

# WATERDEEP:

## PEOPLE PLACES AND SHOPS

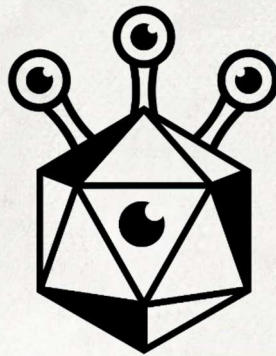
### VOLUME III

BY PAGE BONIFACI



# WATERDEEP: PEOPLE, PLACES, AND SHOPS VOLUME III

*Waterdeep, the City of Splendors. Within these pages you will find unique shops, restaurants, and other places of interest for your adventures in the Crown of the North.*



## Hobby Sage

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## Using this book

When a creature's name appears in **bold** type, that's a visual cue for you to look up the creature's stat block either in the Monster Manual or at the end of this book.

## Acronyms used in this book

DMG: Dungeon Master's Guide

XGE: Xanathar's Guide to Everything

VGM: Volo's Guide to Monsters

TCE: Tasha's Cauldron of Everything

MTF: Mordenkainan's Tome of Foes

# Castle Ward

## Qeeran's Qorner

### Bookstore

You glance down a narrow alleyway and are surprised to see a door at its far end. A flickering green lantern flanks an old round door, bound with wrought-iron vines.

Golden letters are set into the stone above the door, spelling out "Qeeran's Qorner" in flowery script.

The Qorner is a small and cramped shop, with barely enough room for four medium-sized shoppers and Qeeran himself. The walls are packed floor to ceiling with richly carved and oiled wooden shelves, upon which sit thousands of books in all styles. Golden ropes separate sections of bookshelf by subject. The floor is flagstone, except for a patch of natural hewn stone floor behind the shopkeeper's desk.

The shop owner is a diminutive creature, who superficially resembles a hirsute gnome. His skin is ashen and pebbly, and he wears heavy robes that conceal his hair except for a massive drooping mustache which nearly touches his feet. Qeeran is a **Korred** (VGM), a normally secretive variety of Fey associated with stone and earth. He left his tribe in ages past for the surface and has a voracious appetite for knowledge. He spends all day

seated on a stone stool behind his short desk, looking forward to haggling with buyers and sellers.

Players may want to visit the shop if they are on the hunt for a particularly rare book. If Qeeran does not have it, he usually knows someone who does. Though as a fey he sometimes has trouble keeping up with time and may point them to collectors long dead and shops long closed. He also has a small assortment of spellbooks, which he will allow Wizards to copy spells from for a fee.

### Prepared

Qeeran is quite paranoid, and has set up his shop so he can defend it from attack if necessary. If threatened, he starts by animating the golden ropes to restrain everyone in the shop. If reduced to half health, he dives through the natural stone floor beneath his stool and escapes into the sewers.

Any time he leaves his shop, he uses his stone shape spell to seal the doorway behind him.

### Qeeran's Qorner Spells for Sale

Spell	Price per Spell
Alarm, Color Spray, Comprehend Languages	25gp
Darkvision, Earthbind (XGE), Phantasmal Force	75gp
Haste, Melf's Minute Meteors (XGE), Wall of Sand (XGE)	150gp

# City of the Dead

## Brandy Lightfoot's Grave

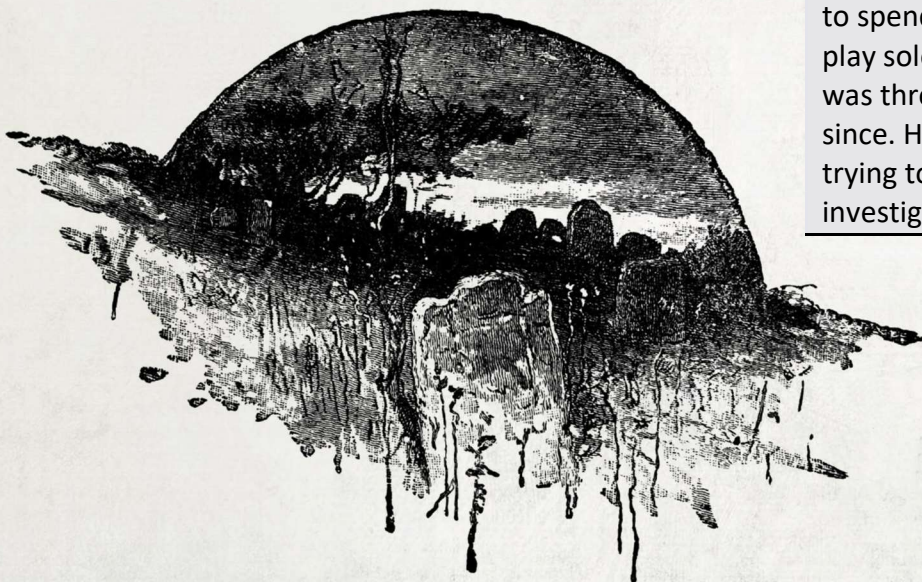
### *Shrine of Brandobaris*

Amid the tumbling weeds and overgrown graves of this forgotten corner of the Dead City, a small cairn of stones with a wooden marker catches your eye, a simple peasant's grave amid forgotten headstones.

The name carved into the wooden marker reads "Brandy Lightfoot", an old and mostly forgotten (DC 13 Religion check to remember) name for the Halfling Deity Brandobaris, friend of thieves and schemers.

A halfling party member might stumble across the grave anywhere in the City of the Dead, especially if they find themselves in need of a hiding place. Any halfling trying to hide themselves or stash an item near the grave has advantage on the check.

If anyone attempts to dig up the grave, they find nothing inside, but are affected by a minor curse, giving them disadvantage on dexterity ability checks for the next 24 hours or until a remove curse spell is cast on them.



## Estelmer Family Crypt

### *Crypt*

You come across a marble crypt, sunk into the side of a grassy hill. Heavy doors surmount a small amphitheater, at the center of which stands a statue of a man, reading from a book with his arm stretched out in an orator's pose.

The Estelmer family are well-known patrons of the arts within Waterdeep, having helped found the New Olamn Bardic College in 1366.

Rumors abound that Guldos Estelmer took something of relevance to the college to his grave (first-edition manuscripts, legendary instruments, and even a nude sculpture of a famous dancer have all featured in stories). Students of the college often dare each other to spend the night reciting poetry in the amphitheater of the crypt.

### **Hook**

Bethel Thatcher and her friends uncovered a rumor that there is a first-edition folio of *Kiss of the Lamia* hidden within the statue out front. She told her friends that she was going to spend the night in the crypt performing the play solo in hopes of opening the cache. That was three nights ago and she hasn't been seen since. Her fellow students are worried, and are trying to enlist a party of adventurers to go investigate.

## Midlight Dell

### Magical Grove

Cresting the edge of a low hill, you come across a sheltered and overgrown dell. The air is sweet and pleasant, as white jasmine vines tumble across moss-covered headstones, beneath flowering dogwood trees.

If approached during the Midlight Fair:

Strange lights dance throughout the darkened dell, granting it an eerie air. Sparkling winged creatures flit between the trees, while the beautiful sounds of unearthly music drift upwards.

Most evenings, the dell is peaceful and silent, lit only by moonlight and gently bobbing driftglobes, of which a curious number collect in the dell each evening. During the night of the summer solstice, and other times of fey significance, the dell is instead transformed. The quiet graveyard replaced by raucous singing, cheers of jubilation, and enthusiastic dancing, as a troupe of fey creatures fills the dell.

The Midlight Fair is a gathering of fey creatures, some from Waterdeep proper, others from the depths of the Feywild. They gather to revel together through the night, only to disappear again at dawn. Visiting mortals must be careful to leave before the first rays of the sun fill the dell, or they may be swept into the Feywild along with the revelers.

## The Revelers

Three fey revelers are detailed here, though there are many more strange creatures throughout the dell.

### Durmhour (CN male satyr)

A dark-skinned **satyr** with golden horns, Durmhour sits at the bottom of the dell beside a stream, playing his pipes and charming the fish to jump and dance for him. He has a rapt audience of **boggles** (VGM).

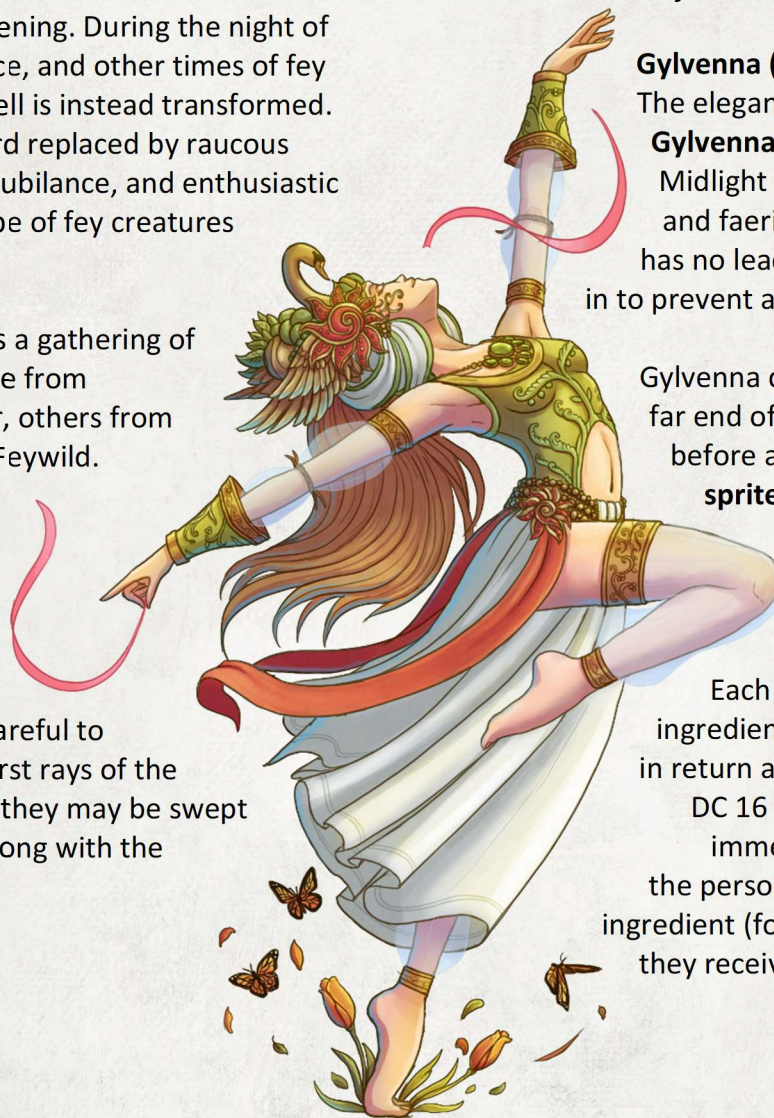
Durmhour will challenge mortal visitors to a competition, and any form of performance (dance, music, poetry, etc) will satisfy him. He can also be bribed with fine food or drink (worth at least 20gp). Should a mortal best him (either by performance or a bribe) he will grant them a *Charm of Luck*.

### Gylvenna (CN non-binary eladrin)

The elegant and beautiful **Gylvenna** watches over the Midlight Fair, protecting mortals and faerie alike. While the fair has no leader, Gylvenna will step in to prevent any serious violence.

Gylvenna can be found near the far end of the dell, dancing before a small audience of **sprites**, and occasionally stirring a copper pot of soup. They will ask any visitors to add something to the pot.

Each person who adds an ingredient receives a cup of soup in return and must succeed on a DC 16 Wisdom save or immediately consume it. If the person added a good ingredient (food, wine, etc) then they receive a *Charm of Heroism*



(DMG). If they added something bad (poison, rocks, etc) they are targeted by a *sleep* spell cast using a 6<sup>th</sup> level slot. If they fall asleep from this, they cannot be awoken until they are exposed to sunlight or a *daylight* spell.

Gylvenna will only fight to protect others and attempts to resolve any arguments peacefully. If peace becomes impossible, they will attempt to remove the offending parties from the dell.

### **Princess Birchwhistle (CG female pixie)**

Known to all within the Fair as simply “The Princess”, Birchwhistle leads a troupe of elegantly armored **pixies**, who compete in death-defying races among the branches of the Dogwood trees. The Princess herself rides a violet-colored **faerie dragon** and observes everything within the dell with an imperious eye. She and her courtiers are haughty, prideful, and will brook no slight against their honor.

If mortals ask to compete with the pixie daredevils, they will laugh and offer to grant them flight, if only to watch such large and clumsy creatures compete. Any mortal that can entertain them in competition (they need not beat any of the Pixies) is rewarded with a Charm of Flight.

If they are insulted, one of the pixies attempts to curse the insulting individual. The target must make a DC 14 Wisdom save, or suffer from having two left feet, applying disadvantage to all dexterity-based checks for the duration of the Fair. After doing this, the entire troupe of pixies flies to another part of the dell and will avoid the party for the rest of the night.

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### **Portal to the Feywild**

The Midlight Fair acts as a portal between the Feywild and the Material plane. This may be useful to your players and adventure. If characters are searching for such a portal, they might learn of the Fair’s existence from The Blackstaff, Jeryth Phaulkon, Laerel Silverhand, or any of their agents. Any fey living in the city (such as Qeeran) may also be able to point them to the Fair.

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### **Fey Charms**

Fey charms can be granted by certain creatures, typically as a favor or reward. They can be used once before disappearing.

#### **Charm of Luck**

You may add a 1d8 to any Ability Check, Attack Roll, or Saving Throw.

#### **Charm of Flight**

You gain a flying speed equal to your walking speed for 1 hour and can hover. If you are in the air when the effect wears off, you fall unless you have some other means of staying aloft.

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### **Hook**

If you are running *The Wild beyond the Witchlight*, the Midlight Fair may be combined with the Witchlight Carnival, or they may be rival events which try to undermine and disrupt each other.

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# Dock Ward

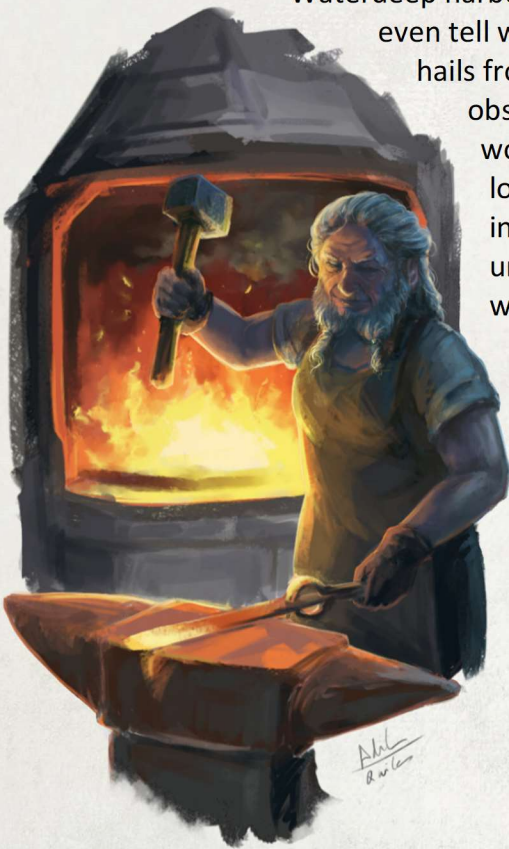
## Fannigan's Fittings and Ships Chandlery

### *Sailmaker and Ship Supply*

At the end of the dock-side street you see a three-story building, with a large triangular sail stretched from the pinnacle to a pair of half-buried anchors out front. Painted on the sailcloth is the name "Fannigan's Fittings and Ships Chandlery"

Fannigan (NG gnome **commoner**) and his family have owned this workshop and store for three decades. They do a tidy business in sail making and fittings for vessels docked in Waterdeep. They cater to custom vessels (such as the racing sloops popular with Waterdhavian Nobility) and those from far-away lands.

Fannigan and his family keep an eye on any foreign or unusual ships that make berth in Waterdeep harbor. They can even tell where a sailor hails from just by observing their work. Anyone looking for information on unusual ships would do well to seek out Flannigan, either at his workbench or after work drinking at The Steadfast Sturgeon nearby.



## The Steadfast Sturgeon

### *Tavern and Inn*

The doors of the nearby tavern are thrown open to the thoroughfare. Through the open portal you can hear the booming voice of the bartender, narrating some adventure or other to his audience. "So there we were, cornered on the top deck as the Sea Devils stalked forward."

The Sturgeon (as she is more colloquially known) is a three-story row house that has been converted into a traditional inn and tavern. The proprietor, Arthur Cobbleston (N human swashbuckler (VGM)), lives on the top floor having divided the second floor into rooms for rent and the main floor into a cozy taproom and restaurant.

Arthur was once first mate on a ship that sailed all throughout the Moonshaes and Sword Coast. He collected many trinkets and oddities throughout his journeys and enjoys sharing stories with anyone who will listen.

### **Hook:**

Arthur hasn't been telling the full story of his tales. Turns out he was actually mate on a Pirate Ship, known for bloody raids throughout the Isles of the Moonshae. Several of his old shipmates have recently appearing in Waterdeep, and are hiding out in the Sturgeon, having blackmailed Arthur with threats of revealing his complicity if they are discovered.

Things are complicated when an agent of Caer Callidyr shows up in Waterdeep, hunting for one of the relics Arthur and his shipmates stole from the King's niece.



# Field Ward

## House of the Broken

### Temple / Thieves Den

A stark grey building stands here, looming over the nearby shacks, nearly three stories tall. Its walls are weather-beaten wood, and the only sign it has is a pair of mummified hands tied together and dangling from a pole.

The house of the broken is publicly known as a hall of treatment for lepers and others suffering from disfiguring injuries or diseases. Like the Hospice of St. Laupsenn, though lacking the wealthy patrons of the North Ward temple.

The head priest is a human man called Penitent Georgiou. He walks with a limping gait and his back appears as if it were broken and never properly healed. Georgiou hates the North Ward branch of the temple and will happily denounce them for only (in his words) healing the wealthy and ignoring the true suffering of the downtrodden. He can frequently be found chanting a hymn of Ilmater over the dozens of pained and sick people who fill the House.

While the house of the Broken does serve to ease the suffering of residents of the Field Ward, its primary purpose is as the den for a group of thieves and information brokers operating under Penitent Georgiou.

Georgiou has the stats of a **bard** (VGM) with the following changes.

- ◆ The spells Thunderwave and Shatter are replaced by Cure Wounds and Lesser Restoration, respectively.

He uses his bardic magic to imitate the powers of a cleric, including using Song of Rest to heal.

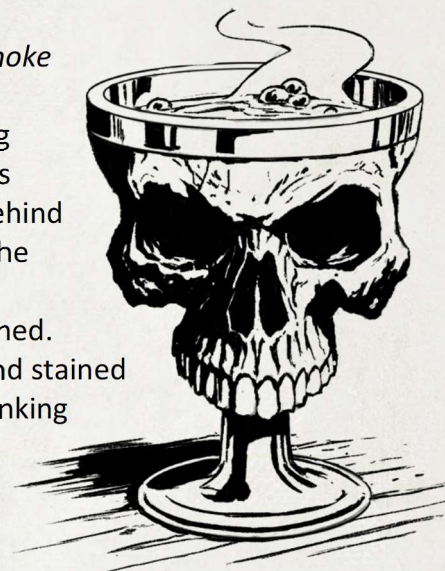
## Skullhunters

### Tavern

Greasy black smoke leaks out of cracks in the chimney of this old stone house. A trio of skulls (human, dwarven, and elven) have been nailed to the top of the doorframe.

This rough and tumble bar caters to bounty hunters and those looking to hire them. The patrons of the bar tend to be more interested in killing their targets than bringing them back alive.

A copy of the *Tarnsmoke Proclamation*, which made bounty hunting legal in Waterdeep, is pinned to the wall behind the bar. The rest of the bar's interior is dark, smoky, and mismatched. Half-broken chairs and stained ale barrels fill the drinking room, leaving only narrow paths to move around.



Unsurprisingly, the bar is not popular with the town guard. While most bounty hunters don't hide how much they enjoy the opportunity to kill legally, they are careful to make sure their contracts are legal and in order. The barkeep (a tightlipped elf **bandit** named Kethra Lunraven) makes sure that any business discussed in his establishment is legal in the city proper, despite the grey-market nature of most of the Field Ward.

# North Ward

## Raindancer's Fire Union

### Fire Station

A tower rises beyond the nearby wall. Above the gate is a bronze emblem with "Randander's Fire Union" emblazoned on it. Through the gate you see carriages filled with water barrels.

This private fire-fighting service is owned by a water genasi sorcerer named **Eyre "Raindancer" Massey**. She has contracts with many businesses and wealthy families throughout the North and Sea Wards.

While the Watchful Order of Magists and Protectors respond to fires in the city, as a volunteer force they can't always meet the needs of Waterdeep's citizens. As a result, many of the wealthy also pay a membership fee to private firefighters like Raindancer.

The main fire station is a walled compound with a barracks, watch tower, workshop, and a large pumphouse connected to the city's water supply. They have half a dozen water-carriages, each of which is equipped with a huge barrel to carry water to a fire, as well as buckets, hand-powered pump sprayers, and other mundane firefighting equipment. Each of the six teams has a fire captain who must be a spellcaster able to cast *create water* and *shape water*. Many of Eyre's employees are Tieflings, their natural fire resistance giving them an advantage in firefighting.

### Hook

The Raindancers could show up to any fire in the northern half of the city. Their presence might offer an opportunity to infiltrate or exfiltrate an otherwise secure location.



## Wodehar Dining Pavilion

### Restaurant

A richly painted hexagonal structure stands here among well-tended grounds. Plumes of smoke rise from multiple chimneys. The tall wooden doors are thrown open, and a variety of wonderful cooking smells drift out into the quiet lane.

Situated on the grounds of the old Wodehar Estate (named for a now-defunct noble house), The estate itself was divided into several different holdings decades ago, and the dining pavilion is one of the few original structures still standing.

The dining pavilion caters to well-off tradesfolk and residents of the North Ward. It's tables are a prime spot to overhear local gossip, and skilled pickpockets working the neighborhood also know that the pavilion is an excellent place to lose a tail or find a mark.

### Wodehar Dining Pavilion Sample Menu

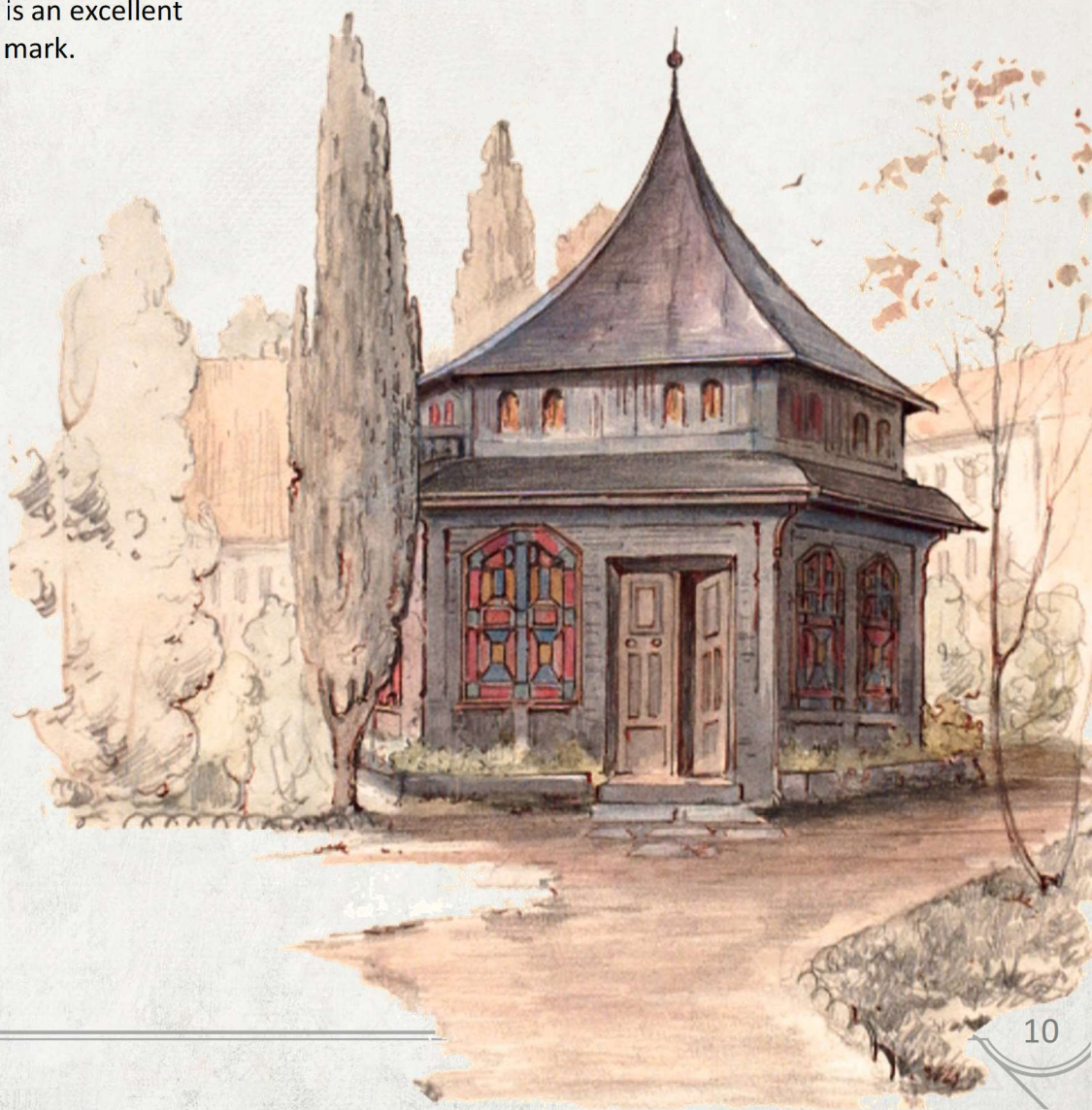
*Sand Hen Soup*: Hearty Cormanthryan broth.

*Cured Rothe Skewer*: Rothe meat, which has been pickled and grilled over a fire.

*Blackbread and Orthin*: Sweet molasses bread and soft sheep's cheese.

*Cormyran Sausage Roll*: Apple sausage and so-called "Dragon Sauce" served on a crusty bread roll.

*Quipper and Chips*: fried fish and potato wedges.



# Sea Ward

## Bruvenda's Blooms

### Flower Stand

A young noble man, looking awkward in a bright blue suit, pushes past you and hurries over to a flower stall at the side of the thoroughfare. A matronly woman greets the man and listens to him for a moment before reaching up and selecting a bright bouquet of lily of the valley and baby's breath, before shoeing him along with a supportive word.

Bruvenda (NG human **commoner**) sells flowers and arrangements on the street near the southern edge of the Sea Ward. Her stall is a popular spot for young gentlemen to stop by on the way to woo a young lady. Noble girls and ladies will often send word of what flowers they hope to receive from their suitors, and she advises the men on what to purchase.

The stall itself is nestled into an alcove in front of one of the old brick residences that line the street. Bruvenda helped the old halfling couple who lives there during their courtship years ago, and in return they have allowed her to set up shop for no rent besides a bundle of fresh flowers every morning.

Bruvenda can often be found after work having a drink at Aurielo's nearby, gossiping about which nobles might be next to wed.

### Bruvenda's Blooms Sample Stock

Single Red Rose	1sp
Bouquet of Lilies	1gp
Bundle of Selune's Tears	5gp

## House of Steins

### Museum / Noble Estate

An eccentric old man stands outside the nearby manor, gesticulating like a busker, calling people to come and visit his museum. The door behind him is flanked by a pair of five-foot-tall carved steins.

Osvald Brimmen (LG human **noble**) purchased a small Sea Ward estate twelve years ago and has opened several of the manor rooms to the public, where his extensive collection of steins and tankards can be appreciated. Brimmen has collected nearly 10,000 unique drinking vessels, from simple earthenware mugs to intricately painted and platinum filigreed steins taller than a Halfling. The "museum" is open to the public most days between 10 and 4, or any other time Brimmen feels like playing tour guide. He has an endless enthusiasm for drinking vessels and will discuss them for hours.

Security is provided by a trio of stone-faced dwarven guards who live in the manor, as well as Brimmen's pair of companion mastiffs.

### Hook:

Drusilda Flatfoot is a pickpocket who works the border between the North and Sea wards. After a recent lift she had to duck into the House of Steins and hide a golden bracelet in one of the eponymous vessels before being caught by the watch. They let her go, and now she needs a partner to retrieve the valuable item without drawing attention to her, or alerting Brimmen.

# South Ward

## Fountain of the Wild

### *Shrine of Gwaeron Windstrom*

A small overgrown alcove is tucked away into the alley here. Ivy and weeds choke the small space, and you can hear the faint sound of water trickling from within.

At first glance, this alcove appears completely overgrown with ivy and weeds. A DC 12 wisdom (perception) check reveals that there is a 10ft-by-10ft space behind the wall of ivy, with a small stone water fountain hidden within. The space is a shrine to Gwaeron Windstrom, god of rangers and trackers.

Anyone who worships Gwaeron, Mielikki, or one of their allies/exarchs, will find a stone carved with the holy symbol of Gwaeron, which conceals a small cache with 2d8 gold, a *potion of healing*, and a *potion of poison resistance*. Others will see a completely unadorned stone.



## Happy Horns

### *Tavern*

A section of the alleyway has been cordoned off and is filled with chairs and small tables, serving as extra seating for the bustling tavern behind. A pair of large moose antlers are mounted to a wooden sign, with the name “Happy Horns” painted on in bright yellow letters. Red and yellow lanterns hang from a heavy canvas awning, and inside you spot several hulking figures clustered around the bar.

After a series of unfortunate encounters with low-hanging chandeliers, Euristos Axos (NG minotaur **commoner**) decided to open a tavern specifically catering to horned and antlered clientele. He doesn't discriminate against other races, but his tavern is designed with high ceilings, wide doorways, and an open patio for larger customers.

Euristos grew up in Chessenta and serves traditional food along with his drinks, which has made Happy Horns popular with Chessentan ex-pats of all races.

### **Happy Horns Sample Menu**

*Black Sails:* A salted black porter, very popular with longshoremen.

*Red Field Ale:* A smooth Amber Ale.

*Whitemountain:* A harsh gin, more popular as a cleaning product than a drink.

*Ouzo:* An anise-flavored drink from Chessenta. Typically served with food.

*Fried Octopus:* Fresh from the harbor.

*Finger Plate:* Olives, Feta cheese, and cherry tomatoes when in season.

## Moira's Merry Menagerie

### Street Circus

A woman stands on the street corner, unmissable in her bright crimson and yellow robe. She beckons you to come and witness the fantastic show within the brightly painted tent behind her, as a weasel stands on her shoulder, mimicking her movements.

Moira (NE elf **apprentice wizard** (VGM)) is the ringmaster of this tiny street circus. She uses her animals to attract and entertain customers. The animals that Moira uses in her act are all polymorphed people. Most of them are urchins and homeless that she has taken in and coerced to work for her. She has them take turns performing and working as pickpockets within the tent.

Moira herself is a wizard but doesn't have nearly the skill necessary to maintain the polymorph spells that underpin her act. While studying under her former master, she stole an experimental wand, and ran off with it to start her life as a con-woman.

### Hook

Corrine (NG human **commoner**) is a twelve year old urchin whose twin brother Bergen has gone missing. She's begging for help from anyone she can find on the street to locate him.

Bergen is the most recent addition to the Merry Menagerie, after Moira tricked him into joining them. He is currently in the form of a weasel, which Moira has on a leash sitting on her shoulders.

## Moira's Wand of Polymorph

*Wand, Major, Rare (Requires Attunement by a Spellcaster)*

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *polymorph* spell from it, with the following changes: the duration of the spell is 24 hours, the target must be willing, the form the target takes must be a beast of CR 0.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

## Sootshall

### Ruin

The cobbled lane stretches on, with the usual mixture of tenement housing and businesses. Except for one lot, an empty spot amid the dense district. You see the remains of a burned-out building, half collapsed, which everyone around you seems to do their best to ignore.

You can tell how long an individual has lived in the South Ward by what business they remember standing here first. The ruins known as Sootshall seem to be cursed, with every business to have been in that location having burned down within five years, often with the owner trapped inside. Eventually the city claimed the deed and refused to sell the land to anyone, though they have not bothered to knock down the ruins of the last building to stand here.

Popular rumors include an Efreeti bound in a hidden basement, and the vengeful ghost of a previous owner who burned to death in an accidental fire that swept through the whole district. No one can say precisely how many times the lot has burned down.



## Trade Ward

### Coinmaiden's Arch

#### *Shrine / Market*

The wide trade-lane expands further here, opening into a large street market. At the center of the cobbled plaza is a large stone structure, with six wide arches supporting a vaulted roof. Ornate statues stand watch over the dozens of merchants and shoppers shouting and haggling beneath the structure. You recognize the holy symbol of Waukeen, goddess of trade, carved into the peak of each arch.

The Coinmaiden's Arch, also known as Waukeen's Arch, is a holy market dedicated to the goddess of trade and wealth. Golden lion heads each pillar, alongside statues of saints of The Merchant's Friend.

Many merchants consider deals made under the arch to be blessed by the lady herself and will jostle and jockey for space within. A priestess of the Coinmaiden is always on duty at the center of the arch, and will intervene if a deal becomes too heated, or if they believe someone is being taken advantage of.

## Cobbler's Court

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### Public Square

The narrow back alley opens ahead of you, having met two other small streets, creating a small courtyard open to the sky. Several mismatched benches and a wooden table have been setup here, arranged for conversation or perhaps a game of cards.

Three narrow alleys converge into a small courtyard between workshops. The area is a popular spot for crafts folk of all stripes to take a break during their day, sharing a cup of tea or a midday beer and swapping rumors or even a spot of gambling.

During the workday, the alley typically has 2d4 **commoners** present. After sundown it will typically be found empty.

The only people who regularly visit the court are those who live and work in the Trade Ward. Players might stumble into Cobbler's Court during a chase or escape, or a contact might meet them there to speak away from their master or coworkers.

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### Hook

A dead body is discovered in Cobbler's Court, having been stabbed with a tranchet (a type of knife used by shoemakers). No witnesses have come forth, and the young Gnomish victim didn't live in the district.

Suspicion immediately falls on the three workshops bordering the court.

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## Slipstone Cross Enchanter

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### Magic Store

At the corner of Slipstone and Nethpranter's Street, you spot a storefront flanked by green-smoking torches. In the center of the wrought-iron door you see a glowing arcane rune, apparently the only sign for the store within.

The enchanters at slipstone cross has passed from master to apprentice several times throughout the years and has never had a proper name beyond the Glyph of Warding on the front door. The current owner of the store is **Dromona Fitzpetal**, a gnome artificer. She spends her days tinkering with new enchantments in her workshop, while the front is tended to by her human apprentice Ricardo (**apprentice wizard** (VGM)).

All the items for sale are stored in a *Leomund's Secret Chest*. Dromona keeps the replica chest needed to access it either on her person or in a secure lockbox in her bedroom. She casts *Mordenkainen's Faithful Hound* in her workshop to catch anyone trying to sneak in invisibly or via the Ethereal plane. The building is also littered with *Glyphs of Warding*, some cast by Dromona and some by her predecessors. Most have passwords, though Dromona has several on her own bedroom that trigger on any person other than herself that opens the door.

The storefront has a cabinet with illusionary replicas of the items currently for sale, so customers can browse the stock and then Ricardo will take their payment before retrieving the item from Dromona.



## Sample Slipstone Cross Items for Sale

Item	Price
+1 Shield	500gp
Candle of the Deep (XGE)	15gp
Prosthetic Limb (TCE)	100gp
Bracer's of Archery	800gp
Cloak of Billowing (XGE)	150gp
Driftglobe	100gp
Enduring Spellbook (XGE)	75gp
Hat of Wizardry (XGE)	125gp
Immovable Rod	1500gp
Instrument of Illusions (XGE)	100gp
Lock of Trickery (XGE)	100gp
Tankard of Sobriety (XGE)	80gp
Mirror of the Watchful Eye	3500gp
Wand of Magic detection	150gp



*Immovable Rod*

### Commissions

In addition to the small selection of pre-made items available for purchase, Dromona can also be commissioned to enchant items to order. She can craft any non-potion and non-scroll item on Magic Item Tables A through D in the DMG, as well as any common rarity item and +1 armor or weapons. If you are unsure of what price to charge, we recommend the *Discerning Merchant's Price Guide* as a starting point, available on DMsGuild.

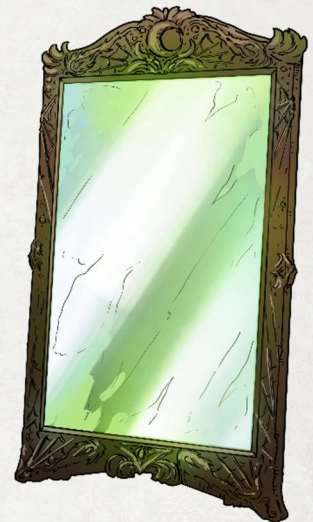
### Mirror of the Watchful Eye

*Wondrous Item, Major, Rare*

This item has two components: A small glass eye and an ornate pocket mirror. The mirror can, as an action, show what the eye currently sees. The eye is directional and cannot move or change the angle of view. It has normal vision.

*Prosthetic Limb*

*Mirror of the Watchful Eye*



*Bracer's of Archery*



# Surrounding Area

## Rhand's Folly

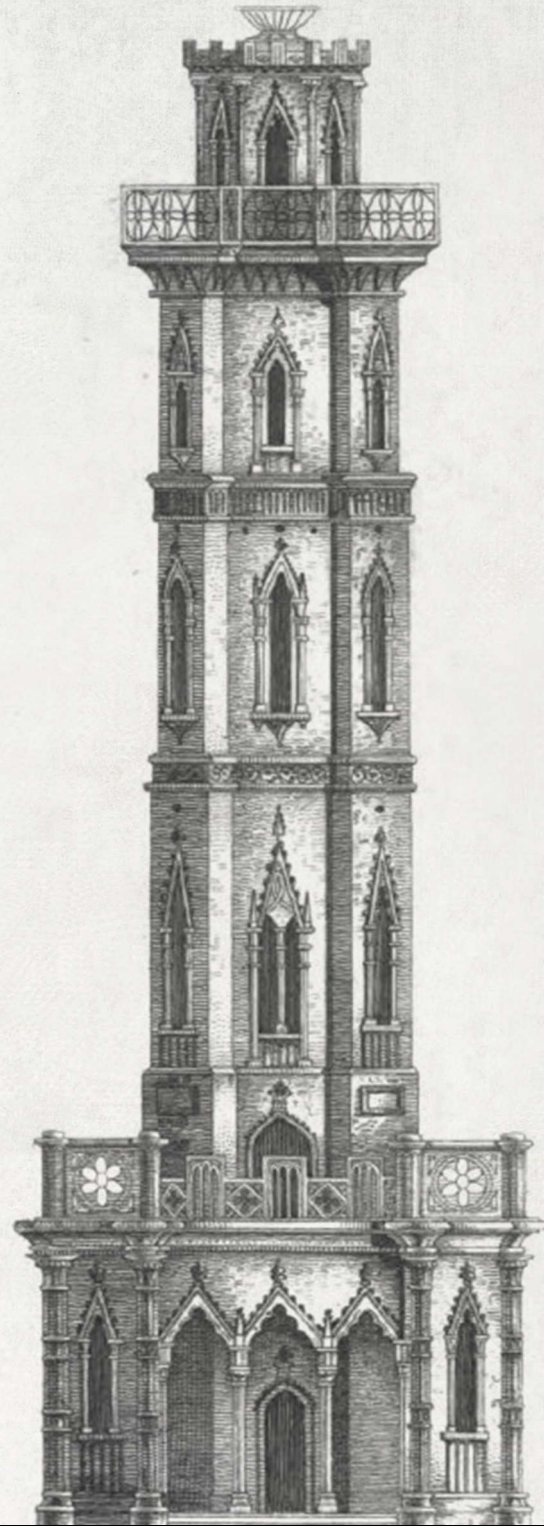
### Ruin

Small sections of stone wall dot the hillside here, resembling the bleached bones of some great creature of the past.

In the distance, set upon the crest of a small dell, is a slim white tower, the only remaining portion of the ruined estate around you.

Dristan Rhand was a noble of Waterdeep during the late 1300's. He built himself a grandiose country estate, which was completed in the year 1394. Unfortunately, Dristan's finances were irreparably destroyed the next year, when his farmlands and shipping business succumbed to the Putrescent Anathema brought on by the Spellplague. He died three years later, penniless and mad.

The Rhand estate today is little more than a few short walls, piles of stone, and rotten wood. Except for a single structure, a three-story garden tower, built from pure white stone, which to this day shows no evidence of wear or damage. The strangeness of the location has bred innumerable ghost stories and rumors. Many believe that Rhand's ghost haunts the folly and is responsible for its strange survival.



### Hook

Volothamp "Volo" Geddarm is a famous (or rather infamous) author from Waterdeep. He's working on a new book, to be titled *Volo's Guide to Spirits and Specters*. He has heard about the rumors of Rhand's ghost haunting the old folly, and thinks it could be a perfect story to include in his book. Volo isn't willing to investigate himself however, and is looking to hire a party of adventurers to go camp overnight inside the folly.

# Stat Blocks

## Eyre "Raindancer" Massey

*Medium humanoid (water genasi), TN*

**Armor Class:** 11 (padded armor)

**Hit Points:** 23 (5d6+5)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (0)	13 (+1)	12 (+1)	9 (-1)	15 (+2)

**Skills** Perception +1, Persuasion +4

**Senses** passive Perception 11

**Languages** Common

**Challenge** 2 (200 XP)

**Spellcasting.** Raindancer is a 5th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). She has the following spells known:

Cantrips (at will): *Shape Water*, *Prestidigitation*, *Mage Hand*, *Ray of Frost*

1<sup>st</sup> level (4 slots): *Absorb Elements*, *Create or Destroy Water*

2<sup>nd</sup> level (3 slots): *Gust of Wind*, *Misty Step*

3<sup>rd</sup> level (2 slots): *Protection from Energy*

### Actions

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) bludgeoning damage.

**Decanter of Endless Water.** Choose from the following options:

- ◆ "Stream" produces 1 gallon of water.
- ◆ "Fountain" produces 5 gallons of water.
- ◆ "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a

creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

## Firefighter Captain

*Medium humanoid (tiefling), NG*

**Armor Class:** 12 (padded armor)

**Hit Points:** 8 (2d6+2)

**Speed:** 30 ft.

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

**Skills** Arcana +4

**Damage Resistances** fire

**Senses** passive Perception 10

**Languages** Common

**Challenge** 1/4 (50 XP)

**Spellcasting.** The Firefighter is a 2nd-level spellcaster. Their spellcasting ability is Charisma (spell save DC 12, +4 to his with spell attacks). They have the following spells known:

Cantrips (at will): *Thaumaturgy*, *Shape Water*, *Message*

1<sup>st</sup> level (3 slots): *Create or Destroy Water*, *Fog Cloud*, *Expeditious Retreat*

### Actions

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

## Gylvenna

Medium fey (elf), NG

**Armor Class:** 19 (natural armor)

**Hit Points:** 127 (17d8 + 51)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	16 (+3)	16 (+3)	14 (+2)	17 (+3)	18 (+4)
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**Skills** Insight +7, Medicine +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** darkvision 60ft, passive Perception 13

**Languages** Common, Elvish, Sylvan

**Challenge** 11 (7200 XP)

**Enchanting Presence.** Any non-eladrin creature that starts its turn within 60 feet of Gylvenna must make a DC 16 Wisdom saving throw. On a failed save, the creature is charmed by Gylvenna for 1 minute. On a successful save, the creature becomes immune to any eladrin's Enchanting Presence for 24 hours.

Whenever Gylvenna deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

**Fey Step (Recharge 4–6).** As a bonus action, Gylvenna can teleport up to 30 feet to an unoccupied space it can see.

**Innate Spellcasting.** Gylvenna's innate spellcasting ability is Charisma (spell save DC 16). They can innately cast the following spells, requiring no material components:

- ◆ At will: *calm emotions*, *sleep*
- ◆ 3/day each: *cure wounds (as a 5th-level spell)*, *lesser restoration*

- ◆ 1/day each: *greater restoration*, *heal*, *raise dead*

**Magic Resistance.** Gylvenna has advantage on saving throws against spells and other magical effects.

### Actions

**Longsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage plus 18 (4d8) psychic damage, or 6 (1d10 + 1) slashing damage plus 18 (4d8) psychic damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 18 (4d8) psychic damage.

### Reactions

**Foster Peace.** If a creature charmed by Gylvenna hits with an attack roll while within 60 feet of Gylvenna, the eladrin magically causes the attack to miss, provided Gylvenna can see the attacker.

### Lair Actions

On initiative count 20 (losing ties), Gylvenna can take a lair action to cause one of the following magical effects:

- ◆ Flower petals swirl in a 60ft radius sphere centered on a point Gylvenna can see. Any creature within this area must succeed on a DC 16 Charisma save or be unable to take any hostile action on their next turn. Any creature who succeeds on this save has advantage on all subsequent attempts.
- ◆ One target that Gylvenna can see must succeed on a DC 16 Wisdom Save or be immediately teleported to the edge of the Midlight Dell.

# THANK YOU

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