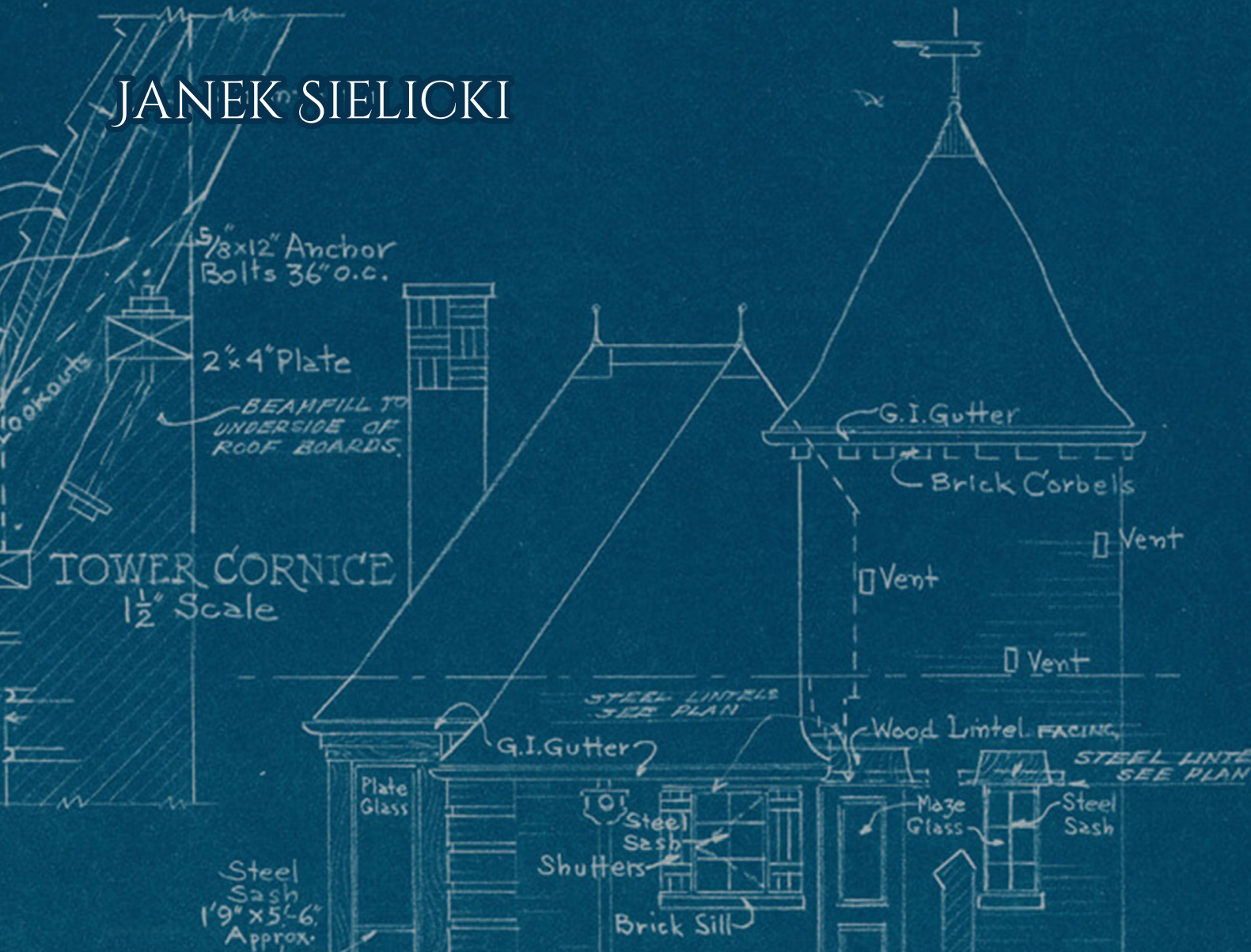


JANEK SIELICKI



WATERDEEP: DRAGON HEIST
**OPTIONS FOR
 TROLLSKULL
 MANOR**

SIDE ELEVATION
 1/4" Scale



Maps included

ONTARIO
 Revised Aug. 20, 1936

JOB # 834 SHEET # 2

Options for Trollskull Manor

By *Janek Sielicki*

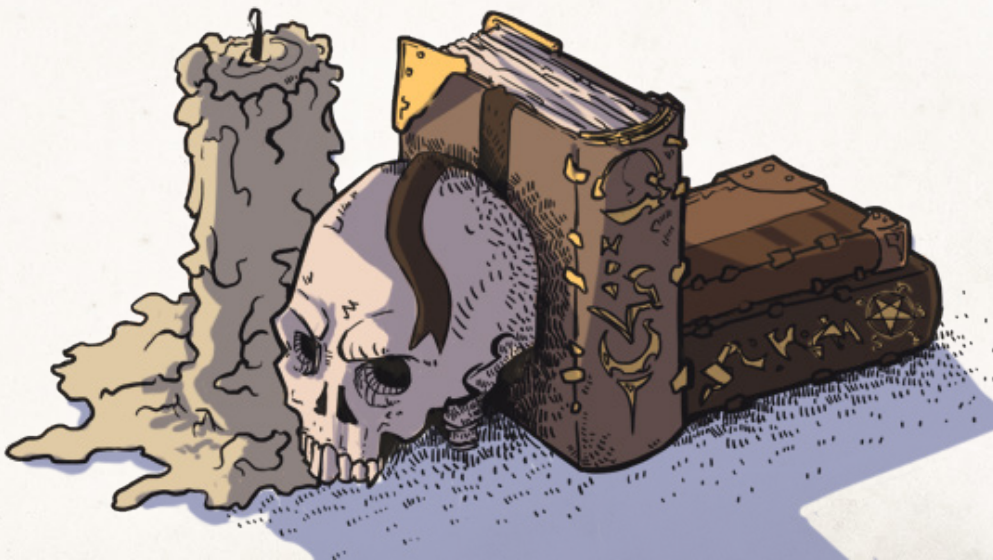
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Note: *the first version of the rules appeared in Homeward Bound: Simple rules for player-owned base (2016).*

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The crest of Waterdeep by *Patrick E. Pullen*



Introduction

Waterdeep is a vast agglomeration where adventure hides around the corner, ready to suck in unexpected travellers, who soon fight for their lives, explore mysterious locations, and collect wealth and magic objects. However, once the villain has been thwarted and the day is saved yet again, a weary hero needs a place to rest and recuperate. And although Waterdeep is full of inns, taverns, and drinking holes, nothing beats sleeping in your own bed in a place you call home.

The authors of *Waterdeep: Dragon Heist* recognize that need and in Chapter 2 provide a description and maps of Trollskull Manor and Tavern. Although it is initially ruined, PCs have an opportunity to renovate the structure and use it as their base of operations in the city, as well as a place of business. Some players may want to focus more on their new home. The module you are reading extends the options from W:DH and offers the PCs the opportunity to upgrade the

manor by investing gold and, in turn, gaining a variety of benefits. It also offers room descriptions to read to your players and the building's history.

Furthermore, the PCs probably won't spend all their time at the inn, but wander around the city or dark, deep tunnels underneath Waterdeep, only to return to Trollskull Manor between their adventures. But life goes on while they are away, therefore this module provides also tables for random events that occur while the PCs are away.

Finally, the last section of *Options...* provides a little bit of a background story for the tavern, and a short adventure that builds on that history.

Although this module assumes a Forgotten Realms® campaign (particularly *Waterdeep: Dragon Heist*), it can be easily used with any other fantasy setting, or – with a little work and reskinning – with non-fantasy worlds. The first two chapters are for both players and DMs, but don't read the last one if you're a player. Your DM may want to use the plot hooks and NPCs it describes!



Chapter 1.

Upgrades and Options

According to W:DH, the PCs receive the deed to the tavern from Volo, who recently purchased the haunted building. Initially, the structure is in a sorry state, and renovation and licenses require 1,250 gp, then 60 gp per tenday covers wages, upkeep, and services various guilds provide (laundry, cleaning, fresh food etc.). The book then suggests using the “Running your own business” from Chapter 6 of the Dungeon Master’s Guide. The table proposes a single d100 roll + the number of days that passed to see how much profit or loss the business made. Below you will find more detailed options for earning money and upgrading the building.

Earning Money

Once open, Trollskull Tavern can become a place where local Waterdhavians come to rest, have fun, and listen to the stories about the PCs’ exploits. Many patrons attract other businesses – minstrels, food suppliers, or even shady characters. Most of them belong to one of the many guilds that operate within the great city, and PCs may negotiate with those guilds to increase the profits from mutual contracts. In order to do so, the PCs need to negotiate a deal first. This could be a great role-playing opportunity, especially if they are doing it for the first time, but it is OK to reduce it to a simple die roll later on.

Whenever the PCs return home from a quest or once per in-game month, ask them if they want to renegotiate their trade deal in the city (which takes a few days), and have one of them roll the dice. Use Charisma (Persuasion or Intimidation, with regard to the consequences of this choice) for the test, and consider advantage/disadvantage for factors like the character’s fame or notoriety, local standing, prolonging a previous deal, competition, natural disasters, quality of their establishment etc.

Keeping to the guidelines from W:DH, the monthly cost of running the tavern is 180 gp. The base revenue from the tavern per month is 100 gp (this assumes DC 5 and is an automatic success). This is what the business brings if the management (the PCs) do nothing in the given month. To negotiate a deal, the PCs first decide how risky their deal is going to be, and decide the difficulty of the roll on their own. For each increment of 5, they earn additional 100 gp: at DC 10 they get 200 gp (and profit!), at DC 15 – 300 gp, and so on. Failing the test means receiving only 100 gp.

The deal can be renegotiated each month, and if it is not, its value deteriorates at the rate of 50 gp per month, until it reaches the basic value. Note that upgrading the tavern increases the gain.

Example: the players declare that their PCs return to the Tavern, and they want to negotiate a new deal and invite the famous Raven Robbers Travelling Circus. They

go to the minstrel guild and – after some roleplaying – they decide upon the difficulty level of the deal, let’s say DC 15. One player – the group’s main negotiator – makes the roll. If successful, at the end of the month the group receives 300 gp. Next month the group is away, so they cannot re-negotiate the deal, and at the end of the following month the group receives 250 gp, stored in the tavern’s strongbox and awaiting their return.

It is a quick and easy system that promotes investment and encourages the PCs to often return to their home and oversee its development.

Upgrading Trollskull Tavern

This section presents several ideas for purchasable upgrades for the house. As always, if your players have their own ideas regarding the upgrades below or come up with their own designs, consider them carefully with the “why not?” attitude. Even if they are buying one of the upgrades suggested below, ask them to come up with ideas what exactly they are improving. For example, if they are purchasing the “themed room” upgrade, ask them what exactly the room will look like after renovation is done. Is it a dungeon-themed design with faux skeletons on the walls? Or maybe four basic elements, with walls representing fire, water, earth, and air, along with images and objects associated with them?

Moreover, the mechanical bonus awarded by certain upgrades



is just another incentive for the players, a way to encourage them to return home and care about and for it. However, certain bonuses might make the party slightly more powerful in terms of game mechanics, and you should take this fact into consideration when designing combat encounters. On the other hand, make the bonuses provided by the house worthwhile – as always, balance is the key.

Finally, you might be tempted to use “realistic” construction times. Although in real life the construction of a building or improving a swath of land takes at least months, the game is called “Dungeons and Dragons,” not “Constructions and Deadlines” – assume that completing each upgrade takes a month, or even only a week, and get on with the game.

Name	Type	Bonus	Cost
<i>Basic bonus</i>	Returning home and resting at the Manor provides small mechanical bonuses even if no upgrade has been bought. The PCs can also rename their establishment!	In addition to the income discussed above, spending a few days in your own bed confers an additional 1 HP restored during short rests for the following month.	-
<i>Improved Services</i>	Cosier interior, comfortable furniture, best food and drinks, skilled services, best minstrels and company.	+50 gp income per month. This upgrade can be bought 5 times to eventually provide +250 gp income bonus.	250 gp, with extra 50 gp per each stage (300 gp, 350 gp and so on)
<i>Extra security</i>	Although Waterdeep's streets are generally fairly safe, bad things do happen: monsters come out of the sewers, a stray fireball explodes in the street, or a new gang decides to offer their "protection." A deal with a local mercenary group or the Watch ensures that the PCs always know what is going on in the neighbourhood. Moreover, reinforced shutters and doors protect the structure from outside threats.	Although this upgrade does not provide any individual mechanical bonuses for the PCs, extra security ensures that the manor cannot be attacked by surprise, and reinforced doors and windows grant heavy cover for the defenders, should enemies choose to storm the building.	500 gp
<i>Vault</i>	A secure, fortified room in the manor, complete with one or two traps and a magical password-protected dwarf-made door. Perfect for storing treasures and income that accrues while the PCs are away adventuring.	Should any thief make it to the vault, bypassing the lock without the password is a DC 20 task. There is one deadly trap or 2 dangerous traps or 3 setback traps. See "Dungeon Master's Guide," page 121 for details on traps.	500 gp, plus 500 for each additional set of traps or upgrading the lock's DC by 5.
<i>Barracks</i>	A small group of dedicated security staff that patrol the streets around the tavern and keep an eye on the patrons. Ask each player to come up with a one-sentence idea for each guard.	Drawn in by the PCs' fame, the force consists of 5 guards. They are loyal guards , led by Sarge Castigar, a veteran . If any of them dies, after a month another recruit takes their place. This upgrade significantly reduces the chances that something wrong happens when the heroes are away, and adds +5 to the Dangers roll if you are using the Dangers and Blessings option presented below.	500 gp

<i>Garden</i>	A beautiful roof garden, full of flowers, gurgling fountains, gazebos and benches where you can sit and watch your kids play.	The garden provides additional +1 HP (for the total of +2 HP) restored during short rests (see the basic bonus above).	300 gp
<i>Additional servants</i>	Adventuring is a deadly game, and when a hero returns home, they should not deal with mundane things like doing the laundry, cleaning the armour, or the like. They should rest, recuperate and plan. The servants can do the rest!	The servants take care of all the heroes' needs, so they can concentrate on their next adventure. After spending at least a month being pampered, the PCs gain 1 Inspiration Point. This upgrade can be bought up to 3 times, providing additional inspiration points. Depending on your campaign, the points are per player or distributed among the party.	1 st : 300 gp (basic staff) 2 nd : 900 gp (specialized servants) 3 rd : 2,000 gp (masseurs, dancers, singers etc.)
<i>Cobbled street</i>	Well-lit streets are vital for any community, for they allow heavy carts to travel even during rain, when dirt roads turn to mud. They also increase the overall quality of the neighbourhood.	Good roads halve the travel time around the manor, allowing your suppliers to reach you more easily, which grants an additional +10 gp base income bonus per month.	200 gp
<i>Furnishing</i>	Softer beds, comfortable sofas and chairs, a washbasin in every bedroom, or perhaps even a dedicated bathing room with a small fire elemental heating up water – all these and more make the PCs miss their home when they spend another dreary evening huddled in the dark and rain somewhere out in the dangerous world.	Player Characters who spend at least 2 days in such comforts start their next adventure with additional 5 temporary Hit Points. This upgrade can be purchased three times, to provide maximum 15 temporary HP.	1 st : 400 gp 2 nd : 1,000 gp 3 rd : 1,500 gp
<i>Shrine</i>	A room or a small building (or in some cases – a tree) dedicated to the worship of one of the many Faerunian gods. The devotees can spend their time here, strengthening the connection with their patron god.	After spending at least 1 week at the Mansion with this upgrade, for the following month spellcasting characters that base their magic on faith (cleric, druid, ranger, paladin) can prepare 1 spell more than their level and spellcasting attribute normally allow.	1,000 gp
<i>Laboratory</i>	A room, for safety reasons located in the tower or the basement, full of alchemical equipment and ingredients. It is the kingdom of Ignato, a wizened derro alchemist, who hates when people intrude asking him about stuff.	Every week it produces 1 common-quality potion (for example potion of healing), which is then stored in the vault (if available).	500 gp

<i>Clinic</i>	Having a small hospital on one's lands not only ensures the people's and soldiers' gratitude, but also provides medical professionals whose instructions, recalled on the battlefield, can save lives.	After spending at least a week at the Manor with this upgrade, for the following month, any PC reduced to 0 HP automatically succeeds at their first death saving throw.	250 gp
<i>Training course</i>	Some adventurers just cannot sit tight and continuously strive to get better, faster and tougher. Regular training is what they call resting. Typically located in the basement, this training course includes beams, ropes, walls, mud, swinging targets and sergeant Thorbrug, a gruff veteran dwarf soldier, who will make you pump iron and ignore your tears.	If a PC regularly visits the training course for a month (at least 4 hours a day), for the following month their Speed increases by 5 feet, or they gain +1 bonus on Initiative Rolls.	150 gp
<i>Library</i>	Books bring relaxation, wisdom, and knowledge, and especially arcane magic users find that studying benefits their spellcasting abilities.	After spending at least 1 week in the Manor with this upgrade, for the next adventure spellcasting characters that base their magic on arcane magic can prepare or "know" 1 spell more than their level and spellcasting attribute normally allow.	1,000 gp
<i>Accounting Office</i>	A small, dark room filled to brim with scrolls and books. This is where Flounson the Imp resides, and his devotion to numbers is something to be afraid of!	Thanks to the mysteries of the Finance only Flounson seems to comprehend, the rate at which deals with guilds deteriorate is only -25gp per month.	500 gp
<i>Information Network</i>	A word here, a smile there, and a lot of greased palms, and suddenly that member of the Alchemist Guild becomes your tavern's regular – and you know what the guilds want and what they fear. This knowledge helps you leverage better deals.	You gain advantage when negotiating deals with the Waterdeep guilds (the income roll).	25 gp per month
<i>Secret Exit</i>	A hidden tunnel behind the bar. A door masked by a wardrobe. A removable section of the wall or even a magical portal that appears when you speak the magic word! These can be real life-savers – for you or your patrons!	This upgrade can be purchased multiple times. Finding it requires a successful DC 10 Intelligence (Investigation) test. Each exit can be individually upgraded, making it more difficult to find. Each upgrade adds +5 to the DC.	50 gp +100 per upgrade.

Chapter 2. Using Trollskull Tavern in the campaign

This book assumes that the tavern is used as the PCs' HQ, home and re-doubt, a place where they return between adventures to rest, recuperate, do the shopping, etc. Additionally, should your players like the idea of having such a place to manage, there are several places nearby which the PCs can visit to interact with the neighbours or solve their various problems.

Whenever there is a break between adventures, you can ask your players if they want to return to the tavern, if not for roleplaying reasons, then for the game mechanics bonuses it provides. They may want to spend weeks or even months of in-game time there, which is great and contributes to the realism of the PCs' development. After all, a lot of players often complain about the necessity to rush from one adventure to

another, and – taken to the extreme – the whole “zero to hero” process (or from level 1 to 20) takes mere weeks! Providing the

PCs with a home to return to allows the Game Master to pace the campaign and give it a more realistic timeframe.

And – last but not least – the PCs have something to spend money on, invest and reap the results. The 5th edition of Dungeons and Dragons restores the unusualness of magic items, and in the default setting it is difficult to just buy such objects, especially if they are rare. This leaves the PCs with a lot of gold they sometimes do not know how to spend, especially if the players come from the previous editions of the game. By spending their hard-looted gold pieces on their own house, your players have a sense of accomplishment, especially if such investments return to them in the form of more money, influence, or both.

Dangers and Blessings

A great house is also a great responsibility, and the Tavern can be affected by various things while the PCs are away saving the world, or whatever they do during their adventures.

If you want to use the Dangers and Blessings option, below you will find a list of events that occurred during the PCs' absence. Whenever the PCs return home, roll (or select) one event from each column. If the PCs decide to stay longer, simply roll for each in-game month.

TIP: Each time the PCs return home, try to play on their emotions – don't just roll and read, but try to gradually describe what they see as they return – happy faces, signs of destructions, both?



D20 roll DANGERS**BLESSINGS**

1 or less	Mordigan and his host of spirits are free and once again haunt the tavern. Until they are slain or banished, modify further rolls in this column by -5.	An annual folk festival is taking place in the neighbourhood. Fine food, dancing and joy shared with your people fill your hearts with happiness and optimism. Each PC gains one extra Inspiration point.
2	Great fire of mysterious origin devastated the Tavern, destroying D3 random upgrades (or upgrade stages).	A minor treasure was found in a wall during renovation! It is yours to claim. To determine what was found, roll on the first (Challenge 0-4) treasure hoard table in the Dungeon Master's Guide, page 137.
3	A master thief paid a visit to your vault. You lose all the accumulated gold and anything valuable left. If you have the vault upgrade, roll d20 and add 10, subtract 2 for each trap upgrade; if the result is equal or higher than your vault's lock DC, the same effect takes place.	Sometimes everything falls in line, the stars are right, or you are just lucky. After hard studies, rigorous training, or being in the right place at the right time, you managed to make the lessons last longer. A selected upgrade bonus lasts for 2 months. Each player may select a different upgrade.
4	Sometimes in order to advance you have to take a step back. New, experimental brewing methods (or cooking recipes etc.) proved to be unsuccessful. An upgrade bonus becomes its opposite, which only becomes apparent when the PCs set off on a new adventure.	Soft mattresses, warm meals and beautiful views did wonders for your body. You managed to rest really well and are at peak physical form. The basic bonus lasts for 2 months and provides +2 HP healed during short rests.
5	Due to a monster attack, tavern brawl, Lyf's bad day or similar disaster, one random upgrade is destroyed, or its level reduced by one.	The patrons and neighbours really appreciate what you are doing for them. They trust your protection and guidance – select any other result in this column.
6	There is growing resentment among the local people towards the PCs. Maybe they did something wrong, or perhaps this is all a misunderstanding. The difficulty of all local social interaction tests (including deal negotiations) increases by 5.	A local drunkard you allow to sit in a corner comes to you with a vision of the future, warning about what's to come. The DM should reveal, in a suitably cryptic fashion, one important detail of a future adventure.
7	Nothing happens, life goes on.	Nothing happens, life goes on.
8	Due to bad weather conditions – blizzards, extreme heat, heavy rains, etc. – travel time in the area is doubled (streets around the tavern become difficult terrain).	Excellent weather conditions – warmth, sun, just enough precipitation – make everyone happy. Halve the upkeep costs this month (to 30gp).
9	Due to machinations of your competitors, the trade deal you had previously secured has been lost. Unless a new one is negotiated, only the basic income is generated each month.	Your contractors are really happy with your services and decide to continue the cooperation. Your last trade deal is automatically reset to its starting value and automatically prolonged, without the need to renegotiate.

10	Bad harvest, gang wars, horrible weather or bandits who raided trade caravans – whatever happened, the result is the same: no income this month.	Your contractors are really happy with you and do not want to lose the deal, thus offering better conditions. Your trade deal increases by one stage, as if the negotiations were more difficult, thus providing more monthly revenue. Additionally, the deal is automatically prolonged, without the need to re-visit the nearby town.
11	Neighbours or your guards spotted a group of nasty-looking fellows, or strange monsters approaching your tavern! Maybe you killed their beloved uncle? It is going to be a very difficult battle, but unless they are stopped people will die and more troubles arise! If you fail to stop the monsters, next time roll twice in this column, subtracting 5 from each roll.	A group of friendly mercenaries – the famous “Merciful Marauders” – visit the area, keeping trouble at bay. The Danger column result for this month is cancelled.
12	A druid passing through the area is angry with you and your people for not treating nature right. Unless you deal with them, they will continue to harass patrons and “free” their animals (-100 gp income)	A helpful druid stops at the tavern, healing and advising patrons. This drew more curious people and business boomed. +100 gp income.
13	A priest visiting your tavern took offence and threatens to call the wrath of their god upon the area. Unless they are dealt with, the PCs cannot gain or spend inspiration points.	A benevolent priest decided to pay a visit to your estate. The blessing of their god is upon you. During your next adventure, whenever you use an inspiration point to gain advantage, you may re-roll the lower die.
14	An angry, mad wizard decided to study the Manor’s history. Unfortunately, their experiments involve the destruction of a support wall... A random house upgrade is destroyed.	A famous wizard stopped at the Manor. Grateful for the opportunity to study its history, they left a minor magical item for you.
15	An (in)famous warrior and their band decided to stay at the tavern. They grow unruly, upset the people, and things are slowly escalating towards violence. Unless they are dealt with, their numbers grow, and eventually they might even try to take over the tavern! Cancel the Blessing result for this month.	It is all about the money. The tavern was the “go-to” place this month, people were queuing for hours to get a table! Then, a visiting lord paid a small fortune to entertain her friends at your establishment – just like that! Paying double, no less! Your income for the last period is doubled.

16	The Brewers' Guild accuses you of watering down the beer they supply. They sent in an expert to investigate and some of your personnel devoted all their time to making the visitor happy. Which means that you need to hire extra help. Upkeep costs extra 30 gp this month.	The city watch decided to make your tavern into a temporary HQ for an anti-gang operation. Refusing to help the watch wasn't an option... They agreed to cover the upkeep costs for the month, but the commotion drove patrons away. You earn only 100 gp and lose any negotiated deals.
17	An influential noble decided to pay an unexpected visit, and felt offended when the owners were not at home. They went across Waterdeep, spreading the news about your inhospitality. For the next month, the difficulty of all social interaction rolls is increased by 5.	Sometimes everything falls in line, the stars are right, or you are just lucky. After hard studies, rigorous training, or being in the right place at the right time, you managed to better understand certain things. For the next month, the bonuses provided by upgrades are twice as good. Each player may select a different upgrade.
18	A body bearing mysterious symbols on its skin was dumped behind your tavern. Everyone is shocked, sensing that something ominous is about to happen. During your next adventure, the Dungeon Master may give you one disadvantage (per player) for no reason at all.	Sometimes everything falls in line, the stars are right, or you are just lucky. After hard studies, rigorous training, or being in the right place at the right time, you managed to make the lessons last longer. The bonuses provided by all the existing upgrades last 2 months
19	A young man and woman appeared, claiming that the Sleeping Manor is actually theirs! Whether it is true or an elaborate con, arguing with them, visiting courts of law and lords, costs you precious time and resources. Unless you pay 500 gp, you do not get any upgrade bonuses.	A good omen appeared, and everyone believes the time is right to make important decisions. People are getting engaged, renovate their businesses, joy and prosperity sweep the area. Roll twice in this column and apply both effects.
20	Sleeping on soft pillows and eating warm food 3 times a day made you soft! Get your s..t together! The very first critical damage roll you make during your next adventure deals minimum possible damage (as if you rolled 1s on the damage dice).	Your employees and neighbours love you, and wanted to do something for you while you were away risking your life and limb. A random upgrade is automatically built for free or improved one stage (if applicable).

Chapter 3. The Wall of Souls

History

If the PCs, perhaps after talking to Lyf the Poltergeist, wish to learn a bit about the Tavern's history, they can discover the following information. It's quite obscure lore, discovering these facts may be something a PC does between adventures.

Long ago, in the times after Nimoar but before Ahghairon (W:DH p. 165), and before the tavern and the whole neighbourhood were built, the whole area was part of a large estate, which included a sprawling mansion, gardens, and outbuildings. It belonged to the Mordigan family, who for centuries were among the city's movers and shakers. Then came the time of Lord Nyvist Mordigan. Ever since his beloved father was assassinated, young Nyvist yearned to discover the secrets of the life beyond death. He travelled to strange places and made even strangest friends, who often visited him at night. Friends and servants left the estate, and Nyvist withdrew from social circles, always travelling or busy with his secret research.

One day, strange lights appeared in the manor's windows, and all the plants in the gardens withered. A squad of guards was sent to investigate, never to be seen again. The same happened to a few thieves and opportunists who believed that treasures filled the mansion's stone

walls. Like a dark blot, for decades the house stood abandoned and shunned, as the district grew around it. Eventually, merchants and new lords began to eye the large plot of land, and attempted to claim it for the ever-growing city.

A group of hired adventurers went in to explore the estate and in the house, hidden behind a secret door, they found Lord Nyvist Mordigan, seemingly asleep and floating in a pool filled with mercury. And they woke him up, removing the body from the liquid.

"Fools," Nyvist whispered, "My body was the only thing blocking the gap." He died, and a flood of spirits spilt from the metallic pool. Mordigan's deranged spirit was powerful and the ghost army seemingly endless, but the adventurers fought hard and discovered that the pool was actually a portal into the Wall of the Faithless. That strange construct, which is made of the souls of those who do not claim any god during life. Apparently, like a worm, Nyvist had dug through the Wall, seeking his father's soul, corrupting the "bricks," and transforming them into weird and very dangerous spirits.

The adventurers vanquished the evil, and then the whole plot was burned to the ground and blessed by Kelemvor's servants. Centuries passed, and people forgot about Mordigan and his crimes. A few escaped souls still haunt the area, though, and Lyf is one of them, although he doesn't realize that. Occasionally, there are stories

though. About a strange portal appearing in Trollskull Alley, with a silver pool behind it beckoning unwary travellers. But no-one ever confirmed that legend, nor connected it to the area's ancient history.

Mordigan's Return

This is a short adventure you may add to make the players feel that their tavern is something more than just a building they renovated. Nyvist Mordigan may return when the PCs are away and you roll 1 on the Dangers table. One night a new door appears on a wall and an unsuspecting patron walks in, thinking it's their room. Ghosts and spirits appear with increased frequency, and the whole building creaks, moans and shudders. Once the PCs learn about this, they may want to investigate by questioning Lyf, doing research at temples and libraries, or with appropriate spells. This may be a single Intelligence or Charisma test, or a whole series of roleplay encounters.

The encounter may be too difficult for lower-level PCs, and it's all right to withdraw. It's not balanced for any particular level, but rather build according to what the story requires. Although Mordigan needs to be eventually put to rest, consecrating the tavern is an effective short-term solution. Once the PCs think they are ready, they can go through the mysterious door.



1. The Door looks old, much older than the rest of the recently renovated building. The dark wood sweats small drops of mercury, and a faint sound of moaning can be heard behind it.
2. A short stone corridor that ends with a wall of blinding light.
3. A large chamber with a round pool filled with mercury. The pool overflows, and drops of the silver metal roll across the floor, forming puddles. Reddish and dark purple glyphs glow on the walls, their light mixing up with the pool's silvery aura. Ghostly apparitions circle the chamber, and from time to time the mercury ripples and

a new spirit clambers out of the liquid. As it happens, the PC can catch a glimpse of a strange world beyond the portal.

Combat. The spirits attack the PCs. These are **spectres**. Although dozens circle the chamber, only a few attack at the time, but it should be clear that the flow of the undead steadily increases. 2 spectres attack the first round with d4 joining in after 2 rounds. Moreover, there are d8+2 **wretched spirits** crawling on the floor. Covered with mercury, these shambling manifestations are what's left of the souls that Mordigan restored while tunnelling through the Wall of the Faithless. Use the **crawling claw** stat block, but add all the spectre's immunities and resistances. The wretched spirits wander aimlessly, and don't attack unless a living target is within 5 feet. For a Theatre of the Mind, roll a d20 each time a PC moves across the room. If the result is less than the number of wretched spirits, d3 wretched spirits attacks that hero.

Terrain. Stone floors and walls. The room is actually in a pocket dimension, a way stop to the Wall. Therefore, it's impossible to go through the wall etc. – there is nothing beyond it. There are also puddles of mercury. These are difficult terrain, and anyone moving through must succeed at a DC 15 Dexterity saving throw or fall

down. Mercury is very poisonous. Anyone ending their movement in a puddle must succeed at a DC 10 Constitution saving throw, or gains the poisoned condition. For Theatre of the Mind, roll a d6 each time a PC moves. A roll of 1 means the PC ends up in a mercury pool.

Special rule. Wailing Cloud – the circling spirits moan and wail all the time. Any PC doing something that requires concentration (concentrating on a spell, thinking, investigating etc.) must succeed at a DC 10 Willpower test or fail that action.

Treasure. Chime of Opening (8 uses left). Stuck in a mercury puddle, this magic item once belonged to one of the original adventurers who stormed Mordigan's estate almost a millennium ago.

4. **Tunnels of Undeath.** Crossing the mercury portal inflicts 2d6 poison damage, but doesn't require any special ritual or tests. On the other side, the PCs find themselves in opalescent tunnels made of wretched, faithless souls. The walls, floor and ceiling seem to constantly writhe and moan in anguish, ghostly faces emerge and disappear back into the ground. Identifying the place as the Wall of the Faithless requires a DC 15 Intelligence test. But according to legends, it should be a solid structure, not riddled with tunnels.

Restless spectres fly underneath the ceiling. Most bounce away from the portal the PCs went through, but some wriggle to the other side.

There are many corridors of different size, but one seems to be a source of all the spirits. Pick one you like on the map. At the end the PCs find Nyvist Mordigan – a wraith, scratching at a wall and moaning “I’m so close father! So close!” Meanwhile, with each scratch a part of the wall crumbles and a wretched spirit plops onto the floor, crawling away or turning into a spectre and joining the flock under the ceiling.

Terrain. Tunnels made of soul essence. Creepy and disturbing, but otherwise treat as normal terrain. However, undead insubstantial creatures, such as the wraith or spectres, sustain 1 point of damage when entering the walls, and at the beginning of each round they remain within a wall. The stones also give off a whitish glow.

Special Rule. Strange Realms. The Wall of the Faithless does not tolerate the living. Each round, any living being inside sustains 1 point of damage. This effect cannot be dispelled, removed, or paused. Moreover, the circling spirits moan and wail all the time. Any PC doing something that requires concentration (concentrating on a spell, thinking, investigating etc.)

must succeed at a DC 10 Willpower test, or fail that action.

Mordigan doesn’t attack on sight. If addressed, he tells his story and begs the PCs to help him – he is so close to releasing his father! The PCs have three obvious choices:

- a) Helping Mordigan. Any PC who passes a DC 10 Intelligence (Religion) test realizes that destroying even a small part of the wall would result in Kelemvor’s curse. He promises them a great treasure in exchange – a *Tome of Understanding*. After a bit of digging (just let the players come up with ideas how they do that) another wretched soul is released and slowly transforms into an image of a middle-aged man dressed in old-fashioned armour. Then both the man and Mordigan dissolve into nothingness. The troubles at the tavern stop (and the Tome awaits in the pool room), but any PC who damaged the Wall bears Kelemvor’s curse: healing magic affecting them restores only half the HP rolled. The curse can be only removed with *remove curse* spell cast by a cleric of Kelemvor.
- b) Convincing Mordigan to stop. He doesn’t realize his actions affect the tavern, or how long it has been since he lived. Reasoning with a mad wraith is very difficult, but good arguments and a DC 20 Charisma check (with a disadvantage due to the wailing and circumstances)

convince him to abandon his quest. Like smoke in the wind, he disappears, but some of his essence coalesces into a *ring of resistance (necrotic and cold)*. Failing the test means that Mordigan attacks the party.

- c) Fighting Mordigan. Although powerful and supported by the spectres, Mordigan can be banished. Use the **wraith**, but with 99 HP. During combat, he makes use of the tunnels and the deadly effect the realm has on the PCs (see special rules below), disappearing into the walls and harassing spellcasters or weaker party members, hoping to turn them into spectres. Moreover, each round D4 spectres leave the flock that, circles under the ceiling and attack random PCs. After the attack, they return above, and the following round another group attacks. Finally, **wretched spirits** crawl on the floor (see the pool location above). Drawn to his father's soul, Mordigan won't leave the area. However, he might want to just pass into a wall and wait for the deadly aura to kill off the intruders. PCs may want to draw him out, for example, with taunts or deception (DC 10).

Once Mordigan is banished, the spectres stop attacking, and the tavern is safe. Moreover, some of the wraith's essence lingers behind, forming into a smoky *cloak of protection*.

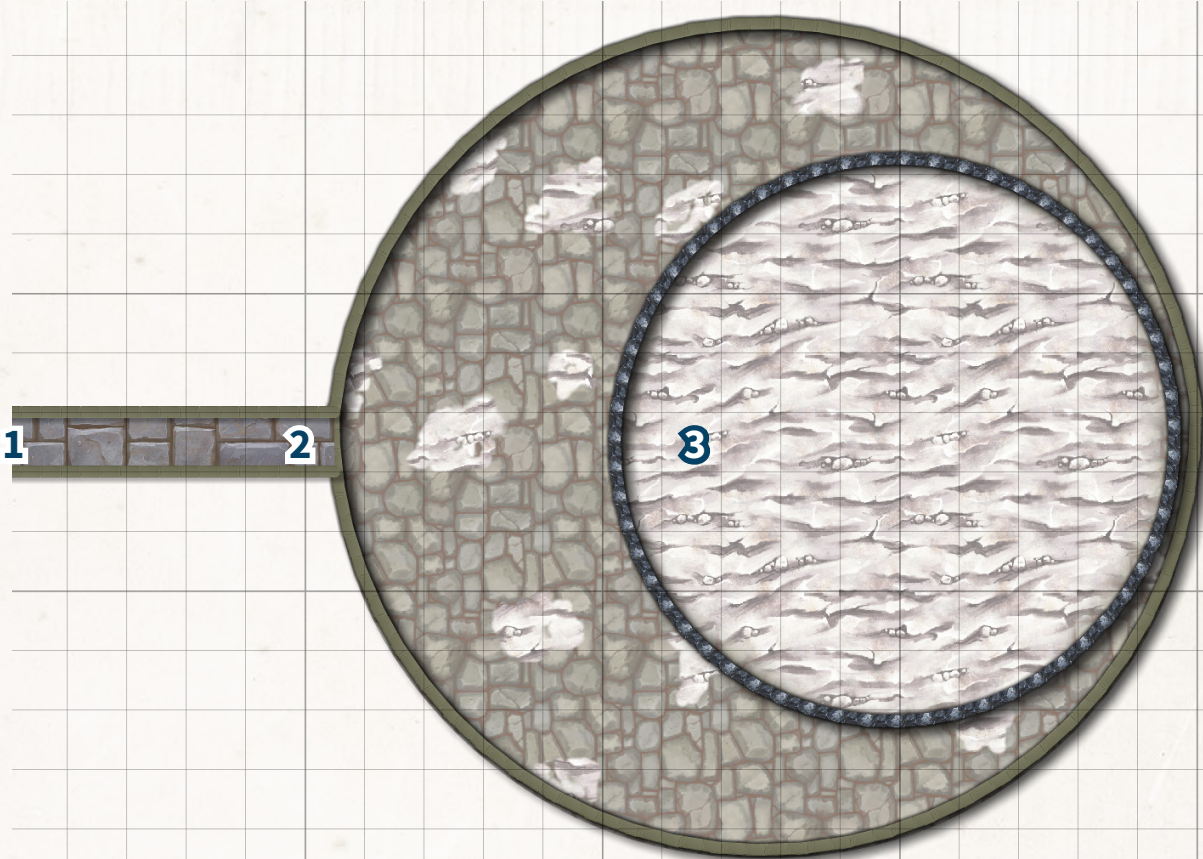


Conclusion

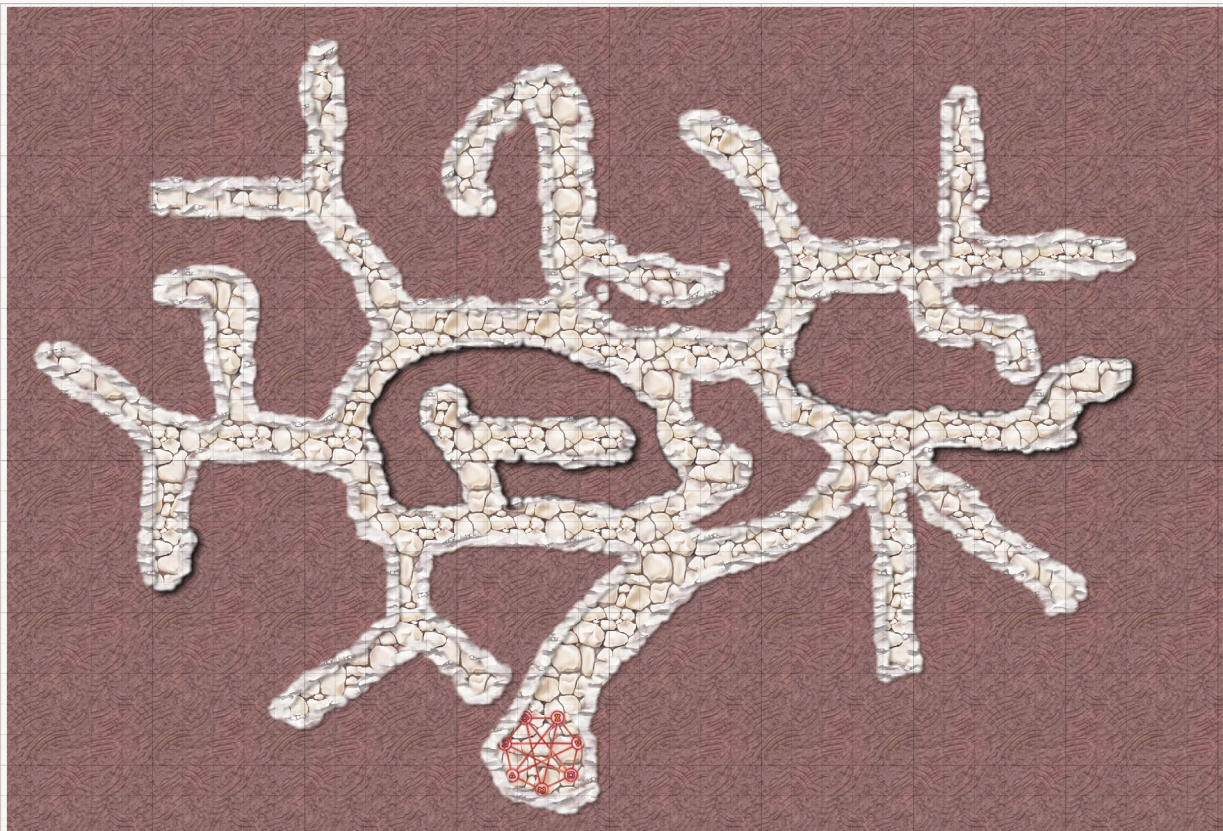
Completing the adventure earns each PC 2,000 – 3,000 XP. Once the PCs deal with Nyvist Mordigan, any time the first result is rolled on the Dangers table, it is cancelled (don't roll again for that month). As the disturbed souls settle down, the mysterious door gradually diminishes and eventually disappears. But who knows, maybe one day they'll appear again? If Lyf is still "alive" and helps at the tavern, perhaps a bit of Mordigan's darkness remained in the poltergeist...

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Maps



Soulpool



Wall of souls



BASEMENT



- 1. WINE CELLAR
- 2. ALE CELLAR
- 3. BASEMENT HATCH



FIRST FLOOR



- 1. TAPROOM
- 2. PANTRY
- 3. KITCHEN
- 4. BASEMENT HATCH



SECOND FLOOR



1. DEN
2. COMMON ROOM
3. HALL
4. BEDROOM
5. SPARE ROOM



THIRD FLOOR

-
- 1. BEDROOM
 - 2. LIBRARY
 - 3. MASTER BEDROOM
 - 4. PRIVATE BATH



TURRET
PEAK



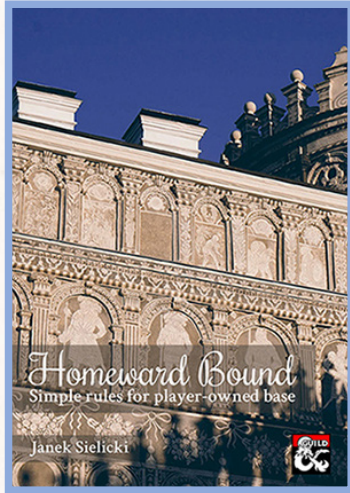
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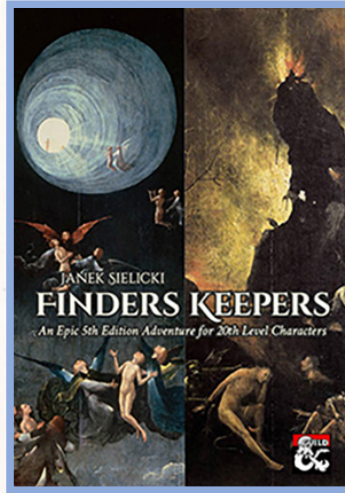
1. BEDROOM
2. STORAGE

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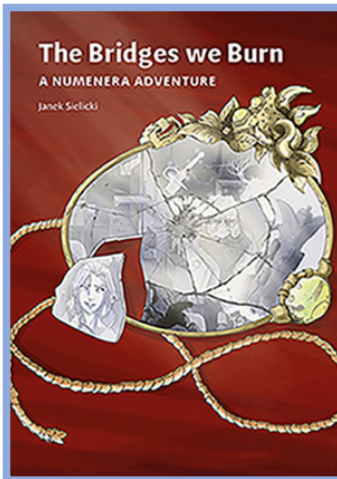


Homeward Bound



**Finders Keepers –
adventure for level 20th PCs**

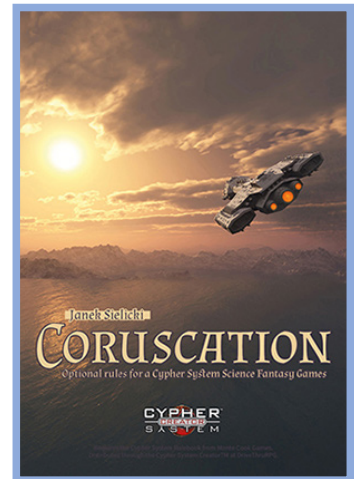
For the Cypher System and Numenera:



**The Bridges we Burn –
A Numenera Adventure**

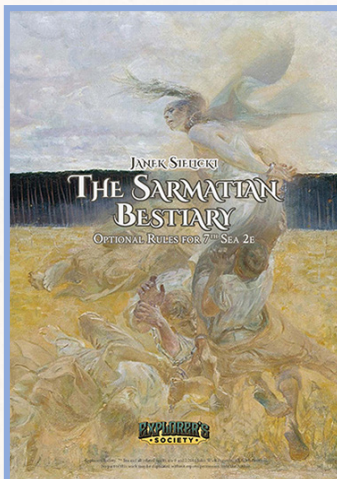


**A Breath
of Fresh Air**

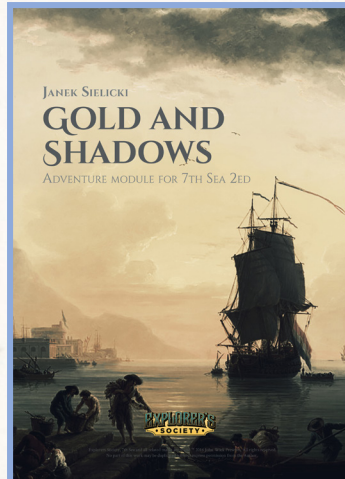


Coruscation

For 7th Sea 2ed



The Sarmatian Bestiary



Gold and Shadows

Whereas,

This indenture made and concluded this day of
in the year of Three Ships Sailing (one thousand four hundred ninety two as counted
since the Dale Reckoning),



Between Volothamp Geddarm, hereinafter referred to as the Assignor

And

.....
.....
.....

Hereinafter referred to as the Assignees.

The Assignor cedes to the Assignees the right of ownership to the domicile known as Trollskull Manor and Tavern, said domicile located at the intersection of Saerdoun Street, Thunderstaff Way, and Trollskull Alley in the North Ward of the City of Waterdeep.

Whereas the Assignees are granted to right to use the said domicile as their residence and/or business within the provisions of Code Legal.

Whereas, upon signing this document, the Assignees are responsible for all taxes and guild fees in regard to the domicile.

Signed and sealed under the ever watchful eye of Tyr, in the presence of Vittorio Maern representing the city under the authority of Laeral Silverhand, the Open Lord of Waterdeep.

Assignor:

Volothamp Geddarm

Assignees:

