’s a trick of the light or some form of magical enchantment but the color of everything you can see, including the streets outside appear almost sepia tone.*

*Leaning against the desk is a human man dresses in a sharp suit and smoking a slim pipe.*

*“Vincent Trench, private investigator. What can I do for you?”*

Vincent is in fact a rakshasa named Valantajar that always casts disguise self on itself before seeing visitors. The rakshasa has lived in Waterdeep for years switching identities as often as needed to keep its true nature hidden. It has grown accustomed to living among mortals and, much to its own astonishment, is rather fond of Waterdeep and its citizens.

*Upon exiting the Tiger’s Eye, that you oddly feel like the world looks bright and more colorful.*

## Book Wyrm’s Treasures (T6)

*The front of Book Wrym’s Treasures is adorned with a charming sign of a gold dragon curled around a treasure hoard of books and scrolls. Two small frosted glass windows are situated to the left of a smallish front door at the back of a plain stoop.*

*Inside the shop, every inch of wall-space is decorated with beautiful hardwood bookcases neatly filled with books of all sorts. The earthy scent of old books permeates the air. A narrow staircase leads up to the second level where additional bookcases reside. All in all it somehow seems that the shop contains more shelves than the building should be able to hold.*

*Tending the store is a short dragonborn of gold dragon ancestry who as you enter seems to be in the middle of some kind of reorganization of one of the shelves. Books are stacked on the floor in front of the shelf he is tending to while he selectively places books from the stack in his arms back on the shelf.*

*He mutters to himself as he works and while you can’t quite make out the words he seems agitated.*

This is Rishaal the Page-Turner.

*The shop contains books of all sorts. In addition, Rishaal has a small collection of spell books and allows wizards to copy spells from them at the cost listed in the Spells for Sale table. He can scribe any of these spells s a spell scroll but charges twice the listed cost for this service.*

### Spells for Sale

|  |  |
| --- | --- |
| **Spell** | **Cost per Spell** |
| *Comprehend languages, detect magic, feather fall, find familiar, mage armor, magic missile, shield, unseen servant* | 25 gp |
| *Arcane lock, continual flame, darkvision, invisibility, magic weapon, misty step, rope trick, suggestion* | 75 gp |
| *Clairvoyance, counterspell, dispel magic, fireball, fly, nondetection, water breathing* | 150 gp |
| *Arcane eye, fabricate, greater invisibility, ice storm, locate creature , polymorph* | 300 gp |
| *Bigby's hand, cone of cold, modify memory* | 750 gp |

Samples of the book selection:

Todo: Generate some historical book titles

*Volo’s Guide to Monsters*

*Mordenkainen’s Tome of Foes*

*Sword Coast Adventurer’s Guide*

## Weirdbottle’s Concoctions

**Outside**

*In the Trade’s Ward of Waterdeep on Ironpost Street is a small basement-level door seemingly squeezed in between two tall row houses. A small green icon of a bubbling potion bottle is painted above the door. A faint scent of chemicals and sulfur emanates from the door.*

**Inside**

*Inside is a cramped space dimly lit by a few flameless candles and filled with sturdy shelves of neatly organized jars containing a strange array of oddly specific items.*

*One shelf seems to be filled with jars of various oozes and jellies while another is full of jars of different mineral dusts. A third displays different roots.*

*At the back of the space is a bolted metal door locked shut. The scent of sulfur and chemicals is heavier in front of this door.*

**Backroom**

*Behind the heavy metal door are more shelves on these are a seemingly endless set of cages holding a similarly diverse array of live small critters; rats, worms, spiders, cats, rabbits, lizards, goldfish, etc.*

*On a table is a set of alchemical supplies. A very large jar nearly the size of a human head sits over a low flame and contains a bubbling bright green viscus fluid.*

*Next to that is a desk upon which sits a lockbox and a few stacks of paper. Some of which are folded into the form of birds. This appears to be where the proprietor Skeemo does most of his accounting work, business correspondence, etc.*

*The final feature in the backroom is a short lectern upon which is an inkwell and quill. A scroll is unrolled over the lectern and there appears to be the beginnings of a spell incantation written on it. Nearby stands a set of diagonally orientated shelves holding several rolled scrolls.*

This is Weirdbottle’s Concoctions and it’s proprietor Skeemo Weirdbottle spends most of his time here brewing all manor of potions. He also is skilled in writing scrolls but generally does so for his own use rather than for profit.

### [Potions for Sale](https://donjon.bin.sh/5e/magic_items/)

|  |  |
| --- | --- |
| **Potion** | **Cost per Potion** |
| *Potion of Climbing, Potion of Healing* | [50gp](http://www.giantitp.com/forums/showthread.php?424243-Sane-Magic-Item-Prices) |
| *Oil of Slipperiness, Philter of Love, Potion of Animal Friendship, Potion of Fire Breath, Potion of Greater Healing, Potion of Growth, Potion of Hill Giant Strength, Potion of Poison, Potion of Resistance, Potion of Water Breathing* | [100-250 gp](http://www.giantitp.com/forums/showthread.php?424243-Sane-Magic-Item-Prices) |
| *Elixir of Health, Oil of Etherealness, Potion of Clairvoyance, Potion of Diminution, Potion of Fire Giant Strength, Potion of Frost Giant Strength, Potion of Gaseous Form, Potion of Heroism, Potion of Invulnerability, Potion of Mind Reading, Potion of Stone Giant Strength, Potion of Superior Healing* | [500-1,000gp](http://www.giantitp.com/forums/showthread.php?424243-Sane-Magic-Item-Prices) |

## Blackstaff Tower

TODO: Write description of Blackstaff Tower

Blackstaff Tower is a fortress and a wizard training academy all in one. From here, Vajra Safahr watches over the city and asserts herself as Blackstaff. Sending spells are her preferred way of communicating with her operatives.

Vajra offers the characters membership in the Gray Hands, a private security force under her command. She doles out missions designed to tax the characters' resources and test their loyally to Waterdeep. Characters who complete these missions won't gain enough renown to join Force Grey yet, but they will gain something valuable: the Blackstaff's patronage. Vajra continues to take an interest in their adventuring careers, helping out when she can.

## Ulbrinter Villa

The Harpers have several secret gathering places in Waterdeep, among them is Ulbrinter Villa. A large, quiet estate surrounded by beautifully manicured gardens, Ulbrinter Villa is home to Lady Remallia Haventree, the widow of Lord Arthagast Ulbrinter.

Ulbrinter Villa is located on Delzorin Street between Vhezoar Street and Brondar's Way, in the North Ward (just south of Trollskull Alley).

### From the street

*Ulbrinter Villa sits on a square plot of land the size of a city block. It stands alone sharing no property lines with neighboring buildings on Delsorin Street between Vhezoar Street and Brondar’s Way. The villa and its grounds all sit privately behind tall stone walls made taller by the trees and hedges that line the interior side of those walls.*

*The main entrance to Ulbrinter Villa is situated mid-block and is surprisingly understated. The stone walls end to each side of a ten-foot wide black wrought iron gate. Close behind the gate sits a tall hedge, revealing nothing more of the actual villa and the famed gardens surrounding it.*

*Sitting atop the gate is a single raven. It stares at all who stop at the gate seemingly expecting something.*

Visitors gain entrance to the villa by speaking their names and intentions to the raven which then delivers word of their arrival to Lady Haventree. If she deems them welcome the gate will open for them.

### The Villa Grounds

*Passing through the gate and around the hedge reveals a spectacularly kept garden comprised of all manner of flowering plant and countless sculpted fountains. As one ventures near to the actual villa the flowers give way to a simple maze of tall hedges which obscure the villa’s ground floor, but not the 3 floors above it.*

*Well-trimmed and healthy vines of orange bougainvillea climb white walls adorned with columns and black shuddered windows and shade the occasional balcony. Navigating the hedges leads to a 30-ft semi-circular patch of grass radiating out from the Villa’s front doors. The doors are tall French doors that sit wide open letting fresh garden air flow freely into the villa.*

### Inside

Once inside the villa the party is met by Quest, Lady Havertree’s personal attendant.

*It isn’t until passing through the front door that you are met by a tall, well-dressed tiefling attendant. With purposeful yet graceful steps she crosses the large entry room to greet you.*

*She holds a pleasantly professional smile below vaguely catlike eyes. Her long blond hair is up in a loose bun behind long red/brown horns and pointed elfish ears.*

*“Hello and welcome to Ulbrinter Villa. I am Quest. Lady Remallia Haventree will be with you in a moment. Please make yourselves comfortable in the Lady’s office.”*

*She gestures for you to follow her to a room off to the right end of the entry.*

*As you walk she asks. “Is there anything I can get you while you wait? Water or tea perhaps?”*

If the party asks Quest anything she replies politely.

*“I will let Lady Havertree discuss that with you.*

# Non-Player Characters

## Lif

The former tavern Trollskull Manor is haunted by the poltergeist ([specter](https://www.dndbeyond.com/monsters/specter)) of the tavern's previous barkeeper, a half-elf named Lif. Maintaining the tavern was his life's work and he couldn't abandon the place in death.

Lif invisibly causes mischief at the expense of the new owners by smashing plates, breaking beer barrels, and so forth. If the characters don't take the hint, it writes not-so-subtle warnings (such as "Closing time!" and "Last call!") on dusty floors and grimy windows. To truly claim the tavern as their own, the characters must either appease the poltergeist or destroy it.

Lif understands Common and Elvish, but it can't speak.

### Appeasing Lif

If the characters work to repair and renovate the tavern with the goal of opening it to the public again, the poltergeist may begin to accept them as the new owners and gradually becomes quite accommodating: pulling out a chair when a character wants to sit down, pouring a beer and delivering it to a character, taking coats when folks come in from the rain, and so forth. Once the business is up and running, Lif can also perform other helpful functions, such as locking doors, sweeping floors, and so forth.

### Destroying Lif

However, if the player characters become deeply invested in spending time with Trollskull Manor consider starting *The Haunting at Trollskull Manor* a short sub-adventure. In which Lif takes on a more sinister vibe and likely will have to be destroyed during *Act I: New Blood*.

Lif's poltergeist is destroyed if its hit points are reduced to 0. If attacked, it flees to the uppermost level of the turret when reduced to half its hit points. From there it fights to the bitter end.

## Talisolvanar "Tally" Fellbranch

The owner and chief artisan of the Bent Nail a woodshop in Trollskull Alley is a male half-elf carpenter and woodcarver.



*A middle-aged half-elf sits on a stool whittling away at a wooden cane. It takes a few seconds before he looks up from his work to acknowledge your presence.*

*The lines on his face are accentuated by his furrowed brow and squinting eyes as his eyes adjust from is close whittling to you at the door. After a second the lines nearly disappear into a scruffy beard and his pointed ears relax into his short dark hair as his face relaxes.*

*“Welcome. Feel free to take a look around. Everything is handcrafted in house. We do most of our work in bulk contract. However, the pieces here are examples of our finer more custom work. Let me know if you have any questions.”*

*He returns to his whittling.*

He is a [commoner](https://www.dndbeyond.com/monsters/commoner), with these changes:

• Tally is chaotic good.

• He has these racial traits:

He has advantage on saving throws against being charmed, and magic can't put him to sleep.

He has darkvision out to a range of 60 feet. He speaks Common and Elvish.

### Connections

[Steel and Wood](#_Steel_and_Wood_1)

## Embric



Embric tends the forge and is an expert weaponsmith. He claims descent from the efreet of Calimshan and is prone to extreme mood swings.

He is a member of the Most Careful Order of Skilled Smiths and Metalforgers in Waterdeep.

He has the statistics of a [bandit captain](https://www.dndbeyond.com/monsters/bandit-captain), with these changes:

* Embric is neutral good.
* He has these racial traits: He can cast [*produce flame*](https://www.dndbeyond.com/spells/produce-flame)at will. (Constitution is his spellcasting ability, and he has a +4 bonus to hit with spell attacks.) He has darkvision out to a range of 60 feet and resistance to fire damage. He speaks Common and Primordial.

## Avi



Avi worships Eldath, god of peace, and uses his magic to quench hot steel. He is also an expert armorsmith.

Avi is laid back and speaks plainly.

He is a member of the Most Careful Order of Skilled Smiths and Metalforgers and the Splendid Order of Armorers, Locksmiths, and Finesmiths in Waterdeep.

He has the statistics of a [priest](https://www.dndbeyond.com/monsters/priest), with these changes:

* Avi is neutral good.
* He has these racial traits: At will, he can control the flow and shape of water in a 5-foot cube, or cause the water to freeze for up to 1 hour.
* He has a swimming speed of 30 feet, and he can breathe air and water.
* He has resistance to acid damage. He speaks Common and Primordial.

## Fala Lefaliir

Fala is an herbalist and a member of the Guild of Apothecaries and Physicians, operates her shop, Corellon’s Crown, out of a stately, three-story town house, in Trollskull Alley in Waterdeep’s North Ward.

Fala is an outgoing wood elf with red curly hair. Like the elven god Corellon Larethian, Fala is neither male nor female. If referred to as "he" or "she," Fala gently requests to be addressed by name or as "they."

Fala is “friends” with a member of the Zhentarim named Ziraj, who saved Fala's life. He visits Fala from time to time, and Fala has set aside a room for him on the second floor.

Fala is a [druid](https://www.dndbeyond.com/monsters/druid), with these changes:

Fala is chaotic good.

Fala has these racial traits:

Fala has advantage on saving throws against being charmed, and magic can't put Fala to sleep. Fala has a walking speed of 35 feet and darkvision out to a range of 60 feet. Fala speaks Common, Druidic, and Elvish.

## Rishaal the Page Turner

Rishaal the Page-Turner is a short dragonborn of gold dragon ancestry.

A member of the Watchful Order of Magists and Protectors, Rishaal is a [mage](https://www.dndbeyond.com/monsters/mage), with these changes:

He has these racial traits:

He can use his action to exhale a 15-foot cone of fire (but can't do this again until he finishes a short or long rest); each creature in the cone must make a DC 10 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one.

He has resistance to fire damage.

He speaks Common, Draconic, Dwarvish, and Elvish.

## Vincent Trench

*Leaning against the desk is a human man dresses in a sharp suit and smoking a slim pipe.*

*“Vincent Trench, private investigator. What can I do for you?”*

Vincent is in fact a rakshasa named Valantajar that always casts disguise self on itself before seeing visitors. The rakshasa has lived in Waterdeep for years switching identities as often as needed to keep its true nature hidden. It has grown accustomed to living among mortals and, much to its own astonishment, is rather fond of Waterdeep and its citizens.

## Remallia Haventree

Remallia (Remi to her friends) is the lady of House Ulbrinter and a guiding light for the Harpers in Waterdeep. She became an active force for good in the city after assassins killed her husband Arthagast Ulbrinter and destroyed his remains. A sun elf, she has two adult children (a half-elf son named Arthius, who is studying music in Silverymoon, and a half-elf daughter named Serenore, who lives on the Moonshae island of Alaron with her husband and daughter). Lady Haventree retains a handful of loyal servants and spies.

Remi holds secret Harper meetings in her villa, which is warded by all manner of spells. She uses a silver raven figurine of wondrous power to deliver messages to Harper spies scattered throughout the city.

## Quest

Quest is a close friend of Remallia Haventree and works as the Lady’s personal attendant. Wherever Remi is Quest is close by.



“*You are met by a tall, well-dressed tiefling. With purposeful yet graceful steps she crosses the large entry room to greet you.*

*As she does she holds a pleasantly professional smile below vaguely catlike eyes. Her long blond hair is up in a loose bun behind long curved reddish amber horns and pointed elfish ears.”*

## Skeemo Weirdbottle

Skeemo became the Master of Magic for the Black Network in Waterdeep, setting up a cover in the Trades Ward in the form of a cramped little shop called Weirdbottle's Concoctions.



Most of his potions and elixirs are non-magical, but he crafts magical ones for his Zhent friends.

Skeemo can add 'sellout'’ to his credentials, his services having been bought by House Gralhund and the Black Network operatives loyal to Manshoon. The rock gnome uses paper birds (see appendix A) to send messages both to his new friends and his old ones.

## Meloon Wardragon

Meloon is a handsome, formidable warrior in his prime who serves the goddess Tymora and loves a good fight. His friends- among them Renaer Neverember and Vajra Safahr- describe him as honest, optimistic and extraordinarily lucky.



Until recently this description of Meloon as a member of Force Grey and reporting directly to the Blackstaff was accurate.

However, three months ago, out of boredom. Meloon accompanied a fledgling band of adventurers on an expedition to Undermountain. There, his luck ran out. While resting in the dungeon, the adventuring party was attacked by monsters unleashed by Xanathar- including a number of intellect devourers. One of the creatures succeeded in magically devouring and replacing Meloon's brain, turning the champion of Tymora into a puppet. After finishing off his unsuspecting companions, Meloon returned to Waterdeep as a Xanathar Guild spy.

The intellect devourer that inhabits Meloon's skull was bred by Nihiloor, a mind flayer in Xanathar's employ. It knows everything Meloon knew, and Meloon behaves much as he did before his descent into Undermountain. He hangs out at the Yawning Portal, tries to bond with adventurers, and offers a helping hand whenever doing so feels appropriate. The intellect devourer's primary goals are to steer adventurers away from Undermountain and get them to undertake quests that further the aims of Xanathar. Such quests usually involve the eradication of Xanathar's enemies, and Meloon is all too eager to fight alongside those who fall for his ruse.

In recent months, Meloon has spent much of his time at the Yawning Portal.

## Vajra Safahr

Young and vibrant, diminutive, with olive skin, short black hair, and indigo blue eyes. Vajra is a capable wizard in her mid-thirties, the youngest person ever to hold the position of Blackstaff. As the

High Wizard of Waterdeep, she is charged with using all the magic and resources at her disposal to defend the city against threats. She was handpicked for the job by Khelben Arunsun, and wields the **Blackstaff**fromwhich Khelben derived his name and the title of the office.

Vajra isn't the city's most powerful wizard, but she can hold her own. Despite her many gifts, she still questions her ability to meet the demands of her role, and she rarely makes a decision without first soliciting the advice of the *Blackstaff,* which contains Khelben Arunsun's spirit as well as the spirits of all the other Blackstaffs who preceded her. She also gets intelligence from many other sources, both through her own network of spies and from Harper agents.

Vajra runs Blackstaff Academy, a school for mages, out of Blackstaff Tower in the Castle Ward. She is also in charge of Force Grey, an order of highly skilled adventurers who are called upon to defend the city in times of need. Vajra is always looking for new adventurers to fill the ranks of Force Grey, and she is particularly interested in those who can bring unique skills, abilities, or spells to the mix.

Several of the older and more seasoned wizards in Waterdeep consider Vajra an upstart, but they are smart enough not to challenge her. Only the Open Lord, currently Laeral Silverhand can strip Vajra of her title.

## Mattrim "Threestrings" Mereg

### Opening

At the end of the bar you see Threestrings caually conversing with one of the barmaids while he tunes up his lute. Over the din of the room you can't hear what is being discussed however they appear to be having a friendly chat.

Do you approach?

### Talking up Killigan

Threestrings introduces Killigan to "Bonnie", a friend whom he has been helping settle into the city since she arrived about a year ago.

Threestrings talks up Killigan to Bonnie as they reminisce about their college days.

"Your axe is killer!"

"This guy wrote "Travelling Bard"

### College stories

* They attended [New Olamn](https://forgottenrealms.fandom.com/wiki/New_Olamn). Killigan commuted from Amn via portal, Mattrim lived on campus.
* They were a duo performing around campus under the name "[Wyld Stallyns](https://www.youtube.com/watch?v=7mi4h00fedY)”.
* Mattrim got the name "Threestrings" junior year. During finals someone stole Mattrim's lute minutes before his final for advanced Lute. With such little time he had to grab an old artifact lute off the wall of the performance hall as he walked in. It only had three strings and he had to perform "The Three Flambinis" had to find a new one last minute. The only lute he could find on short notice was an old relic displayed on the wall of the schools concert hall lobby.
* Wyld Stallyns broke up when Mattrim learned Killigan had hidden his lute but it was a long time coming already. Killigan was already going all Paul and Mattrim all John. But just before graduation they reconciled and reunited for a few “[Wyld Stallyns](https://www.youtube.com/watch?v=7mi4h00fedY)" shows leading up to graduation.

### Catching up

"What was the last time we saw each other?"

Threestrings tells Killigan that he lives out of a room at the Yawning Portal and spends most nights strumming a few tunes around the tap room and chatting up adventurers. Threestrings seems happy and comfortable.

### Closing

\*\*If Threestrings is asked about Floon,\*\* read the following:

Eventually from behind the bar you hear Durnan yell.

"Alright! Get her up! Get her to the bathroom!"

At the far end of the portal, you see a few patrons try to help Yagra Stonefist back to her feet but the half-orc mercenary just pushes them back and tands on her own.

"Yagra!" Durnan yells again. She turns to scowl at him from across the room. He continues "You're bleedin' on my floor. Hit the bathroom and clean yourself up girl!"

Yagra complies and pushes her way to the bathroom, kicks the door open and disappears in. As the door swings back the form of a skinny guy which his pants around his ankles pushes out.

As you both turn to continue your conversation you realize that Bonnie has left, moving on to her work duties.

Somewhat abruptly Threestrings puts away his lute and turns much more serious.

"Killigan... A word of warning. Waterdeep has gotten dangerous lately. I'm not sure what caused it but bad blood between the Zhentarim and Xanathar Guild has begun to spill into the streets. It's likely that our little brawl earlier was an example of it.

"It's good of you to help out old Volo... but be careful. If Floon went missing in the Dock Ward, there's a good chance that is related to this turf war as well."

## Yagra Stonefist

Yagra is a Black Network mercenary who gets paid to protect a Zhent negotiator named Davil Starsong. Yagra finds the job boring and likes to pass the time by challenging adventurers to arm wrestle. (Resolve such contests using contested Strength checks.)

If the characters express their opposition to the Xanathar Guild, Yagra might urge them to speak to Davil about joining forces with the Zhentarim to destroy the beholder crime lord.

Yagra is a half-ore thug. When reduced to 0 hit points, she drops to 1 bit point instead (but can't do this again until she finishes a long rest). She has darkvision out to a range of 60 feet. She speaks Common and Orc.

### Opening

After being knocked cold during her brawl with Xanathar Guild members then coming to a few minutes later. Yagra, at Durnan's insistence, begrudgingly went into the bathroom to "clean up". She emerges now, the bleeding has stopped and she has a couple new bandages on her face.

Do you approach?

### Catching Up

Yagra encountered Nala as she fled from the Druidic clan that raised her but would not let her leave them.

Yagra fought off and killed some of the druids that persued Nala as she fled. After that the two spent some time together surviving in the wilderness. They became friends until one day Nala woke to find Yagra gone.

Yagra is vague about her reasons for leaving. She just says "You didn't need my protection any more." A DC12 Insight check reveals that there is probably more to the story but Yagra is tightlipped about it and unwilling to say more.

\*\*If asked what she does now.\*\*

I protect a Zhent negotiator named Davil Starsong. It's boring but it pays the bills.

Other than that I drink and arm wrestle.

\*\*If asked details about the Zhentarim and Xanathar Guild\*\*

She shrugs and in a familarly detached and shortlipped way Yagra sums things up from her perspective.

"The Zhent's pay well but other than that I dunno."

\*\*If asked about Floon\*\*

"People like Volo and Floon should not be at The Skewered Dragon. They're too soft and have no sense. The Dock Ward is not safe for them."

"Davil might know something but I can't be sure. If you want to talk to him tomorrow let me know. I can introduce you."

* TODO: Why did Yagra leave Nala?
* TODO: How did Yagra come to be employeed by the Zhentarim as Davil's bodyguard?

### Stories from on the run

1. Yagra and Nala hunt
2. Yagra and Nala help a farmer

### Closing

"Listen, good luck finding that fool Floon. If you're looking for some real work while you're here. I can probably set you up with some."

Yagra looks past you and nods to someone. She puts a firm hand on your shoulder and begins making her past you. As she does so she finishes. "Like I said The Zhents can be counted on to pay well."

She then sits down at a table behind you and sets up to arm wrestle an equally imposing dwarf.

## Jalester Silvermane

"Want to know what's going on in our fine city? Grab a stool. Stay a while."

An earnest man in his mid-twenties, Jalester hails from the distant land of Cormyr, where he earned his spurs working for a mercenary company called the Steel Shadows. A few years ago, Jalester left the Dales and traveled to Waterdeep with several other members of the company, one of whom -Faerrel Dunbladewould become his best friend and lover.

The wizard Elminster befriended the two young men and brought them to the attention of Laeral Silverhand, who put them to work as deputies and spies. Last year, Jalester and Faerrel helped the Open Lord expose a plot to overthrow the government, but Faerrel was killed in a street fight while helping bring the perpetrators to justice. Jalester remained in Waterdeep afterward and became one of Laeral's field operatives in the service of Waterdeep and the Lords' Alliance.

Laeral has asked him to keep an eye on adventurers who might, through their actions, aid or imperil the city and its citizens. Since the Yawning Portal attracts adventurers of all sorts, Jalester spends a lot of time there, usually seated by himself in a quiet corner. Durnan knows that Jalester works for Laeral and leaves the young man alone.

He has been romantically unattached ever since Faerrel's death but is often distracted by thoughts of his deceased boyfriend. When not engaged in alliance business. Jalester is lonely and looking for love.

Jalester carries a badge of the Watch. If the badge is lost or taken from him, it returns to Laeral Silverhand.

### Lords' Alliance Contact

Jalester is the characters' primary contact with the Lords' Alliance. He offers membership to those who qualify. Members are expected to complete whatever missions are assigned to them in a timely, professional manner. Refusing to accept or complete a mission can result in suspension or dismissal.

An alliance member who is suspended receives no alliance missions until the suspension ends, while dismissal from the alliance means a loss of membership and the loss of all renown in the faction.

#### Benefits

A member of the Lords' Alliance on good terms with Jalester Silvermane can use that connection to attempt to \*\*secure a griffon mount\*\* \*(see page 48 of Waterdeep: Dragon Heist for details)\*.

They can \*\*request an audience with Laeral\*\* through Jalester. Laeral gives them a gift -a feather quill given to her by the archmage Elminster himself if they promise to return the stolen gold to Waterdeep's coffers. \*(see page 91 of Waterdeep: Dragon Heist for details)\*

If the characters joined the Lords' Alliance and kept Jalester informed of their progress, \*\*reinforcements can arrive during the final battle in The Vault\*\* to help combat the villains or introduce a new element to the situation. \*(see page 98 of Waterdeep: Dragon Heist for details)\*

Characters who are members of the Lords' Alliance can reach out to Jalester Silvermane to \*\*find Xanathar's secret lair\*\*. Jalester doesn't know the location of Xanatbar's lair but can get the details from Laeral Silverhand. With the information in hand, Jalester leads the party to a secret entrance. If one or more characters have renown of 4 or higher in the Lords' Alliance, \*\*Jalester offers to join the party on its mission into Xanathar's lair.\*\* \*(see page 101 of Waterdeep: Dragon Heist for details)\*

### References

#### Cormyr

* [Cormyr Wiki](https://forgottenrealms.fandom.com/wiki/Cormyr)
* [Cormyr Map](https://vignette.wikia.nocookie.net/forgottenrealms/images/9/95/Cormyr_-_1479_DR_copy.jpg/revision/latest?cb=20081014082233)

#### Suzail

* Refer to "Backdrop: Suzail" \*(pages 63-75 of Dungeon Magazine 198)\*
* [Suzail Wiki](https://forgottenrealms.fandom.com/wiki/Suzail)
* [Suzail Map](http://www.wizards.com/dnd/files/suzail_high.jpg)

### Connection to Riley

Grew up in and around Suzail, the capital of Cormyr. He lived across the street from Riley.

When was the last time Jalester and Riley saw each other? How old were they?

Jalester remembers overhearing a conversation Riley's father had before he left for war.

In fact her father did not go off to the war at all. He instead joined on with a merchant ship that set sail for the Sea of Fallen Stars

#### Riley backstory

Riley was born in Suzail, the capital of Cormyr, to a wealthy noble family. However her mother died giving birth to her. She was raised by her father until the age of 5, when undead attacked the city.

This forced Suzail and the surrounding area into war against a powerful evil necromancer, a war that took her father to battle hundreds of miles to the north. Riley was left alone to be raised with the clergy at their local cathedral (The Silent Room, a temple to the god of knowledge, Oghma).

The war dragged on for the next ten years however the people of Suzail finally did prevail. Many soldiers returned home however her father was not one of them. Rumor has it that he was killed in battle. There is also another rumor that he was captured and held as prisoner. Riley never saw her father again and does not know what became of him.

She has spent her life studying the magical school of Necromancy in order to become more powerful and help prevent such brutality from happening again in her city. Perhaps by gaining knowledge of the undead arts that led to the war she could better understand why her father was taken from her and never return.

Riley would like to know from The Oracle what had become of her father. Is it true that he may still be alive being held as a prisoner, waiting for rescue?

In pursuing The Oracle, Riley died and was revived but lost her arm in the process. It was replaced with a magically powered prosthetic called the Spinning Arm of Erathis.

The Oracle answered Riley's question like this:

“To the east I see a sky of stars falling to the sea. In their fading light, a ship’s crew toils mindlessly into eternity. A prison with no bars. He weeps for you now, as he was once so near as to reach out and touch you, to hold you again. You are separated by but a heartbeat. But Beware, judgement often awaits those who seek the lost. I see a wall of weeping on your path and a trail of blood in your wake.”

Riley suddenly remembered a time when she was sitting on the dock of a bay with her father, this memory was remembered thanks to Killigan and his bard of inspiration spell. It made Riley tear up.

### Connection to Naivara

A few years ago, when the masked Lords of Waterdeep learned that the then Open Lord, Dagult Neverember had embezzled half a million dragons they voted him out of office and Laeral Silverhand took on the job. Dagult was off rebuilding the city of Neverwinter at the time and when news of his ousting made it to him he went into hiding there.

Jalester and his boyfriend Faerrel were a part of a group tasked by Laeral with traveling to Neverwinter to gather information about the whereabouts of Dagult Neverember and ultimately bring him back to Waterdeep. It was then that Jalester came into contact with Naivara. While the mission failed to locate the disgraced Neverember, Naivara did provide Jalester with useful intel at that time.

The relationship between Jalester and Naivara seems cordial but uneasy. It could be that Jalester was put off by her methods.

What was the specific nature of the contact between Jalester and Naivara?

#### Opening

Off in a quiet corner of the tavern you see Jalester sitting alone.

Do you approach?…

"Naivara. What brings you this far south?

#### Catching Up

"What news do you have from Neverwinter? Any word on the whereabouts of old Dagult? I would very much like to recover that weasel. If not for the city's closure, then for my own."

"Or perhaps that floating island that was spotted in the sky to the north a few weeks ago?"

In return for some form of valuable new info Jalester reveals that he has learned some info about the Xanathar's Guild.

"Rumors have begun circulating among Xanathar Guild members that The Xanathar has taken on a new advisor lately. A drow woman cloaked in Yellow."

\*\*If asked about the whereabouts of Floon\*\*

"Yes, well I'll have to admit that I'm not quite up to speed on the drama surrounding lives of the city's more frivilous citizens like Floon. So I can't personally help you there.

You say he was taken by the Xanathar's Guild?"

A look of disgust crosses Jalester's face and he looks through a nearby window to the street.

"That would likely mean he has been taken underground. If he went missing in the Dock Ward, the Xanathar's Guild is known to access the sewers at a few locations."

Jalester describes a particular alleyway near the warehouse where you found Renaer that would probably be the best place to start.

#### Closing

"Well Naivara, I must be going. No rest for the wicked..."

\*Jalester sighs with a wry smile.\*

"That's a joke. You see I work for the Lord's Alliance and you're a Drow. Anyway..."

"Take care looking for Floon. If he is wrapped up in this gang war, finding him will be dangerous work.”

## Obaya Uday

Obaya, a priest has traveled from Chult to sponsor expeditions into Undermountain, with the goal of bringing its magical treasures back to her employer, the merchant prince Wakanga O'tamu of Port Nyanzaru. She discourages low-level adventurers from exploring Undermountain but is happy to help them with her magic until they gain enough experience to be useful to her.

If you plan to run Waterdeep: Dungeon of the Mad Mage after this adventure, Obaya can take on a more prominent role as an advisor and a source of quests.

### Early life

For a time she was the leader and object of worship of a strange cult in Amn that for a time had Maynard in it's thrall. Upon meeting again at the Yawning Portal she acted as though she did not know him.

### References

[Waukeen Wiki](https://forgottenrealms.fandom.com/wiki/Waukeen)

[Chult Wiki](https://forgottenrealms.fandom.com/wiki/Chult)

## Emmek Frewn

Emmek Frewn, a salty northerner (NE male Illuskan commoner), recently tried to buy the tavern in Trollskull Alley but was outbid by Volothamp Geddarm. Stung by the loss, he bought a smaller, less impressive building in the same alley and turned it into a pub, which he calls Frewn's Brews.

Emmek's family migrated to Waterdeep after its holdings in Neverwinter were destroyed by the eruption of Mount Hotenow in 1451 DR. The family struggled to make ends meet by tanning leather in the Trades Ward. After Emmek's parents died, his sisters took over the business and bought him out. He never liked the work anyway, and he particularly hated dealing with the League of Skinners and Tanners.

Emmek is on shaky financial footing because he has sunk most of his wealth into this latest endeavor. He's also in trouble with two of the guilds. First, he tried to save coin by fixing the roof himself. in defiance of the Carpenters', Roofers’ and Plasterers Guild. Then he offended a member of the Cellarers' and Plumbers' Guild by comparing the dwarf's beard to barnacles on a ship.

### Goals

Emmek wants his pub to be the most successful tavern in the North Ward, and he wants the characters' business to fail spectacularly.

### Assets

Emmek is stingy when it comes to certain kinds of expenses and foolish with his coin in other ways. He tends to spend a lot on big, showy items and cut corners on the little amenities. Because he doesn't have much coin to throw around right now, his plan to ruin the characters' establishment begins with borrowing some money.

Emmek secures a 150 gp loan from lstrid Hom (see appendix B). He spends 50 gp for the services of the Shard Shunners, a gang of halfling wererats with which he has had nefarious dealings in the past.

### Emmek’s Plan

Emmek's strategy for ruining the competition and the consequences for putting it into action are summarized in the table below.

|  |  |
| --- | --- |
| **Element** | **Description** |
| Event | The wererats scope out the characters' tavern in halfling forms and might try to get jobs there. |
| Event | The wererats plant morsels of food inside the characters' place and bore tiny holes in the outside walls to attract rats, creating an infestation. |
| Action | Emmek spreads rumors that the characters' tavern is rat-infested, which is why he didn't buy it. Apply a -10 penalty on the next three rolls characters make on the Running a Business table (see "Tavern Keeping Expenses," page 41). |
| Event | The Shard Shunners claim they've done enough for their coin and demand more. |
| Action | Emmek pays the were rats another 50 gp to creep around the characters' tavern at night in hybrid and rat form, carve rat faces into the doors of neighbors, and otherwise draw attention to themselves. |
| Action | Emmek convinces several local residents to sign a letter he has drafted, then dispatches it to the City Watch. The letter accuses the characters of running a front for a guild of wererat thieves and urges the Watch to close their establishment. |

## The Shard Shunners

a gang of halfling wererats with which he has had nefarious dealings in the past. He pays the halflings to hinder the characters' efforts while he works feverishly to manage his own business.

Four gang members have been assigned to work with Emmek: two males named Kelso Fiddlewick and Dasher Snobeedle and two females named Danika Fiddlewick (Kelso's younger sister) and Brynn Hilltopple. These halflings are wererats, with these changes:

* Each wererat is Small and has 27 (6d6 + 6) hit points.
* It can move through the space of a Medium or larger creature.
* lt has advantage on saving throws against being frightened.
* It speaks Common and Halfling, and it knows thieves' cant.

# Appendix

## Rumors

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Rumor |
| 1 | ??? |
| 2 | ??? |
| 3 | ??? |
| 4 | ??? |
| 5 | ??? |
| 6 | ??? |

## Reference Links

### Our stuff

[Our shared folder](http://bit.ly/2h3a8rA)

[My Homebrewery Content](http://homebrewery.naturalcrit.com/user/jonian)

[DndBeyond](https://www.dndbeyond.com/campaigns/58611)

### Character Sheets

[Killigan](https://www.dndbeyond.com/profile/SUPERBARD/characters/949622)

[Maynard](https://www.dndbeyond.com/profile/TimmyJLunsford/characters/949068)

[Naivara](https://www.dndbeyond.com/profile/EnnaBlu/characters/942762)

[Nala](https://www.dndbeyond.com/profile/Edith123/characters/970744)

[Riley](https://www.dndbeyond.com/profile/Andrea123/characters/970728)

### Maps

[Faerun Map](https://loremaps.azurewebsites.net/Maps/Faerun)

[Sword Coast](http://media.wizards.com/2015/images/dnd/resources/Sword-Coast-Map_HighRes.jpg)

[Waterdeep](https://www.aidedd.org/atlas/index.php?map=W&l=1)

[Cormyr Map](https://www.realmshelps.net/faerun/pix/Cormyr_-_1479_DR_bg.jpg)

### donjon

[Inn Descriptions by social class](https://donjon.bin.sh/fantasy/inn/)

[NPCs](https://donjon.bin.sh/5e/random/#type=npc)

[Commoner NPCs](https://donjon.bin.sh/5e/random/#type=npc;npc-order=common)

[Names](https://donjon.bin.sh/fantasy/name/)

[Magic Shops](https://donjon.bin.sh/5e/magic/shop.html)

[Rumors](https://donjon.bin.sh/fantasy/inn/)

[Weather](https://donjon.bin.sh/d20/weather/)

### Fantasy Name Generator

[Fantasy Name Generator](https://www.fantasynamegenerators.com)

[D&D Names](https://www.fantasynamegenerators.com/dungeons-and-dragons.php)

[Taverns](https://www.fantasynamegenerators.com/tavern-descriptions.php)

### Handouts

[Friendly Faces](http://media.wizards.com/2018/dnd/dragon/21/DRA21_WDH_Preview_ff.pdf)

### Other

[Lorem Ipsum Generator](https://www.lipsum.com/feed/html)

[Roll the Dice (1d100 by default)](https://rollthedice.online/en/dice/1d100)

## Running Combat

[Encounter Builder](https://kobold.club/fight/#/encounter-builder)

[Party Data](https://kobold.club/fight/#/players/edit)

Maynard +4 45 / 45

Killigan +5 32 / 32

Naivara +1 38 / 38

Riley +2 22 / 22

Nala +0 41 / 41

## Treasure and items

### Random Treasure

|  |  |
| --- | --- |
| [1d6](https://rollthedice.online/en/dice/1d6) | Item |
| 1 | A Treasure Horde based on CR: [1](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=1;treasure-loot_type=treasure_hoard) [2](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=2;treasure-loot_type=treasure_hoard) [3](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=3;treasure-loot_type=treasure_hoard) [4](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=4;treasure-loot_type=treasure_hoard) [5](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=5;treasure-loot_type=treasure_hoard) [6](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=6;treasure-loot_type=treasure_hoard) [7](https://donjon.bin.sh/5e/random/#type=treasure;treasure-cr=7;treasure-loot_type=treasure_hoard) |
| 2 | [Random Common Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=common) |
| 3 | [Random Uncommon Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=uncommon) |
| 4 | [Random Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=rare) |
| 5 | [Random Very Rare Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=very_rare) |
| 6 | [Random Legendary Magical Item](https://donjon.bin.sh/5e/random/#type=magic_item;magic_item-rarity=legendary) |

### Trinkets

[d100 Common Trinkets](https://dnd5e.fandom.com/wiki/Trinkets)

[d100 Minor Magic Items](https://www.reddit.com/r/d100/comments/6zwwp1/d100_minor_magic_items/)

### Shops

[Expanded Catalog](https://drive.google.com/file/d/1V_udNPxlTk_ufSyLsZ4caIO5LqFmE5LO/view)