Contents

[Waterdeep Locations 1](#_Toc23503888)

[Trollskull Manor 1](#_Toc23503889)

[Spirit on Tap 1](#_Toc23503890)

[Appeasing Lif 1](#_Toc23503891)

[Destroying Lif 1](#_Toc23503892)

[The Bent Nail (T2) 2](#_Toc23503893)

[Services 2](#_Toc23503894)

[Steam and Steel (T3) 2](#_Toc23503895)

[Quests 2](#_Toc23503896)

[Services 2](#_Toc23503897)

[Corellon’s Crown (T4) 3](#_Toc23503898)

[Outside 3](#_Toc23503899)

[Inside 3](#_Toc23503900)

[Meeting Fala and Ziraj (zeer-AWJ) 3](#_Toc23503901)

[Quests 3](#_Toc23503902)

[Services 3](#_Toc23503903)

[Fala’s Potions 3](#_Toc23503904)

[Tiger’s Eye (T5) 4](#_Toc23503905)

[Book Wyrm’s Treasures (T6) 4](#_Toc23503906)

[Spells for Sale 4](#_Toc23503907)

[Weirdbottle’s Concoctions 5](#_Toc23503908)

[Potions for Sale 5](#_Toc23503909)

[Blackstaff Tower 6](#_Toc23503910)

[Ulbrinter Villa 6](#_Toc23503911)

[From the street 6](#_Toc23503912)

[The Villa Grounds 6](#_Toc23503913)

[Inside 6](#_Toc23503914)

# Waterdeep 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.*