

# A GUIDE TO WATERDEEP DRAGON HEIST

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Levels: This adventure is for characters who are levels 1-5. Waterdeep: Dungeon of the Mad Mage is a "companion" adventure, and it will bring these characters all the way to level 20.

Short Version: 500,000 gold coins are hidden somewhere in Waterdeep. The Xanathar (a beholder crime lord) and the Zhentarim (a criminal syndicate) are at odds.

Synopsis: The synopsis in the book is great. Here it is in bullet point form:

- Lord Neverember embezzled money while he was ruling Waterdeep, but he wasn't able to extract the money before he was ousted.
- The location of the hoard is known only to the Stone of Golorr, an item that can alter memories.
- The vault containing the treasure is guarded by a dragon.
- The Xanathar had the stone, but it was stolen. Xanathar thinks that the Zhentarim stole it, but it was actually stolen by a rock gnome.

Involving the Heroes:

- Volo, author of Volo's Guide to Monsters, asks the group to find Floon Blagmaar, a friend who disappeared.
- Once the group investigates, they find out that he was kidnapped. The Zhentarim took him, thinking he was Neverember's son.
- Volo rewards the group with a deed to a building!
- Once the group settles in to their new home, a fireball goes off nearby. Investigating reveals that Neverember's spy is now dead and someone has the Stone of Golorr in their possession!

Pick a Villain: You, the DM, need to pick a villain. Each is linked to a season.

- **Spring:** The Xanathar (beholder).
- **Summer:** The Cassalanters (devil-worshiping nobles).
- **Autumn:** Jarlaxle (drow swashbuckler).
- **Winter:** Manshoon (founder of the Zhentarim).

The choice of villain determines an awful lot about this adventure, including what season it is and what effects the season has on the heroes. I think that it might be helpful if you have all of the main info on each of them in one big chunk.



# Xanathar

Spring (pg 60)

- **Heavy Rain:** From noon to midnight. disadvantage on Perception checks. Visibility 60 feet. Rain extinguishes open flames.
- **Thick Fog:** From midnight to noon. Disadvantage on Perception checks. Visibility 30 feet.

Locations:

- **Dock Ward Hideout:** (pg 27) The Xanathar Guild has a sewer hideout accessible through the cellar of a tavern called the Spouting Fish.
- **Southern Ward Hideout:** (pg 86) This place is run by a duergar named Korgstrod Uxgulum, and is home to a broken mechanical beholder.
- **Xanathar's Lair:** (pg 112).

Agents:

- **Krentz:** (pg 21) A human with an eye-shaped tattoo on his bald head. He causes problems at the Yawning Portal. He often hangs out in the Xanathar hideout (see Q5 on pg 28).
- **Xoblob:** A deep gnome who runs Old Xoblob Shop (pg 23) and spies for the Xanathar.
- **Zemk** (pg 28): A duergar who is quite hostile.
- **Nihiloor** (pg 212): A mind flayer (pg 28) who can use a portal in the Dock Ward hideout (see Q7 on pg 28) to travel to and from Xanathar's Lair. Agents of Force Grey might be asked to slay him (see pg 36). Nihiloor has captured some drow who are part of a plot to overtake **Skullport** (pg 111). Nihiloor has captured a member of the city watch in the prison of Xanathar's Lair (pg 111).
- **Grum'shar** (pg 29): A low-end Xanathar Guild boss who captures Floon instead of Renaer Neverember.
- **Ott Steeltoes** (pg 214): Might get captured by Jarlaxle (see pg 34). Might get captured by Avareen and Zorbog (pg 64). Ott is Xanathar's fishkeeper (pg 107).
- **Members of the Dungsweepers Guild:** (pg 35) they have intellect devourers in their heads.
- **Meloon Wardragon:** (stats pg 210) On pg 20, it is explained that Meloon has been overtaken by an intellect devourer. On pg 36, members of Force Grey might be asked to look into what's going on with him. Vajra Safahr might send him to help the group in the Vault of Dragons, not realizing that he has been compromised (see pg 97).
- **Harko Swornhold** (pg 38): an evil adventurer who is recruiting kenku and inciting violence.
- **Esloon Bezant** (pg 38): A Red Wizard that the Xanathar Guild is trying to recruit.
- **Grinda Garloth:** A mage in Mistshore. She might end up with the stone of golorr (see pg 57). She has "done business with the Xanathar Guild before" (see pg 67).
- **Morga:** A bugbear who leads a band of kobolds and tries to ambush the heroes (pg 62).
- **Noska Ur'gray** (pg 213): Tries to get stone from Grinda Garloth (see pg 66). Releases arena combatants in Xanathar's Lair (pg 104 and pg 114). Noska has a pet rust monster (pg 105).
- **Gorath:** A duergar who leads an ambush in the cemetery (pg 70).
- **Thorvin Twinbeard** (pg 216): A dwarf who works on mechanical devices and a harper spy. He is building a mechanical beholder (pg 86). Thorvin has an albino gazer and is working on a contraption that can pulverize petrified victims of the Xanathar's (pg 105).
- **Korgstrod Uxgulum:** A duergar who runs a small hideout in the southern Ward (pg 86). He has a fake stone of golorr and whips his kobold lackeys mercilessly.
- **Ahmaergo** (stats pg 193): Presides over fight tournaments in Xanathar's lair (pg 104). "Fetishizes minotaurs", made his own maze (pg 105). Inspects the dungeon areas (pg 107).
- **Flutterfott Zipswiggle** (pg 104): A deep gnome jester.



- **5 Tattooed Dwarves:** They run the magic surveillance system in Xanathar's Lair (pg 106).
- **Lulz and Vellix:** 2 goblins who serve food and drinks in the guild recreation hall of

## The Cassalanter's

### Summer (pg 60)

- **Heat Wave:** If a character has no access to drinkable water, at the end of each encounter they must make a CON save DC 10 (with disadvantage if wearing medium/heavy armor). Fail: Gain 1 level of exhaustion.

### Agents:

- **Gysheer Omfreys** (pg 39): A devil cultist's summoning spined devils in the field Ward.
- **Haru Hamatori:** Drives a hire-coach (pg 62).
- **Willifort Crowelle** (pg 116): A doppelganger valet (pg 62). Might kill a watch captain and impersonate them (see pg 81). Keeps cult garb in the linen closet (pg 122).
- **Tissina Khyret** (pg 117): A tiefling, Lady Cassalanter's Attendant. Keeps cult garb in the linen closet (pg 122).
- **Laiba "Nana" Rosse** (pg 117): Caretaker and tutor for the kids.
- **Jandar Chergoba:** Head chef. Oversees 6 chefs in the kitchen (pg 121). Keeps his cult garb in a lockbox in the pantry (pg 121).
- **Vaelle Lurval:** A 30-year old florist who is gravely wounded in the cemetery (pg 70).
- **Holliver Tornrudder:** A cultist who will be slain in the cemetery (pg 70).
- **Kaeth Warloon:** A cultist who will be slain in the cemetery (pg 70).
- **Arn Xalrondar:** Traitorous cult member who might end up snatching the stone (pg 70). Devils snatch it away from Arn and Seffia (pg 88).
- **Seffia Naelryke:** Traitorous cult member who might end up snatching the stone (pg 70). Devils snatch it away from Arn and Seffia (pg 88).
- **Devils:** Bearded devils, imps, spined devils.



# Jarlaxle

## Autumn (pg 61)

- Wind causes disadvantage on ranged weapon attack rolls. Disadvantage on Perception checks that rely on hearing. Wind extinguishes small fires.

## Jarlaxle's Disguises:

- **J.B. Nevercott** (pg 35): A haberdasher
- **Erystian Demarne** (pg 37): A young actor from Luskan.
- **Zardoz Zord** (pg 48): Owns three ships and runs the Sea Maiden's Faire, a seafaring carnival based in Luskan. Lots of information about Zord can be learned on page 132. Zardoz is the grand marshal of the Sea Maidens Faire parade (pg 146).
- **Laeral Silverhand** (pg 64): Jarlaxle disguises himself as Open Lord to recruit heroes.
- **Rongquan Mystere** (pg 75): A Shou man with a braided goatee who owns the Seven Masks Theater in the Dock Ward. He claims to be a member of the Lords' Alliance.

## Agents:

- **Fel'rekt Lafeen** (pg 201): Might use potions of invisibility (pg 79). He has a room on the Scarlet Marpenoth (pg 143). Might deliver a message to Laeral Silverhand (pg 145).
- **Krebbyg Masq'il'yr** (pg 202): Might use potions of invisibility (pg 79). He has a room on the Scarlet Marpenoth (pg 143). Might deliver a message to Laeral Silverhand (pg 145).
- **Soluun Xibrindas** (pg 202): Soluun tries to kill a random half-elf in the Dock Ward (pg 40). Might use potions of invisibility (pg 79). Soluun has a room on the Scarlet Marpenoth, where he keeps a shrine to Lolth (pg 143). Might deliver a message to Laeral Silverhand (pg 145).
- **Fenerus Stormcastle**: A lamplighter/low-life who might end up with the stone of golorr (see pg 57). He might end up in jail, knowing where the stone of golorr is (see pg 83).
- **Big Belchy**: A mechanical dragon turtle (pg 67).
- **Nar'l Xibrindas** (pg 211): A spy in the Xanathar Guild who uses sending spells to inform his drow brethren (pg 101). Nar'l has a bag of holding that belongs to Jarlaxle. Nar'l has an office deep in Xanathar's Lair (pg 113).
- **Arannis Nur'zekk**: Drow sent to help the group infiltrate Xanathar's Lair (pg 101).
- **Beldar T'labbath**: Drow sent to help the group infiltrate Xanathar's Lair (pg 101).
- **Rylvar T'labbath**: Drow sent to help the group infiltrate Xanathar's Lair (pg 101).
- **Draknafein Uriss**: Drow sent to help the group infiltrate Xanathar's Lair (pg 101).
- **Velgos Ephezrin** (pg 132): Captain of the Hellraiser in guise of a human: Fergus Crabwater.
- **Tylan Ilueph** (pg 132): Captain of the Heartbreaker in the guise of a human named Klarr Besham. Has a tarantula familiar.
- **Llorath Pharn** (pg 132): Captain of the Eyecatcher in the guise of a human named Tarwind Arryhook. Loves games of chance.
- **Lorella Middenpump**: A rock gnome engineer who works in the Scarlet Marpenoth's control room (pg 143). She sits in the pilot's swivel chair.
- **Tervaround Waggletop**: A rock gnome engineer who works in the Scarlet Marpenoth's control room (pg 143). Monitors gauges and performs checks.
- **Anverth Leffery**: A rock gnome engineer who works in the Scarlet Marpenoth's control room (pg 143). Monitors gauges and performs checks.
- **Karabal L'enz**: Drow who guards the Scarlet Marpenoth's control room (pg 143).
- **Marro Qa'arrrt**: Drow who guards the Scarlet Marpenoth's control room (pg 143).
- **Cockaby Fapplestamp** (pg 144): Rock gnome engineer.
- **Ellywick Fiddlefen** (pg 144): Rock gnome engineer.



- **Gerbo Reese** (pg 144): Rock gnome engineer.
- **Zaffrab Horcusporcus** (pg 144): A rock gnome engineer.

## Manshoon

### Winter (pg 61)

- Disadvantage on Perception checks. Visibility 60 feet. Snow on the ground is difficult terrain. Wind extinguishes small fires.

### Locations:

- The Zhentarim own a tavern called the Skewered Dragon (pg 23).
- The Zhentarim have a hideout on Castle Lane (pg 24). This is where they keep Renaer Neverember captive.
- The Zhentarim have a safe house in the Trades Ward (pg 64).

Agents: The Zhentarim are split into two factions. There are Zhents loyal to Manshoon, and then there are those loyal to the Doom Raiders.

### Manshoon Loyalists:

- **4 Kenku** (pg 25): They kidnap Renaer Neverember.
- **Urstul Floxin** (pg 216): Rumored leader of a renegade Zhent faction (see pg 41). Urstul tracks Dalakhar, who has the stone of golorr, when the fireball goes off (see pg 43). After the explosion, Urstul snatches the stone and flees to Gralhund Villa. There, he gets into a dispute with the Gralhunds, who take the stone from him and give it to their nimblewright. If he survives the Gralhund incident, his punishment is to clean the lab in the extradimensional sanctum (pg 159).
- **Bashek Ortallis and Wern Makgrave:** 2 male human sellswords. One of them has a tattoo of a winged snake on his right forearm. Both are killed in the fireball (pg 44). Their names are revealed on pg 46.
- **Thrakkus:** A butcher who might end up with the stone of golorr (see pg 57). Thrakkus cuts up dead people and turns them into chopped meat (pg 89).
- **Avareen Windrivver:** A female human spy (pg 64)
- **Zorbog Jyarkoth:** A male human thug (pg 64).
- **Vevette Blackwater:** A high-ranking member of the Zhentarim (pg 64). Vevette was a vicious pirate before she joined the Zhentarim and rose to become one of Manshoon's favored lieutenants (pg 72). She can be found in the reading room in Manshoon's extradimensional sanctum (pg 159).
- **Agorn Fuoco:** The group might walk in on him trying to smother his own mother to death with a pillow (pg 68). Vevette might hand the stone of golorr to him while he watches a play (pg 76). He can be found in the reading room in Manshoon's extradimensional sanctum (pg 159).
- **Amath Sercent:** She is romantically linked to Agorn Fuoco (pg 67). A priest of Bane. She is converting an old tower into a temple of Bane (pg 79).
- **Samara Strongbones:** A halfling spy who has been captured and forced to fight in the arena in Xanathar's Lair (pg 104).



- **Sidra Romeir** (pg 149): Plays cards in the dining room of Kolat Towers, wears a teleportation ring.
- **Manafret Cherryport** (pg 149): Loves to cook, might try to poison the heroes in the kitchen of Kolat Towers.
- **Havia Quickknife**: A halfling martial arts adept (pg 160).
- **Mookie Plush**: A halfling martial arts adept (pg 160).
- **Yorn the Terror** (pg 150): A half-orc thug who values his well-being above all else.
- **Ered Payno** (pg 150): Manshoon's apprentice. Spends time in Manshoon's summoning chamber, keeping a barlgura unconscious (pg 153).
- **Havi Termock** (pg 150): Manshoon's apprentice. Spends time in Manshoon's summoning chamber, keeping a barlgura unconscious (pg 153).
- **Savara Firethorn** (pg 150): Manshoon's apprentice. Spends time in Manshoon's summoning chamber, keeping a barlgura unconscious (pg 153).
- **Kaevja Cynavern** (pg 158): Watches the entrance to the extradimensional sanctum. She can summon an earth elemental with an elemental gem (pg 158).

### Doom Raiders (pg 198)

- **Yagra**: On pg 20, it is explained that she protects Davil Starsong. She will accompany the group to Xanathar's Lair if asked (see pg 102).
- **Ziraj the Hunter** (stats pg 201): An assassin prowling the rooftops, picking off targets, and hiding out in the greenhouse at Fala's home (pg 38).
- **Davil Starsong** (stats pg 199): A retired adventurer who tries to help people in need (see pg 40). He is eventually arrested, and then released after a few weeks when it is discerned that he is not responsible for the outbreak of violence.
- **Tashlyn Yafeera** (stats pg 200): She takes over once Davil is arrested (see pg 41).
- **Skeemo Weirdbottle** (stats pg 200): The gnome makes some potions of mind-reading for the Black Viper (see pg 40). Skeemo eventually joins up with Manshoon (see the 5th level quest on pg 40).
- **Istrid Horn** (stats pg 199): Istrid will try to hide out at Trollskull Manor after the Gralhund Villa incident (see pg 56). She'll disguise herself as a male dwarf named Jorn.

## Backgrounds

Noble: If you're a noble, you might be associated with one of these:

- **House Amcathra**: horse-breeders/wine-makers. Motto: "We trample our troubles."
- **House Margaster**: Shippers, bulk traders. Motto: "Nothing is beyond our grasp."
- **House Phylund**: Capture and sell monsters. Motto: "What you fear, we master."
- **House Rosznar**: Shady smugglers trying to rebuild their reputation. Motto: "We fly high and stoop swift." In *Dungeon of the Mad Mage* (pg 8), it is explained that Esvele Rosznar's scheming brother went down into Undermountain and she'd like to know what happened to him.

Lady Gondafrey: It might be fun to have a character linked to Lady Gondafrey, a member of the city watch who went missing long ago. Her story is explained in K13 on page 152.

Dagult Neverember: It seems like it would work out really well if a character were to be the child of Dagult Neverember. Dagult is the one who embezzled the money in the first place, and it would make sense that his spy Dalakhar would try to bring the Stone of Golorr to that character.

## Important NPC - Renaer Neverember

One of the most important NPCs in this adventure is Renaer Neverember. I went through the book and dug up all the things you need to know about him:

**Stats**: (pg 216) AC 17 HP 66 +6/+6/+6 to hit, 6/8/8 dmg.

(pg 215) **Renaer's Life**: Good-looking, likes to drink and has a flair for diplomacy. Estranged son of Dagult Neverember, who once ruled Waterdeep and currently rules Neverwinter. Member of the Harpers. Lives off his inheritance. Lives in Neverember House, in the Sea Ward. Does not get along with his father, who has agents spying on him.

(pg 70) **Renaer's Mother**: Lord Dagult Neverember married into the Brandath family for wealth. Lady Brandath gave birth to a son, Renaer. There is a Brandath family mausoleum in the city of the dead. It is guarded by a treant who only allows those with Brandath blood to pass. The treant might say to Renaer, "Your mother was a lovely person."

(pg 23) **Renaer and Floon**: Renaer was hanging out with Floon Blagmar at a bar. When they were walking home, they were jumped by 5 Zhentarim. The Zhents wanted to question Renaer about where the hidden treasure that his father had embezzled was. The Xanathar Guild broke in and took Floon, thinking he was Renaer. Renaer hid in the warehouse, avoiding kenku.

(pg 26) **Rescuing Renaer**: The group finds Renaer hiding in the closet. He explains what happened, and tells the group about how the Stone of Golorr is the key to finding the treasure. He will gladly accompany the group to rescue Floon.



(pg 27) **Renaer's Acquaintance:** When the Watch shows up, Renaer recognizes Captain Hyustus Staget.

(pg 30) **Renaer the Harper:** Once the Floon situation is dealt with, it is explained that Renaer has friends in high places, including the Harpers. He can get them meetings with Mirt, Remallia Haventree, or almost any other Waterdavian noble.

(pg 43) **Spying on Renaer:** Dalakhar is a rock gnome spy who works for Dagult Neverember.

(pg 46) **Dalakhar's Death:** He stole the Stone of Golorr from the Xanathar's lair. He heard about the heroes saving Renaer, and thought that the Stone would be safe in their hands. On his way to deliver the Stone, he was killed by a fireball.

(pg 49) **Renaer Explains:** Renaer explains that Dalakhar was a spy employed by his father, who had been watching Renaer for months. He thinks Dalakhar was going to try to pay the heroes to bring the stone to his father in Neverwinter.

(pg 97) **Renaer's Gold:** The only people authorized to remove the gold from the Vault of Dragons are Dagult Neverember and his appointed vassals, none of which are in Waterdeep. The dragon met Renaer when he was a child and might allow him to take the gold.

(pg 130) **Impersonating Neverember:** If the Cassalanter get the Stone of Golorr, Victoro uses disguise self to trick the dragon into relinquishing the gold.

## Factions

I'm going to incorporate all of the information on pages 34-40 so that it is all in one place.

You can be part of a faction, either one of the usual ones (Emerald Enclave, Harpers, Lords' Alliance, Order of the Gauntlet, Zhentarim) or one of these:

- **Bregan D'aerthe:** Must be a drow. Mercenaries who work for the swashbuckling drow, Jarlaxle.
- **Force Grey:** You must swear an oath to defend Waterdeep.

Recruiting and Missions (page 34): Once the heroes hit level 2, factions might try to recruit heroes and give them tasks. Here's how that goes down.

Working the Missions In: I've been running Dragon Heist, and I am having a hard time fitting all of these little missions in. Each party member is part of a different faction, so that's a lot of stuff to work in to each chapter. In chapter 2, it's pretty easy, but frankly I'm not entirely sure how to fit it into chapter 4. Wait until after the chase is completed?

Another issue is that, for me, the mini-missions don't have enough detail. One of literally involves bringing an item to someone. It is almost entirely up to you to turn that into something. Just be aware of this and plan ahead!!

## Bregan Daerthe

3 drow gunslingers (page 201) follow the group and leave them a black eye patch. The next day, good ol' J.B. Nevercott pays them a visit.

### Missions:

**Level 2:** Steal a handkerchief from a noble.

**Level 3:** Tip off a gossip rag about devil..uh.. orgies.

**Level 4:** Guard a captive for three nights. Tons of stats for this one.

- Ott Steeltoes (page 214, cultist stats MM pg 345)
- Iron bands of bilarro (DMG pg 177)
- 6 bugbears (MM pg 33)
- 4 commoners (MM pg 345), 4 intellect devourers (MM pg 191)
- Beholder zombie (MM pg 316)

**Level 5:** Go to the Xanathar's lair (page 100) and kill Nar'l Xibrindas (page 211, drow mage MM pg 129). Nar'l is in room X18, page 107.

## Emerald Enclave

A white cat approaches potential recruits and invites them to meet with Melannor Fellbranch (druid, MM pg 346) at Phaulkonmere. There, Jeryth will grant members a charm of restoration (DMG pg 228).

### Missions:

**Level 2:** Deal with 3 scarecrows (MM pg 268) terrorizing a farm.

**Level 3:** Patrol a graveyard and deal with 6 skeletons (MM pg 272).

**Level 4:** Root out doppelgangers (MM pg 82) at the Yawning Portal.

**Level 5:** Find and kill 2 grells (MM pg 172) in the city. Reward: Charm of heroism (DMG pg 228).

## Force Grey (Gray Hands)

The blackstaff, Vajra (pg 217) uses a sending spell to invite recruits to come to Blackstaff Tower.

### Missions:

**Level 2:** Climb a mountain and meet with Hlam (page 204).



**Level 3:** Confront a young bronze dragon (page 108) that has been swimming in the harbor. This dragon, Zelifarn, is further discussed on page 145 - he's spotted a submarine and wants the group to check it out. One of Zelifarn's scales might be needed to open the Vault of Dragons (see pg 91).

**Level 4:** Figure out what Meloon's problem is.

- Meloon Wardragon (page 210)
- Azureedge (page 189)
- Intellect devourer (MM pg 191)
- Wand of secrets (DMG page 211)

**Level 5:** Kill a mind flayer (MM pg 222) get some potions of resistance (DMG pg 188)

## Harpers

Recruits get a message via paper bird (page 191). Mirt (page 211) is their main contact.

### Missions:

**Level 2:** Meet up with a talking horse (draft horse, MM pg 321) and root out Zhent operatives.

**Level 3:** There is a gazer (page 203) trapped in an old lady's (commoner, MM pg 345) shop.

**Level 4:** Recruit a gang of doppelgangers (MM pg 82).

**Level 5:** Infiltrate a fancy party hosted by Remallia Haventree (page 214) and root out Jarlaxle (page 206).

## Lords' Alliance

Recruited by Jalester Silvermane (page 205).

### Missions:

**Level 2:** Protect dung sweepers for ten days. Commoners (MM pg 345), carrion crawler (MM pg 37), guards (MM pg 347).

**Level 3:** An evil adventurer (bandit captain, MM pg 344) is recruiting kenku (MM pg 194) for the Xanathar Guild.

**Level 4:** Stop the Zhentarim (thugs MM pg 350) from recruiting a red wizard of thay (MM pg 347).

**Level 5:** Take out a Zhentarim assassin (Ziraj the hunter, page 201).

## Order of the Gauntlet

Savra Belabranta (knight, MM pg 347) invites recruits to the Halls of Justice.

### Missions:

**Level 2:** Break up a fight between Zhents and Xanathar agents (thugs, MM pg 350).

**Level 3:** Figure out the identity of the Black Viper (stats on page 196).

**Level 4:** Stop a gang (wererats, MM pg 209) from harassing an inn.

**Level 5:** Deal with 5 spined devils (MM pg 78) who were summoned by Gysheer Omfreys (cult fanatic, MM pg 345).

## Zhentarim

Yagra (thug, MM pg 350) sends a flying snake (MM pg 322) with a message to potential recruits. The agents will report to Davil Starsong (page 199) and, later, Tashlyn Yafeera (page 200).

### Missions:

**Level 2:** Save a drunk sailor (bandit, MM pg 343) from a drow gunslinger (page 201).

**Level 3:** Deliver some potions from Skeemo (page 200) to the Black Viper (page 196)

**Level 4:** Track down a missing noble. Wererats, MM page 209.

**Level 5:** Chase down and capture Skeemo (page 200). He might get to Kolat Towers (page 148).

## Allies

Each hero can choose one of the following people as an ally/friend/associate. All of them hang out in the Yawning Portal (pictures of each of them are on page 221):

- **Durnan** (pages 202-203): He runs the Yawning Portal, a tavern that contains an entrance to the mega-dungeon Undermountain in it. In Dungeon of the Mad Mage (pg 10), Durnan will ask the group to look into a mind flayer who is using telepathy to mess with people in Waterdeep.
- **Bonnie** (doppleganger, MM pg 82): A friendly barmaid
- **Mattrim** (bard, pg 195): A bard who has a thing for Bonnie. Mattrim has a quest in Dungeon of the Mad Mage (pg 8). He will need someone to deliver a pouch of gold to an ally in Skullport.
- **Jalester Silvermane** (pg 205): A fellow haunted by the recent death of his boyfriend. In Dungeon of the Mad Mage (pg 9), Jalester will want to hire the group to obtain a piece of a runestone for Laerel Silverhand herself. So he's someone the group should probably get to know.
- **Meloon Wardragon** (pg 210): A legendary hero, member of Force Grey.



- **Obaya Uday** (priest, MM pg 348): A priest from Chult, she is hoping to find magical treasures in Undermountain for the merchant prince, Wakanga O'tamu.
- **Yagra Stonefist** (thug, MM pg 350): A half-orc who likes to arm wrestle.

## Getting Arrested

The one thing that immediately sticks out to me are the notes on characters getting arrested (see page 10 and page 222). This adventure takes place in a city, which has laws. Often, especially among newer players, the heroes end up breaking many laws in broad daylight.

Handling this as a DM can be very tricky. The session can come to a screeching halt and things can get a little weird. How lenient should you be? Are you ready to run a jailbreak by the seat of your pants?

I would say that you should warn your group before you start. Remind them that this is a city with laws, and explain how you'd handle them getting arrested. Will you hand wave it or play it through?

# Chapter 1: A Friend in Need

The whole thing starts off with a bar fight. It's Krentz and 4 flunkies (bandits, MM pg 343) vs. Yagra (thug, MM pg 350). As written, Yagra is beating up Krentz but his four cronies are about to step in.

Remember that unarmed strikes do 1 bludgeoning damage, plus strength bonus.

Round 3: Something crawls out of the well! A troll (MM pg 291) and nine stirges (MM pg 294)! Durnan (stats on page 203) fights the troll, the group fights the stirges.

Once the Battle Ends: The group meets Volo (stats on page 218). The group is hired to find Floon, who was last seen at the Skewered Dragon. In *Dungeon of the Mad Mage* (pg 8), Volo talks about an alabaster throne in Undermountain. You might want to have him in the early stages of research on this now to set up the request later.

### What Happened to Floon:

- Floon met Volo at the Skewered Dragon. Drank and gambled for a few hours.
- Volo left, and Floon hung out with Renaer Neverember.
- They were walking to Floon's home, and 5 Zhentarim abducted them.
- They were interrogated in a warehouse in the Dock Ward.
- Agents of the Xanathar came in and killed the Zhents.
- In the chaos, Renaer got free and hid. The Xanathar's people took Floon, thinking that he was Renaer.
- Floon is being guarded by kenku agents of the Xanathar, held captive in the sewers.

Searching for Floon (page 23): The search will probably progress like this:

- **The Docks:** Poking around the Docks first reveals the cops arresting some Zhents. 12 guards (MM pg 347), 3 bandits (MM pg 343).
- **Xoblob's:** The group will see Xoblob's shop. Inside, they can learn that Xoblob (deep gnome, MM pg 164) saw Floon get abducted. One of the bad guys had the tattoo of a winged snake, symbol of the Zhentarim.
- **The Skewered Dragon:** At the Skewered Dragon, the group can learn that the abductors have been seen in a warehouse on Candle Lane. The door has the symbol of a snake on it.
- **Candle Lane:** This is it! The Zhentarim Hideout on page 24.

The Zhentarim Hideout: Basically, the group busts in and will have to deal with some kenku agents of the Xanathar. They can find Renaer and do some looting. Then, the city watch busts in and tells the heroes to leave this stuff to the cops.

(page 24) Z1. Main Room:

**Points of Entry:** All of the entrances lead to the same big room. Locked. DC 12 Athletics or DC 10 Dex with thieves' tools opens it. Knocking alerts the 4 kenku (MM pg 194) in room z1.

The group will find 5 dead Zhents. These kenku are agents of the Xanathar.

**Kenku Speech:** Remember, kenku speak only through mimicry. On page 194 of the MM, it says: "When mimicking voices, they can only repeat words and phrases they have heard, not create new sentences."

(page 25) Z2. Storage Closet: Renaer is hiding in here (his entry is on page 215, his "swashbuckler" stat block is on page 216)

(page 26) Z3. Secret Room: I don't really understand how this room looks from the outside. Doesn't it stick out? If you're walking around the outside of the building, isn't it obvious? It probably won't come up. This room leads to the upstairs rooms.

(page 26) Z4. and Z5.: There's some stuff up here!

- 4 paintings worth 75 gp each
- 15 trade bars worth 50 gp each.
- **Junk:** Moth-eaten bolts of cloth, spoiled olive oil, soiled sandals, etc.
- **Rats** (MM pg 335)
- **A paper bird** (pg 191). I get a kick out of this thing.

(page 27) The Watch Arrives: Hyustus Staget and 12 veterans (MM pg 350) show up. He doesn't give the group a hard time, especially if Renaer is with them. Hyustus gives the group a copy of the code legal (page 222).

## Tracking Floon

The kenku can direct the group to a manhole cover in a back alley. You could also have citizens tip the group off, but that might be a little bothersome to some players. I mean, if the group had been asking around previously, in theory they should have found out this info and they could have skipped the warehouse entirely.

## The Sewers

1. The group can follow chalk markings, each bearing the symbol of the Xanathar.
2. After an hour of travel, the group will have to deal with a gazer (page 203), a baseball-sized beholder.
3. They find a ladder that leads up into The Spouting Fish, a tavern.
4. Following the markings for another 5 minutes leads to Q1 (page 29). This is a Xanathar hideout.

## (page 28) Xanathar Guild Hideout

Q2. Watch Posts: Two sleeping goblins (MM pg 166).

Q5. Sleeping Area: Zemk (duergar, MM pg 122) and, if he survived the bar fight at the Yawning Portal, Krentz (bandit, MM pg 343). They are barricading the door to area Q6 because there's a gray ooze all up in there.

Q6. Lavatory: So.. we got a gray ooze (MM pg 243) in the bathroom. All sorts of fun (?) stuff you can do with this!

Q7. Boss Fight: Apprentice wizard (page 194), mind flayer (MM pg 222), intellect devourer (MM pg 191). The mind flayer will leave. If the group tries to mess with the mind flayer, it will use dominate monster (PH pg 235) WIS save DC 15, concentration up to 1 hour.

**Grum'shar** AC 10 HP 9 +2 to hit, 2 (1d4) damage.

- (cantrip) Fire Bolt (PH pg 242) rg 120, +4 to hit, 1d10 fire dmg.

Level 1 Spells (2 slots)

- Burning Hands (PH pg 220) 15-foot cone, DEX save DC 12, 3d6 fire dmg, half on successful save.
- (reaction) Shield (PH pg 275) +5 to AC until the start of your next turn. No dmg from magic missiles.

Once per Long Rest, when reduced to 0 hit points, he drops to 1 hit point instead.



Floon: He's got one hit point left. If the group saves Floon, he hugs the heroes.

Treasure:

- **Spell book**: Burning hands (PH pg 220), disguise self (PH pg 233), false life (PH pg 239), shield (PH pg 275), unseen servant (PH pg 284), witch bolt (PH pg 289).
- 2 potions of healing (DMG pg 188)
- 16 gp, 82 sp, 250 cp

Q11. Back Door (pages 29-30): If someone nabs the mind flayer's portal key and uses it, they end up in X22. (page 110) in Xanathar's lair! They'll be stuck between a bunch of kuo-toa and Ahmeargo.

Q12. Hostel Cellar: Wererat (MM pg 209) Roscoe will try to scare the group off.

**Roscoe Underbough** AC 12 HP 27 +4/+4 to hit, 5 (d6+2) dmg/4 (d4+2) dmg and CON sv DC 11 or be cursed with wererat lycanthropy.

- **Immune**: Non-magic weapons except silver.
- **Advantage**: on saves vs frightened.
- **Small**: Can move through the space of a Medium or larger creature.

Rewards: Volo gives the group the deed to a historic building. The group will have to meet with Kylyne Silmerhelve at the courthouse. She makes it official and collects a transfer tax of 25gp, which Volo will pay if he has to.

The group hits level 2!

## Chapter 2: Trollskull Alley

This chapter is very wide open. The group gets their home, and then they are recruited by factions. Each faction has some mini-adventures for the group to go on. There is also a rival who wants to put the group's business out of business.

A possible pattern would be for you to run one mini-adventure, and then one of Emmek's schemes, then another mini adventure, until you run out of stuff.

It seems like this chapter is meant to take weeks, and maybe months.

Foreshadowing: It seems like a good idea to, if possible, let the group get a look at a nimblewright (page 212) - perhaps at a temple of Gond. And maybe, maybe have Dalakhar be a customer of theirs. Dalakhar gets a look at the group and realizes that he should bring the Stone of Golorr to them.

This is potentially dangerous, because if he dies, it screws up the fireball at the start of chapter 3. Maybe it's a better idea to make up a close friend of Dalakhar's? And then that close friend also dies in the fireball in chapter 3?

Renaer and Dalakhar: On page 49, it is revealed that Dalakhar is spying on Renaer. So far, in this adventure, Renaer seems to be a good NPC to use to keep the heroes on track. He's also an opportunity to keep Dalakhar close. If Renaer is near the heroes, then Dalakhar might be, too.

The map of their new home is on page 223.

Lif: He's a specter (MM pg 279) who, at first, won't be thrilled with the presence of the heroes. As a bartender, he can be won over.

#### The Neighbors:

- **T2. The Bent Nail**: Tally (commoner, MM pg 345) Sells wooden weapons and shields.
- **T3. Steam and Steel**: Embric (bandit captain, MM pg 344) and Avi (priest, MM pg 348). They sell metal weapons and armor (PH pages 145 and 149)
- **T4. Corellon's Crown**: Fala (druid, MM pg 346). Runs a greenhouse and sells potions.
- **T5. Tiger's Eye**: Vincent Trench (rakshasa, MM pg 257). Private detective! Usual fee: 50 gp.
- **T6. Book Wyrms' Treasure**: Rishaal (mage, mm pg 347). Bookstore. You can copy spells from spellbooks for a fee (pg 33).
- **T7. Sewer Access**: It's a manhole.

Factions: The group might be recruited by factions. I wrote about all this in the above "faction" section.

Open For Business: There's a snazzy little "tavern keeping expenses" sidebar on page 41. At the end of every tenday, roll a d100+10 and check out the chart in the DMG on page 129.

Guild Representatives: If the group opens a business, they might have to deal with some guild people:

- **Broxley Fairkettle** (Innkeepers): Nice guy who just wants the group to follow regulations.
- **Hammond Kraddoc** (Brewers): Tries to get the group to offer different guild-endorsed drinks each month, has a scribe sidekick, and doesn't like adventurers.
- **Justyn Rassk** (Butchers): Delivers chopped meat, always demands extra money, not a nice guy.
- **Ulkoria Stonemarrow** (Protectors): She can scribe glyphs of warding on the group's home for a price.

Rival: Emmek Frewn runs Frewn's Brews. Volo had outbid him on the building now owned by the heroes. Emmek wants to run them out of business. He took out a loan from Istrid Horn and he will actually pay off the wererats to ruin the group's business.

Emmek has a whole bunch of schemes outlined on page 42.

Events: There are events detailed further on in the book that look like they should be used in this chapter. Check out Trolltide Slaughter on page 100. Xanathar sends monsters loose during a celebration.

Running Frewn: This one was also tricky to run. I felt really clumsy pulling off the Frewn stuff as written, so I switched it up. The group had their grand opening, and the wererats tried to ruin it. A battle broke out.

I had introduced an NPC Adventurer named Silver Silverton who had silver armor, weapons, eyes and hair (my campaigns are stupid) who happened to hang out at the tavern. That way, the group could use his gear to harm the wererats if need be. It worked out very well.

The group hits level 3!

## Chapter 3: Fireball

A fireball explodes near the group's home!

This one is a bit complicated. Here it is, step-by-step.

1. A gnomename Dalakhar has decided to bring the Stone of Golorr to the adventurers.
2. House Gralhund has teamed up with the Zhents.
3. In exchange for a promised cut of the treasure hoard, they are giving shelter to some Zhent assassins, who are led by Urstul.
4. The Gralhunds hired their own agent to keep an eye on the Zhents.
5. The Gralhund's agent is a nimblewright (page 212), a humanoid construct.
6. The nimblewright used a necklace of fireballs to blow up Dalakhar just when he was nearing the group's home.
7. The Zhents were also caught in the blast! Urstul survived, snatched the stone of Dolorr off of Dalakhar's corpse, and returned to the Gralhunds.
8. Urstul is obviously furious, and he wants to talk to Manshoon before doing anything else. The Gralhunds are sensing that he is going to back out of their deal.

Clues: The crime scene has 11 dead bodies, one of which is Dalakhar. He's got sewer stuff on his boots, and a pouch with gems in it. Another corpse has a Zhent tattoo on it. Speaking with the witnesses is huge! The group can learn so much, and they can get their hands on a necklace of fireballs (DMG pg 182).

Speak With Dead: This spell gives the group tons of information, detailed on page 46.

Guards: After a few minutes, a whole bunch of cops show up. 12 guards (MM pg 347) and a griffon cavalry rider (page 197).

Officials: After 20 minutes, Saeth Cromley (pg 215, veteran MM pg 350) and Barnibus Blastwind (pg 195) arrive along with 20 veterans.

## The House of Inspired Hands

After talking to Jezryne Hornraven, the group might realize that the "puppet" she's talking about could be an invention from the church of Gond. At the church, the group quickly learns that a lonely nimblewright made another nimblewright, who took off into the city. The group is given a "nimblewright detector" to follow it.

Making the leap from puppet to Gond seems a little hard. I'd definitely trot out some clockwork Gond stuff in chapter 2 so that the players are up to speed and could theoretically connect these things themselves.

Finding Nim's Creation: This could take days. If the group is affiliated with the Lords' Alliance, they could ride on a griffon (MM pg 174). They might end up finding the nimblewrights on Zardo Zord's ships, but this is a false positive. Dinner with Zardo is detailed on pages 48-49, and takes place in area J10. on page 134).

Zardo: In case you're wondering, Zardo the NPC is based on the character Sean Connery played in an old movie called Zardo. He wears a very revealing outfit.

Renaer: Renaer can keep the group on track. It is revealed here on page 49 that Dalakhar has been spying on Renaer for months.

## (page 50) Gralhund Villa

This is where the nimblewright is!

If the group goes in and makes noise, the neighbors alert the watch. A mage and 6 veterans show up.

The Nimblewright Detector: This will require a bit of finesse on your part. Make sure to keep the detections non-specific. The umbrella on the detector spins fastest at the villa, but it doesn't point to the exact location of the nimblewright. The nimblewright is meant to get away with the Stone of Golorr, so you might want to wait until the group gets involved in a crucial encounter. Before the encounter, the detector is spinning very fast. After, it's spinning slower. The nimblewright has left the premises.

G1. Locked Gates: Arcane lock PH pg 215.

G2. Yard: The balcony can get the group to G17. on page 55.

- Hurv Taldred (cult fanatic, MM pg 345)
- 2 mastiffs (MM pg 332)
- 3 shadows (MM pg 269)



### G3. Coach House:

- 4 draft horses (MM pg 321)
- Maladar, riding horse (MM pg 336)
- Ike the stableboy (commoner, MM pg 345)
- Horseshoes of speed (DMG pg 175) gives +30 feet to the horse's speed. That means that Malakar has a 90 speed!

G8. Great Hall: Two Zhents (thugs, MM pg 350) stand over dead bodies. The group can hear fighting upstairs, where three zhents are fighting four Gralhund guards in G13. (pages 53-54).

G10. Den and Trophy Room: Hawk (MM pg 330).

G12. Family Library: Opening the tome without Lady Gralhund's key summons 3 specters (MM pg 279) who vanish after 1 minute.

G13. Upstairs Foyer: 3 Zhents (thugs, MM pg 350) vs. 4 Gralhund guards (veterans, MM pg 350).

G15. Guest Suite: Urstul is trying to bash a door in to get at Lord Gralhund.

- **Urstul Floxin** (page 216, assassin stats MM pg 343). Remember, he only has 50 hit points.
- **Orond Gralhund** (pages 213-214, noble stats MM pg 348)
- **3 flying snakes** (MM pg 322)

G16. Master Bedroom: These two are watching the battle at G13.

- **Yalah Gralhund** (page 220, noble stats MM pg 348)
- **Hrabbaz** (page 205)

G19. Servants' Wing: 9 commoners (MM pg 345)

**Aftermath:** Istrid, one of the Doom Raiders (pages 198-201), asks the group to hide her out for a while. The cops are cracking down on the Zhentarim in the wake of the deaths at Gralhund Villa.

**Running Gralhund:** This place is a bit complicated! What helped me was to draw out the map and write down who was where, right there on the map. A lot of NPCs are clumped together during the chaotic brawl.

Also, the half-orc Hrabbaz is really, really tough. To somewhat circumvent this, I had him try to grab a hero and throw them off the balcony, rather than just straight attack them and do piles of damage. It worked out really great.

# Chapter 4: Dragon Season

Who did the nimblewright bring the Stone of Goloor to? Depends on which bad guy you want to use!

(page 57) Caught at Last: The group can resume searching for the nimblewright (stats on page 212). It is hanging out in a pile of garbage. It has given the stone away and immediately attacks the adventurers. 6 guards show up as the battle ends (veterans, MM pg 350). The guards don't make any connections here.

Encounter Chains by Villain: This chapter is a mix of encounters for different villains. I'm going to reorganize things by villain. That should make it easier for us to run without wading through all of the other stuff.

## The Xanathar (Spring)

(pg 58) The Map: The name: "Grinda Garloth". The Dock Ward neighborhood of Mistshore.

(page 60) Weather: Heavy Rain: (disadvantage on Perception checks). Thick Fog: From midnight to noon, disadvantage on perception and visibility reduced to 30 feet.

A. Encounter 2 - Mistshore (page 65): The stone is brought to Grinda Garloth, who refuses to give it to the Xanathar Guild. Members of the Xanathar try to take it by force.

- **The Kraken's Folly**: A beached pirate ship that is home to 4d6 bandits (MM pg 343).
- **Grinda's Residence**: She's a mage MM pg 347. In a chest with a glyph of warding (PH pg 245) is a key to the Garloth family mausoleum.
- **The Apparatus**: Grinda wants the group to use her apparatus of kwalish (DMG pg 151) to scour the bottom of the harbor. A giant shark (MM pg 328) might attack.

B. Encounter 4 - Mausoleum (page 69): The group learns that Grinda's rat familiar hid the stone in the City of the Dead. The group is followed by a gazer (page 203). Before the heroes arrive, a halfling necromancer snatches the stone. At night, there's two guards (MM pg 347) guarding the gate and inside, Sir Ambrose (knight, MM pg 347) watches over things.

- **The Key**: The heroes find a key made by Elasptra Ulmarr
- **Ambush**: As the group leaves the crypt, they are ambushed by 4 duergar.
- **The Key Maker**: The group will need to go to Elasptra's shop and learn who she made the key for (Volkarr Kibbens, who lives in the windmill).

C. Encounter 10 - Converted Windmill (page 86): A clue leads the group to a windmill in the Southern Ward. The grave robbers here tell the group to check out a cellar complex. In W2, there are d6+1 squatters (commoners, MM pg 345).

- **Shovel-Wielding Flunkies**: Volkarr and Urlaster are in W7 (commoners, MM pg 345).

- **The Necromancer:** They'll surrender quickly. They say that a necromancer named Losser has the stone. Losser lives in a cellar complex...

D. Encounter 9 - Cellar Complex (page 83): The necromancer is being attacked by agents of the Xanathar. In B2., anyone immersed in sewage for a minute must make a CON save DC 11 (DMG pg 257). It takes d4 days to kick in, and the character gains a level of exhaustion and does not regain hit points from long rests. In B9b. there is a mimic (DMG pg 220).

- **Dandymops:** Under a powdered wig shop called Dandymops is the lair of Losser.
- **Break-In:** Breaking in to the shop might attract the city watch (2 veterans, MM pg 350).
- B6. has three beds.
- B8. A kenku (MM pg 194) and the gazer (page 203) are standing over Losser's dead apprentices.
- B10. 12 skeletons (MM pg 272) will attack the adventurers.
- B11. Piles of bones yet to be animated.
- **Losser Lost:** When the heroes find Losser, 3 kenku (MM pg 194) are facing off with Losser and 2 skeletons (MM pg 272).
- **The Stone Went Thataway:** It turns out that Losser has already handed the stone off to two other kenku.

E. Encounter 3 - Street Chase (page 68): The adventurers chase the bad guys to the Old Tower. The kenku (MM pg 194) starts 60 feet away. This is one of those deals where the stone HAS to get away, so you might want to make the challenge here more about just keeping the kenku in view rather than catching up with it.

F. Encounter 7 - Old Tower (page 76): The heroes might be able to force the kenku to hand over the stone. In O3. this tower has treasure!

- **Faulty wand of magic missiles** (DMG pg 211).
- **Potion of healing** (DMG pg 188) mixed with a potion of flying (DMG pg 187). Potion miscibility table DMG pg 140.
- **Cracked driftglobe** (DMG pg 166)
- **2 paper birds** (page 191).

The kenku runs inside this tower.

- **Hello, Children:** The kids Nat, Jenks, and Squiddly (page 63) are here.
- **Taken:** The kenku (MM pg 194) takes Squiddly hostage.
- **Avert Your Gaze:** Once the group has the stone, three gazers (page 203) show up and try to snatch the stone.

G. Encounter 1 - Alley (page 61): Either the group has the stone, or the gazers snatched it. Either way, the heroes end up in an alley where more Xanathar agents have set up a final showdown.

- Commoner MM pg 345
- As the group avoids bear traps in the alley, they're ambushed.

- 8 kobolds MM pg 195
- Morga, a bugbear MM pg 33
- 1 intellect devourer MM pg 191

Once this is dealt with, the group has the stone! When someone attunes to it, they can sense that the entrance to the Vault of Dragons is in a theater called the Pink Flumph.

H. Encounter 6 - Theater (page 73): The group uses the stone and finds that the entrance to the Vault of Dragons is in a theater in the Castle Ward. Lots of commoners (MM pg 345) here.

- **Harper**: One actor, Yaliek Iltizmar, is a bard (page 195) and a Harper who might notice the group snooping around.
- **Crabby Owner**: The owner, Iokaste (commoner, MM pg 345), has no time for the group's shenanigans.
- **Extortion**: A faerie dragon (MM pg 133) named Wishes might catch on to what the group is doing here. It will demand some of the loot.
- **The Vault**: The entrance is in P8. The group will probably need a knock spell (PH pg 254).

## The Cassalanter (Summer)

(pg 58) The Map: The name: "Cassalanter". The City of the Dead.

(page 60) Weather: Heat Wave: During the day, heroes with no water must make a CON save DC 10 (disadvantage if wearing medium/heavy armor). Failure means they gain a level of exhaustion (PH pg 291).

A. Encounter 4 - Mausoleum (page 69): Two cultists were betrayed by their own. These traitors headed for the windmill. At night, there's two guards (MM pg 347) guarding the gate and inside, Sir Ambrose (knight, MM pg 347) watches over things.

- **Dead Cultists**: Entering the Cassalanter Mausoleum, the group sees two dead cultists and another that is unconscious.
- **Betrayal**: If they revive the unconscious cultist, they learn that her name is Vaelle, and that she was betrayed by her friends.
- **To The Windmill**: Vaelle will tell the heroes that the traitors, Arn and Seffia, likely took the stone to the windmill.

B. Encounter 10 - Converted Windmill (page 86): The group comes here, tracking the cultists. Two spined devils snatch the stone away. In W2, there are d6+1 squatters (commoners, MM pg 345).

- W7. Arn and Seffia are in W7.
- **Devil May Carry**: As the group explodes in, 3 spined devils (MM pg 78) come in through the window and are given the Stone of Golorr.

C. Encounter 5 - Rooftop Chase (page 72): The heroes chase the spined devils.



- **Fly Low:** The devils are 100 feet away and they fly low to avoid getting the attention of the griffon riders.
- **Alley Swoop:** After a quick rooftop chase (include jumping of gaps between buildings?), the devils swoop into an alley.

D. Encounter 1 - Alley (page 61): The stone is brought to a coach.

- **Carriage:** The spined devils hand the stone to a bearded devil (MM pg 70), who is in a coach pulled by draft horses.
- **Imps:** There are 3 invisible imps (MM pg 76) on the roof of the carriage.
- **Doppel:** Inside is Willifort Crowelle (doppelganger, MM pg 82).
- **Driver:** It is driven by Haru Hamatori (commoner, MM pg 345).
- **Chase:** The carriage takes off, and the group is meant to chase it.

E. Encounter 3 - Street Chase (page 68): The group chases the coach. Street urchins snatch the stone.

- **Roll Init:** The hire-coach starts at 120 feet away and rolls initiative with a +0 modifier.
- **Round 3:** The crowd in the street blocks the coach, so the doppelganger takes off on foot.
- **Stolen Stone:** Nat, Jenks, and Squiddly steal the stone from the doppelganger and get lost in the crowd.

The Grate: Looking around (judging from the next section, this search should take an hour or so), the heroes realize that the kids went through an iron grate into a cellar complex...

F. Encounter 9 - Cellar Complex (page 83): The adventurers chase the kids to their hideout and get the stone. The city watch arrests the group for crimes. In B2., anyone immersed in sewage for a minute must make a CON save DC 11 (DMG pg 257). It takes d4 days to kick in, and the character gains a level of exhaustion and does not regain hit points from long rests.

- **Sewer Smell:** The stench down here causes the group to be poisoned (PH pg 291) unless they have perfumed scarves.
- B7. The stone is in here under a rocking chair (mimic, MM pg 220). Nat tried to attune to it and she freaked out. The kids ran to B4.
- B4. Nat warns the adventurers that the stone is alive.
- **Busted:** As the heroes emerge from the sewers, 12 watch veterans (MM pg 350) arrest the heroes.

G. Encounter 8 - Courthouse (page 80): The person in the coach tries to steal the stone back while the heroes are in court. This place has guards (MM pg 347), veterans (MM pg 350), and at least one knight (MM pg 347).

- **Habeas Corpse Us:** The group is charged with disturbing the peace. If they resist arrest, they are also charged with hampering justice.
- **Stone Stays:** When arrested, the watch does not take the stone from the heroes.
- **Jail Break:** The doppelganger replaces a member of the watch and tries to free the group, hoping to follow them and snatch the stone from them.

- **Judge:** If the group sees through this and sticks around, they appear before the judge in d6 hours.
- **Attunement:** Once attuned to the stone, the adventurers sense that the entrance to the Vault of Dragons is in the Sea Ward.

H. Encounter 7 - Old Tower (page 76): The stone directs the group to a tower that is being renovated. O3. This tower has treasure!

- **Faulty wand of magic missiles** (DMG pg 211).
- **Potion of healing** (DMG pg 188) mixed with a potion of flying (DMG pg 187). Potion miscibility table DMG pg 140.
- **Cracked driftglobe** (DMG pg 166)
- **2 paper birds** (page 191).

The tower is owned by Esvele Rosznar. She will want to split the money with the group. Her stats are on page 196.

- O1. She has 4 guards (MM pg 345) in O1.
- O2. She's meeting with guild members to get the building up to code.
- O5. The vault entrance is in here.

## Jarlaxle (Autumn)

(pg 58) The Map: The name: "Fenerus Stormcastle". The Trades ward. Fenerus is a well-known lamplighter.

(page 61) Weather: Autumn Wind: Disadvantage on ranged attack rolls and Perception checks that require hearing. The wind extinguishes small fires.

A. Encounter 1 - Alley (page 61): The heroes look for Fenerus, whose home has been ransacked by the Xanathar guild. Laeral Silverhand herself steers the group toward the cellar complex.

- An apple cart crashes toward the group. This is Squiddly's fault (page 63).
- The house of Fenerus has been trashed.
- Laeral Silverhand herself is here. She tells the group that agents of the Xanathar have brought the stone to a cellar complex.
- She says that once the group has the stone, they should meet with her again at the Seven Masks theater.

B. Encounter 9 - Cellar Complex (page 83): The group finds a fake stone. In B2., anyone immersed in sewage for a minute must make a CON save DC 11 (DMG pg 257). It takes d4 days to kick in, and the character gains a level of exhaustion and does not regain hit points from long rests.

- B5. 2 goblins

- B6. 1 half-ogre (MM pg 238) that is poisoned (PH pg 291), disadvantage on attack rolls and ability checks.
- B7. 3 duergar (MM pg 122), 1 gazer (pg 203). Thorvin Twinbeard (pg 216) works on a mechanical beholder.
- B8. Duergar (MM pg 122), 3 kobolds (MM pg 195). Korgstrod has the stone - he doesn't know it is a fake replica.
- B10. Troglodytes (MM pg 290).
- B11a. Gibbering moulder (MM pg 157), spell scroll of darkvision (PH pg 230).

Once the stone is obtained, it is assumed that the adventurers go to the theater to meet with Laeral Silverhand.

C. Encounter 6 - Theater (page 73): Here, Laeral meets the adventurers again. She asks them to interrogate Fenerus. Lots of commoners (MM pg 345) here.

- **Shiver Me Timbers:** A theater where sailors are admitted for free!
- **Fake:** Rongquan speaks to the group on behalf of Laeral. He can tell the stone is a fake and will urge the group to go talk to Fenerus and find out where he stashed the real stone.
- **Trouble:** If the heroes give Rongquan trouble, 4 drow gunslingers (page 201) start gunslinging and they don't stop until someone is dead.

D. Encounter 8 - Courthouse (page 80): Fenerus wants immunity for his crimes. He knows where the stone is, and this information must be extracted from him one way or another. This place has guards (MM pg 347), veterans (MM pg 350), and at least one knight (MM pg 347).

**Long Story Short:** All of this section comes down to a pretty simple thing - convincing Magister Barch to help. She's got a wild talent - detect thoughts. Once she uses it on Fenerus, she can tell the group where the stone is. He hid it in a tower in the Dock Ward.

E. Encounter 7 - Old Tower (page 76): Fenerus says to check out the old tower in the Dock Ward. Agents of Jarlaxle nab the stone first and make a run for it. O3. this tower has treasure!

- **Faulty wand of magic missiles** (DMG pg 211).
- **Potion of healing** (DMG pg 188) mixed with a potion of flying (DMG pg 187). Potion miscibility table DMG pg 140.
- **Cracked driftglobe** (DMG pg 166)
- **2 paper birds** (page 191).

The tower is under some special effects:

- **Anti-Magic:** The interior of the tower is under the effects of an anti-magic field (PH pg 213).
- **S-Words:** There's a bunch of inanimate flying swords (MM pg 20) in here.
- O3. The stone was in O3., but just as the group is getting there, 3 drow gunslingers (page 201) snatch it. We're gonna have us a rooftop chase.

F. Encounter 5 - Rooftop Chase (page 72): Our heroes chase Jarlaxle's agents. They start 40 feet away and just double move their way to Mistshore.

G. Encounter 2 - Mistshore (page 65): The heroes chase the drow to the shore. Rising up out of the water comes a clockwork dragon turtle! The drow climb on its back. The heroes need to snatch the stone away from them.

### **Big Belchy** AC 18 HP 75

- **(One time only) Cloud of Steam**: 30-foot cube, DEX save DC 14, 22 fire dmg, half on success.
- **Immune**: Poison and psychic dmg.
- **Reduce to 0**: Sinks to the bottom of Deepwater Harbor.

Once a character attunes to the stone, they can learn that the vault entrance is in an old windmill.

H. Encounter 10 - Converted Windmill (page 86): The stone directs the group to the home of a famous painter. This is where the entrance to the Vault of Dragons is.

- **Khalain**: This is the home of a very bitter painter named Kalain (bard, page 195). She has the power to make her paintings animate.
- **Vhaspar**: This dude rents a room. He's a priest (MM pg 348).
- **Danger**: Khalain thinks the group are assassins sent from Lord Neverember, and she summons a displacer beast to kill them.
- **W4A**. The vault entrance is in W4A.

## **Manshoon (Winter)**

(pg 58) The Map: The name: "Thrakkus". A butcher shop in the Field Ward.

(page 61) Weather: Blizzard: Disadvantage on Perception checks, visibility 60 feet, extinguish small fires. Snow on the ground is difficult terrain. Extreme Cold: Those exposed to the cold must make a CON save DC 10 at the end of each encounter or gain 1 level of exhaustion (PH pg 291).

A. Encounter 10: Converted Windmill (page 86): The butcher, Thrakkus, hides the stone in a meat delivery. In W2. there are d6+1 squatters (commoners, MM pg 345).

- **Butcher**: The windmill is a butchery run by Thrakkus.
- **Berserker**: Thrakkus is a berserker (MM pg 344).
- **The Stone is Gone**: If the group questions Thrakkus, they learn that the stone was in a meat delivery sent to Cuttle's Meat Pies. Overseeing the delivery was a fellow named Justyn Rask.

B. Encounter 1 - Alley (page 61): If they follow the delivery cart, the group witnesses a hand-off. The Zhentarim have the stone!



- **Attack:** As the group follows the trail of the meat cart, they are ambushed by 5 bugbears (MM pg 33), agents of the Xanathar.
- **Zhentarim:** As the attack is underway, Avareen (spy, MM pg 349) hands the stone of Golorr to Vevette (swashbuckler page 216). Inside, Zorbog (thug, MM pg 350) is watching, while Ott Steeltoes (page 214) is tied to a chair.
- **Run:** Vevette takes to the rooftops and the group gives chase.
- **Cuttle's Meat Pies:** I'm not sure exactly when the heroes are supposed to talk to her, but the owner is not fond of her Zhentarim neighbors, who reside in L1.

C. Encounter 5 - Rooftop Chase (page 72): The adventurers chase the Zhentarim on icy rooftops.

Start: Vevette starts 60 feet away from the group. There is a blizzard in progress.

She's Getting Away: She has advantage on all rolls and is meant to get to the theater...

D. Encounter 6 - Theater (page 73): The Zhent agent hands the stone to a bard who is attending a play.

- **Tickets:** Vevette has a ticket.
- **Ghost Greeter:** The theater has a ghost (MM pg 147) as a greeter. He's friendly.
- **Buy A Ticker:** The group will be expected to buy a ticket.
- **Hand Off:** Vevette takes a seat and quietly hands the stone over to Agorn (bard, page 195) and Amath (priest, MM pg 348).
- **Harpers:** Watching from the back row is the Harper, Remalia Haventree (page 214).
- **More Chase:** When the heroes catch up, Vevette runs away and the group is meant to chase her.

E. Encounter 3 - Street Chase (page 68): The heroes continue to chase the stone.

- **Start:** She starts 30 feet away.
- **Caught:** The group can catch her now. She does not have the stone.
- **Pick up the Trail:** The heroes can learn that Agorn has the stone and is likely in Mistshore from either Vevette or Remallia.

F. Encounter 2 - Mistshore (page 65): The group loses the trail, then hears that it is in Mistshore.

- **Whoa:** So... Agorn has gone home to.. smother his mother to death with a pillow. The group walks right in on it.
- **Ambushery:** On their way out of the building, 9 Zhentarim thugs (MM pg 350) attack. Two harper spies (MM pg 349) might jump in to help the adventurers.
- **Where is the Stone?** Questioning the driver of the carriage that brought Agorn here, the group can learn that the stone is probably with Amath, who was dropped off at an old tower.

G. Encounter 7 - Old Tower (page 76): A simulacrum of Manshoon confronts the adventurers. O3. this tower has treasure!

- **Faulty wand of magic missiles** (DMG pg 211).
- **Potion of healing** (DMG pg 188) mixed with a potion of flying (DMG pg 187). Potion miscibility table DMG pg 140.

- **Cracked driftglobe** (DMG pg 166)
- **2 paper birds** (page 191).

03. Amath (priest, MM pg 348), 4 acolytes (MM pg 342) and 3 flying serpents (MM pg 322) are in a prayer ceremony. They've formed a circle around their prisoner, Shan Chien (commoner, MM pg 345).

- **Shan:** Shan writes a broadsheet called the Targe. It deals in politics. These priests of Bane want to use him to control the flow of information.
- **The Stone:** Amath has the Stone of Golorr!
- **Manshoon:** As the group defeats the priests, a simulacrum (PH pg 276) of Manshoon (page 209) shows up. The group should run - it is very powerful. It will continue to hunt them.
- **Attunement:** Once a character attunes to the stone, they will learn that the entrance to the vault is in the Brandath mausoleum in the city of the dead.

H. Encounter 4: Mausoleum (page 69): With the stone, the heroes discern that the entrance to the Vault of Dragons is in the City of the Dead. At night, there's two guards (MM pg 347) guarding the gate and inside, Sir Ambrose (knight, MM pg 347) watches over things.

- **Neverember:** This crypt is linked to the deceased mother of Renaer Neverember. He can get the group safely past the treant.
- **Guardian:** The mausoleum is guarded by a treant (MM pg 289). It will let the group go in if Renaer is with them.
- **Trap:** The first step has a glyph of warding (PH pg 245) on it.
- **Crypt:** If the group disturbs Uld's crypt, 6 crawling claws (MM pg 44) attack. There's a headband of intellect (DMG pg 173) in there.
- **Vault:** The vault entrance is beneath the illusion of a collapsed passage.

## Vault Keys

The heroes have found the entrance to the vault! But wait, there's more. The heroes need to find three items that act as keys to open the vault. You can choose which three keys you want to use from a list on page 90.

Finding a Key: Spend 1 day, 5 gp, and make a DC 15 Investigation check. Failing one of these checks by 5 or more means that the bad guys sends flunkies out to attack the group and steal the stone of golorr.

- **Xanathar:** 5 goblins (MM pg 166) and either a bugbear (MM pg 33) or 4 wererats (MM pg 209).
- **Cassalanter:** 2 imps (MM pg 76), 3 cultists (MM pg 345), and either a cult fanatic (MM pg 345) or 4 spined devils (MM pg 78).
- **Jarlaxle:** 2 drow gunslingers (Page 201) and 6 drow (MM pg 128).
- **Manshoon:** 4 martial arts adepts (page 209) and there is a 50% chance that either Vevette (swashbuckler page 216) or Agorn (bard, page 195) is with them.

Keys: These keys are used in V1. on page 94, there's writing on the doors and everything. Here's some quick page references:

- **Bronze Dragon Scale:** Young bronze dragon (MM pg 108), apparatus of kwalish (DMG pg 151).
- Performance of "Your Beardy Face": The jar is in C3, page 120.
- **Unicorn:** "T18" is a typo. The stuffed unicorn is in C18, on page 122

## Vault of Dragons

V3. Stairs and Fresco: Getting enthralled by the fresco might seem like a surefire party-splitter. Just keep in mind that all the group has to do is damage it to break the effect.

V4. Hall of Moradin: Black pudding (MM pg 241)

V5. Secret Room: Ring of warmth (DMG pg 193).

V6. Hammer and Anvil: Arcane lock (PH pg 215).

V9. Main Vault: Adult gold dragon (MM pg 114), dragonstaff of Ahghairon (page 191)

The heroes are going to have to try to convince the dragon to hand over the gold. Options:

**Convince the dragon that they came on Lord Neverember's behalf:** Each character in the dragon's line of sight must make a Deception check vs the dragon's Insight check (the dragon has a +8 to the roll). If one character fails, the whole group fails.

Convince the dragon that this money was stolen and should be returned to the citizens of Waterdeep: Character must make a DC 18 Persuasion check.

Intimidate checks auto-fail. All checks after this have disadvantage.

The dragon can't be charmed, as it uses its Legendary Resistance to block it. After one attempt, all future Charisma checks against the dragon have disadvantage.

Leaving the Vault: on the way out.. bad guys try to jump the adventurers.

- **Xanathar:** 6 bugbears (MM pg 33) and a gazer (page 203) and either Noska (page 213, thug MM pg 350) or Nar'l (pg 211, stats drow mage MM pg 129) and his grell (MM pg 172).
- **Cassalanter:** 3 cult fanatics (MM pg 345), 3 cultists (MM pg 345), and a doppelganger (MM pg 82).
- **Jarlaxle:** Jarlaxle (page 206) shows up along with 3 drow gunslingers (page 201).
- **Manshoon:** Manshoon's simulacrum (page 209), Agorn, Vevette, and 3 thugs (MM pg 350).

Reinforcements: If the heroes have joined factions, allies might show up to aid them in this battle:

- **Bregan D'aerthe:** Jarlaxle (page 206) and 3 drow gunslingers (page 201).
- **Harpers:** Mirt (page 211) and 2 swashbucklers (page 216).
- **Emerald Enclave:** 3 swarms of rats (MM pg 339).
- **Force Grey:** Meloon Wardragon (page 210). If the group's enemy is the Xanathar, Meloon (page 210) actually turns against the heroes.
- **Lords' Alliance:** Laeral Silverhand (page 207), Jalester Silvermane (page 205), 6 veterans (MM pg 350).
- **Order of the Gauntlet:** Hlam (page 204).
- **Zhentarim:** The Doom Raiders (page 200). If Manshoon is the villain, Skeemo turns against the group.

Adventure Conclusion: So... what happens if the group gets the gold? It goes like this:

- The Harpers, Lords' Alliance and the Order of the Gauntlet ask the heroes to return the gold to Waterdeep.
- Laeral will let the group keep 50,000 gp.
- If the heroes don't return it, the group is charged with robbery.
- If they try to flee the city, they are captured and imprisoned. The Harpers and Lords' Alliance will pursue them "tirelessly".

People will come asking for loans:

- **Emmek Frewn:** He owes the Zhentarim money.
- **Davil Starsong:** Actually asks to donate to the Zhentarim.
- Floon has gambling debt.
- Volo wants them to fund an expedition.
- A masked lord wants 10,000 gp and in exchange, the group will have political influence.

The heroes should be 5th level at the end of this!

## Chapter 5: Spring Madness

Xanathar Lair Actions: In the beginning of this chapter, it says that we should review the "beholder's lair" section in the Monster Manual (MM pages 26-27). Xanathar has access to lair actions. It can:

- Create difficult terrain.
- Walls sprout grasping appendages that can grapple.
- Form eyes on walls that shoot eye rays!

Xanathar's Stats: Xanathar is a beholder (MM pg 28). It wears three magic rings on its eyestalks:

- **Ring of Invisibility:** (DMG pg 191) Xanathar becomes visible if it attacks someone.
- **Ring of Mind Shielding:** (DMG pg 191) Xanathar is immune to having its mind read, alignment detected, or whether it is lying. A very cool note here is that if Xanathar dies, its

soul enters the ring and can telepathically communicate with the new wearer. Maybe this Xanathar could communicate with the next Xanathar.

- **Ring of Resistance (Force):** (DMG pg 192) The ring has a sapphire gem and Xanathar takes half damage from force.

X2. Watched Hall: If the group doesn't notice the scrying sensor in here, the 5 dwarves in X16 (page 106) see them and can warn the Xanathar of the intrusion.

X3. Beholder Zombie Guard: 1 beholder zombie (MM pg 316), 4 gas spores (MM pg 138).

X5. Horror's Alcove: It likely won't attack the heroes unless they damage it. Animated armor (MM pg 19).

X6. Pit of Blood and Fortune: If the Xanathar is here, it is invisible.

- **Crowd:** 10 bandits (MM pg 343), 5 bugbears (MM pg 33).
- **Ushers:** 2 goblins (MM pg 166).
- **Fight:** There is a battle going on. A minotaur (MM pg 223) is fighting Samara strongbones (spy, MM pg 349).
- **Interference:** If the group jumps in, the arena spectators attack.

Blood and Fortune: On page 114, gladiatorial tournaments are described.

- There are four teams of 3 creatures each.
- There are 3 fights, each with a short rest between them.
- Fights end when a team is disqualified, incapacitated, or dead.

X7. Cell Block:

Prisoners:

- **Cell A:** Groz (half-ogre, MM pg 238), Umpok (minotaur, MM pg 223), Charwohl (orog, MM pg 247)
- **Cell B:** Xia Shung (bard, page 195), Claudio (noble, MM pg 348), Arthright (swashbuckler, page 216)
- **Cell C:** Raelyn, (drow, MM pg 128), Zaibon is in X24. on page 110.
- **Cell D:** Samara (spy, MM pg 349).

X8. Hall of Statues: Flutterfoot the jester (deep gnome, MM pg 164) blurps out a riddle. He has dust of disappearance (DMG pg 166).

X9. Guild Barracks: 10 extremely drunk bandits (MM pg 343).

X10. Noska's Quarters: Noska (page 213, thug MM pg 350) is either here or in the arena. His pet rust monster (MM pg 262) is in a wooden cage.



X11. Ahmaergo's Collection: So... this guy "fetishizes" minotaurs. He's got a mini maze in here that, if touched, triggers a maze spell (PH pg 258). If the stuffed minotaur is touched, a minotaur skeleton (MM pg 273) comes out of it and attacks.

X12. Ahmaergo's Quarters: It's a maze! there's a trap in it that might collapse the who thing on the heroes, doing 10 bludgeoning dmg. Treasure includes a potion of healing (DMG pg 188).

X13. Thorvin's Workshop: Thorvin Twinbeard (page 216, commoner MM pg 345) is in here building what is basically a trash compacter that can crush stone statues. He's got an albino gazer (page 203) sidekick.

X16. Panopticus Guard Station: These apprentice wizards (page 194) sleep with one eye open and their brains are half-on.. They can scry into some key rooms:

- X2. (page 102)The entrance hall
- X6. (pages 102-103) The arena
- X23. (page 110) A slimy room with kuo-toa in it.
- X28. (pages 111-112) Where the bandits are celebrating the capture of a watch captain.
- X32.(page 112) Stairs.

X17. Promenade: Ahmaergo (page 193) is in here doing an inspection.

X18. Audience Chamber: The Xanathar (page 220) is in here giving a speech as a psychedelic light display fills the room. Listening to this are 12 bandits (MM pg 343), 2 duergar (MM pg 122), Nar'l Xibrindas (drow mage, MM pg 129) and his grell bodyguard (MM pg 172).

X19. Xanathar's Sanctum: This room is a big deal!

- **Spores:** Cause short term madness (roll on the chart on DMG pg 259).
- **Ott Steeltoes:** He's crazy. Stats page 214, cultist MM pg 345.
- **Chest:** In the big fishbowl is a chest. among the gemstones is the stone of golorr (page 192).
- **Abduct or Kill Sylgar:** If the group messes with the fish, it says on page 100 that Xanathar will become enraged. The beholder will start killing random minions.

X20. Dream Nullifier: This thing stops the Xanathar from dreaming another beholder into existence.

X23. Antechamber of Madness: The floor is difficult terrain, and there are kuo-toa servants of the mindflayer in here. 1 kuo-toa whip (MM pg 200), 6 kuo-toa (MM pg 199).

X24. Extraction Chamber: There's a drow (MM pg 128) prisoner in here. The mind flayer (MM pg 222) is getting to ready to use an intellect devourer (MM pg 191) on it.

X25. Food For Thought: There are 2 commoners (MM pg 345) in here. The mind flayer is planning on eating their brains. One is catatonic, the other is a raving lunatic.

X26. Devourer Spawning Pool: This is where the mind flayer (MM pg 222) turns brains into intellect devourers (MM pg 191). There ore four of them in here!

X27. Prison: The bad guys have captured Hyustus (veteran, MM pg 350), a member of the city watch. The kuo-toa have a statue to a god they made up named Garshoogah.

X28. Guild Recreation Hall: 10 bandits (MM pg 343), 2 goblins (MM pg 166). They are celebrating the capture of Hyustus, who is held in room x27.

X30. Xanathar's Gourmet Kitchen: 7 kobolds (MM pg 195) and 2 gazers (page 203) cook up fine gourmet meals for the beholder.

X31. The Other Kitchen: In this kitchen, Bepis Honeymaker (commoner, MM pg 345) is happy to see the group. He thinks they are here to relieve him of his duties.

X33. Crypt of Xanathar's Past: What a great room. 1d4 gas spores (MM pg 138) might appear.

X34. Wizard Tombs: Eyes of charming (DMG pg 168).

X35. Nar'l Xibrindas's Office: In here, the group can grab Nar'l's spellbook and a bag of holding (DMG pg 153).

X36. Secret Room: 20 kegs of smokepowder (page 192). Only Thorvin Twinbeard (page 216) knows about this room.

Trolltide Slaughter: When are you supposed to run this? It seems like this fits in Chapter 2. Xanathar unleashes blind trolls during trolltide. The heroes help the guards fend them off. Veterans (MM pg 350), Troll (MM pg 291). Remember, blinded means attack rolls against the blind creature have advantage, and its attacks have disadvantage.

## Chapter 6: Hell of a Summer

The Cassalanter traded the souls of their kids for financial gain. Here is what happened to the kids:

- **Osvaldo:** Became a chain devil.
- **Terenzio:** Will lose soul at the age of 9 and become a lemure (this is described on pg 130).
- **Elzerina:** Will lose soul at the age of 9 and become a lemure (this is described on pg 130).

Clause: The Cassalanter can save their kids by killing one hundred people and forking over 999,999 gp.

Cult of Asmodeus: Their cult meets at midnight every ten day. They wear masks.

Meeting the Cassalanter: If the heroes enter the home of the Cassalanter, each family member tries to react differently:

- **Ammalia:** (stats pg 193) tries to cast charm person on the entire group using a 5th level spell slot (PH pg 221, DC 14).
- **Victoro:** (stats pg 218) He quietly tries to cast dominate person (PH pg 235, DC 15) on one character, and has the group escorted out via the butler.
- **Terenzio and Elzarina:** The kids are excited to have guests, and will actively help the heroes sneak around. They might even bring the group to some rooms they're not allowed to go in. It is possible that Terenzio is wearing a dragon costume and Elzarina is dressed as a knight (see C18. on pg 122).

Head Servants: They all appear to be tieflings.

- **Willifort Crowelle:** The butler. He's actually a doppelganger (MM pg 82).
- **Tissina Khyret:** A cult fanatic (MM pg 345). Ammalia's personal attendant.
- **Laiba "Nana" Rossie:** A cult fanatic (MM pg 345). She takes care of the kids and tries to keep her eye on them.
- **Jandar Chergoba:** A cult fanatic (MM pg 345). The head chef.

Cassalanter Villa: There are a total of 6 guards (MM pg 347) protecting the exterior. The guards don't fight, they call the authorities. A guard will run out to a street corner where there is a "watch box" which can be used to sound an alarm. Soon, 40 veterans (MM pg 350) will arrive to cordon off the property.

If the alarm is sounded, the interior guards are replaced with magically-disguised bearded devils (MM pg 70).

Founders' Day: In the book, each entry has a subsection that describes what happens in that area if it is Founders' Day. I'm going to list them all right here, as I think it might be a bit easier to digest if this situation comes up for you.

- **C1. Entrance Hall:** Guests drink wine, a harpsichord is playing.
- **C2. Garden Mudroom:** The Black Viper (pg 196) is hiding in an alcove, gearing up. She's going to rob the Cassalanters.
- **C5. Foyer:** Guests are mingling among lavish bouquets.
- **C9. Family Dining Room:** 10 wealthy nobles are playing Three Dragon Ante.
- **C10. Kitchen:** The chef, Jandar, is not here.
- **C13. Ballroom:** Dozens of wealthy masked guests are dancing in here as a string quartet plays.
- **C14. Banquet Kitchen:** 4 chefs (commoners MM pg 345) prepare an array of pies. Here's some pies you can use: Waterdavian bourbon pecan pie, sour cream apple walnut pie, Chultan spiced pumpkin pie, Volo's sweet potato pie.
- **C15. Banquet Hall:** 24 guests are sitting at the table eating piles of food. 4 doppelgangers (MM pg 82) are here, disguised as nobles and are getting themselves a free meal.
- **C16. Piano Room:** Guests are chatting and using the powder rooms.
- **C25. Butterfly Garden:** Two nobles (I guess you can use noble stats, MM pg 348) have gotten into a dispute. They are dueling. Party goers are watching, cheering them on.
- **C29. Secret Vault:** 500 sacks holding 1,000 gp each are in here. This is money meant to be given to Asmodeus.

## **(pg 118) Areas of the Villa**

Coach House: 4 draft horses (MM pg 321), 2 riding horses (MM pg 336)

C1. Entrance Hall: The butler, Willifort Crowelle (cult fanatic MM pg 345) is here.

C2. Garden Mudroom: A guard (MM pg 347) sitting on a crate.

C3. Library: The Jars of Mist contain magic sounds - lectures, hymns, even a story about "Wulfgar and the Crystal Shard".

C4. Reading Room: There's a 20% chance that Victorio Cassalanter (pg 218) is in here reading a book. He has some notes in his journal that can give the group clues about the stone and the overall plot.

C5. Foyer: 2 guards (MM pg 347).

C6. Victorio's Office: There's a 70% chance that Victorio (pg 218) is here. The suit of armor by the door is a helmed horror (MM pg 183). In the desk is a locked drawer. In it is a secret compartment where the stone of golorr would be kept if the Cassalanter have it.

C8. Covered Porch: 10 servants (commoners MM pg 345) eat here.

C9. Family Dining Room: Fancy table settings worth 2,500 gp. It would be pretty amusing if your group ended up running around with backpacks full of fancy forks, plates and bowls.

C10. Kitchen: Jandar cult fanatic (MM pg 345) is here working with 6 chefs. He can speak a command word to create flying swords (MM pg 20).

C11. Pantry: The chef has a lockbox that he keeps his evil cult garb in. There's a secret door that connects to C3.

C12. Smoking Room: 1 guard (MM pg 347) is here gawking at paintings.

C13. Ballroom: There is a magic mannequin in here that will dance with you if you bow or curtsy before it. It has nimblewright (pg 212) stats.

C15. Banquet Hall: The table in here is a mimic (MM pg 220) that is on good terms with the Cassalanter! It has special stats.

**Mimic**: AC 12 HP 75 +5/+5/+5 to hit, 7 dmg/7 dmg/7 dmg +4 acid dmg.

C17. The Playroom: Laiba Rosse (cult fanatic MM pg 345) is usually in here.

C18. Twins' Bedroom: The kids are probably in here playing. The stuffed unicorn on the floor can be used as a magic key to open the vault of dragons.

C19. Master Sitting Room: Tissina Khyret (cult fanatic MM pg 345) is in here.

C20. Linen Closet: There are 2 rugs of smothering (MM pg 20) in here. The lockbox holds the devil cult garb of some of the servants.

C21. Master Bedroom: The golden lockbox is trapped. If opened without the key, it emits poison gas. In the box is the devil cult garb belonging to the Cassalanter.

C22. Ammalia's Private Study: The desk has Ammalia's spellbook and 10 vials of midnight tears (DMG pg 258) At the stroke of midnight, the victim must make a CON save DC 17 or take 31 dmg, half on a successful save.

The Red Grimoire looks empty until a drop of humanoid blood is spilled on a page. Then it reveals a ritual to contact Asmodeus, lord of the Nine Hells!

C24. Osvaldo's Prison: 2 imps (MM pg 76) in spider form guard this room. Poor Osvaldo (pg 214, chain devil MM pg 72) is in here. He is trapped in a pentagram and wrapped up in his chains. If freed, he attacks.

C25. Butterfly Garden: 6 imps (MM pg 76) in raven form guard this place. There is a 70% chance that Ammalia (pg 193) is here tending to her garden.

C27. False Vault: If you enter this area without uttering the passphrase, everyone is hit with a cold trap. To pick the lock on the door, you need to make three consecutive DEX checks with a DC 20.

C28. Wine Cellar: There's a secret door in the wall where a symbol of Siamorphe is painted.

C29. Secret Vault: A stack of 20 silver trade bars (worth 25 gp each). The staircase leads down to the temple of Asmodeus....

## **Temple of Asmodeus**

A1. Hall of the Damned: This is where they imprison homeless city dwellers.

A2. Balconies: This overlooks A7. The group could get a look at the whole cult gathering from above if they're quiet.

A3. Anterior Vestibule: If a gathering is taking place, a bearded devil (MM pg 70) is here.

A4. Family Crypt: 3 specters (MM pg 279) and 1 ghost (MM pg 147). The ghost is Caladorn Cassalanter, a character who appeared in a ton of Forgotten Realms books.

A4a. Caladorn's Crypt: Mace of Disruption (MM pg 179). The spirit might tell the heroes that the mace can be used to destroy the statue in A7.

A6. Secret Vestry: Great place for the group to disguise themselves as cultists! If a cult gathering is near, 5 cultists (MM pg 345) are here.

A7. Ceremonial Hall: 3 cultists (MM pg 345) are chanting in front of a statue of Asmodeus. If there's a gathering, then everyone is here! 6 imps (MM pg 76), 30 cultists (MM pg 345), Ammalia (pg 193), Victorio (MM pg 218), and all of the servants (cult fanatics MM pg 345 and a doppelganger MM pg 82).

- **The Statue:** The group can use the mace of disruption to destroy the statue of Asmodeus. Any member of the cult who witnesses this will take 11 psychic damage. Cultists have 12 hit points, so they're in real bad shape.

**Getting the Gold:** If the Cassalanter get the stone of golorr, Victorio disguises himself as Lord Neverember and tricks the dragon into relinquishing the gold.

**Day of the Damned:** If they get the gold, they hold a special event where they take in 100 of the city's vagrants. They are fed poisoned food. The poison's effects kick in at midnight. Once the 100 people are dead, the Cassalanter hand over the 999,999 gp to Asmodeus and they have succeeded in their scheme.. but... at what cost?!!

## Chapter 7: Maestro's Fall

Facing Jarlaxle: It is possible that Jarlaxle will recruit the heroes, offering them 5,000 gp for finding the treasure, and will pay another 5,000 gp for recovering the dragonstaff of Ahghairon (pg 191).

Drow Characters: One idea for drow heroes might be is for the figurehead's magic to work on them when they set foot on the ship. So, the drow suddenly appears to be a human! Check out J8. on page 134 to see how it works.

Jarlaxle's Ships:

**The Eyecatcher:** An ostentatious vessel that has the Scarlet Marpenoth, a submarine, mounted underneath. Docked in Deepwater Harbor. Captain Tarwind Arryhook (Llorath Pharn, drow mage, MM pg 129). Crew: 3 drow elite warriors (MM pg 128), 17 drow (MM pg 128).

**The Heartbreaker:** Transports performers, creatures and wagons. Docked in the Dock Ward. Captain "Klarr Besham": (Tylan Ilueph, drow mage, MM pg 129). Crew: 3 drow elite warriors (MM pg 128), 17 drow (MM pg 128).

**The Hellraiser:** Transports musicians and floats. Docked in the Dock Ward. Captain "Fergus Crabwater": (Velgos Ephezzrin, drow mage, MM pg 129). Crew: 3 drow elite warriors (MM pg 128), 17 drow (MM pg 128).



## Areas of the Ships

All three ships have the same layout (map on pg 135). Remember that all crew appear to be slender humans, and all of them are male.

J1. Main Deck: 1 drow elite warrior (MM pg 128), 3 drow (MM pg 128).

J3. Mates' Cabin: 2 drow elite warriors (MM pg 128) in hammocks.

J4. Crew Cabins: 1 drow (MM pg 128).

J5. Galley: 1 cook (commoner MM pg 345).

J7. Dining Cabin: 6 drow (MM pg 128) eating. If on the Heartbreaker or Hellraiser, there are also 1d4 carnies (commoner MM pg 345).

J8. Forecastle: The figurehead is here! It generates the illusion magic that disguises the drow. AC 15, HP 50, immune to poison and psychic damage.

J9. Aft Castle Lower Deck: 2 drow (MM pg 128).

J10. Captain's Cabin: Drow mage (MM pg 129) and a nimblewright (page 212) attendant. There's a spellbook in the cabinet and in the locked trunk is a potion of water breathing (DMG pg 188).

J11. Aft Castle Upper Deck: 2 drow (MM pg 128).

J12. Upper Cargo Hold: You have to use an action to use the lever that operates the elevator.

J14. Carnies' Cabins: 8 carnies (commoner MM pg 345).

J15. Brig: 25% chance that there is a drow (MM pg 128) is in here.

J16. Armory: On the Eyecatcher, there is a safe in here. Trying to pick the lock takes one minute per attempt.

J17. Lower Cargo Hold: This is only on the Eyecatcher and the Hellraiser. The floats are really cool. The half-finished dragon one could create a huge fire. 4 giant spiders (MM pg 328) painted in bright colors guard this place.

J20. Creature Pens: 2 commoners (MM pg 345) feed these creatures. Here they are:

- 2 apes (MM pg 317)
- 1 rhinoceros (MM pg 336)
- 1 tiger (MM pg 339)
- 1 allosaurus (MM pg 79)
- 2 panthers (MM pg 333)
- 1 owlbear (MM pg 249)

- 4 giant fire beetles (MM pg 325)
- 1 hippogriff (MM pg 184)
- 1 axe beak (MM pg 317)
- 2 death dogs (MM pg 321)
- 1 giant vulture (MM pg 329)
- 1 polar bear (MM pg 334)

J23. Gunslinger's Hold: 2 drow gunslingers (page 201) who will try to kill intruders on sight.

J27. Smokepowder Storage: 20 kegs of smokepowder (pg 192) and 1,000 bullets. If a keg blows up, that's 9d6 damage per keg!

J29. Guest Cabin: Jarlaxle (pg 206), Margo Verida (bard pg 195), and Khafeyta Murzan (swashbuckler pg 216).

J30. Zardoz Zord's Cabin: The door is locked and protected with a magic mouth (PH pg 257) that will alert Jarlaxle. Inside is a nimblewright (pg 212) and a hatch protected by an arcane lock (PH pg 215). The hatch leads down to the submarine.

J31. Training Area: 5 magic mannequins that Jarlaxle can use a bonus action to animate them as animated armor (MM pg 19). The ropes make the floor difficult terrain and there's a +1 dagger in the dartboard.

J32. Jarlaxle's Sauna: The steam will start giving you levels of exhaustion (PH pg 291) after the first hour spent in here.

## Scarlet Marpenoth

- **Gnome Engineers:** AC 10 HP 7 +2 to hit, 2 (1d4) piercing dmg.
- **Apprentice Wizard** (pg 194)

Defense: On page 144, it is explained that the drow can electrify the outer hull for 1 minute, DEX save DC 15 doing 22 (4d10) lightning damage, half on a successful save.

U2. Engine Room: Breena Bafflestone (I assume she's an apprentice wizard, pg 194) is in here at all times. You can try to use tinker's tools to destroy the engine. It takes 10 minutes and an INT check DC 15. Breena can communicate with the drow in U7 through a copper speaking tube.

U3. Soluun's Stateroom: Soluun Xibrindas (drow gunslinger pg 201) is here worshiping Lolth. Cap of water breathing (DMG pg 157), potion of healing (DMG pg 188).

U4. Jarlaxle's Stateroom: In the wooden trunk is a swarm of insects (MM pg 338). Also, if Jarlaxle has the stone of golorr, it's in a secret compartment in the trunk.

U5. Fel'rekt's Stateroom: Fel'rekt Lafeen (drow gunslinger pg 201) is in here cleaning his pistol.

U6. Krebbyg's Stateroom: Krebbyg Masq'il'yr (drow gunslinger pg 201) is in here "sharpening his sword". Hm.

U7. Control Room: Merfolk (MM pg 218) might be peering through the glassteel window panes. 2 apprentice wizards (pg 194), 2 drow elite warriors (MM pg 128).

U8. Engineers' Staterooms: 4 apprentice wizards (pg 194). They might have a music box (PH pg 37), as described in the "rock gnome" section of the PH: "When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed".

U13. Air System: The heroes can try to disable this air circulation system with tinker's tools and a INT check DC 15. It takes 10 minutes to do. It has AC 16 HP 50. If it shuts down, people will start to suffocate in 2 days.

**The Friendly Dragon**: Zelifarn spots the submarine and asks the group to go check it out. Part of the reward is a scroll of revivify (PH pg 272).

**A Night to Remember**: If the group is scoping out the ships, they might spot 3 drow gunslingers (pg 201) on their way to meet with Laeral Silverhand. They have a letter from Jarlaxle. The letter reveals that Jarlaxle is in the city, he has spies close to Laeral, and that Jarlaxle hates Lord Neverember. The group might also get to speak with Laeral.

**Day of Wonders Parade**: Zardoz Zord is the grand marshal. He's wearing a feather of diatryma summoning (pg 191). The diatryma uses axe beak stats (MM pg 317). The parade is a good time for the group to sneak on to one of Jarlaxle's ships, as he won't be on board during this time.

**Escaped Bear**: A polar bear (MM pg 334) gets loose. One of the ship captains might actually ask the group to re-capture it before it gets killed. The reward includes a potion of water breathing (DMG pg 188).

## Chapter 8: Winter Wizardry

Manshoon wants to overthrow Laeral Silverhand and become the new Open Lord of Waterdeep.

Facing Manshoon: It is possible that Manshoon will hire the group to obtain the stone of golorr and a key to open the Vault of Dragons. He offers 50,000 gp but has no intention of paying it off.

### Kolat Towers

Force Field: An invisible force field surrounds this place. Birds frequently fly into it and die. There's a few ways to get in:

- **Dig**: Takes one hour. 75% chance that city guards come and tell the heroes to stop.

- **Teleport:** Dimension door, misty step, etc. works fine.
- **Disintegrate:** Blows a hole in the field that lasts for just one minute.
- **Shut it Down:** Once inside, the field can be shut down in room K18 (pg 156).

K2. Dining Room: 3 zhentarim (1 veteran MM pg 350, 2 thugs MM pg 350) are here playing cards. The veteran is wearing a teleporter ring (pg 157) which allows her to use the magic circles elsewhere in the towers.

K3. Kitchen: The halfling chef, Manafret Cherryport (mage MM pg 347) tries to feed the group poisoned stew (assassin's blood DMG pg 258) CON sv DC 10. Fail: 6 dmg and poisoned for 24 hours. Success: Half dmg, not poisoned.

K4. Musty Library: 2 gargoyles (MM pg 140). I'm kind of wondering what the flumph mating rituals are.

K6. Main Tower Landing and Ledge: Go up some invisible stairs and you'll spot a landing that you'd have to jump to get to. On it are two chests, one of which is a mimic (MM pg 220). Remember, if a character touches the mimic, they're stuck to it! Use an action to make an Acrobatics or Athletics check DC 13.

K7. Reading Room: Yorn the Terror (thug, MM pg 350) is in here reading Volo's Guide to Monsters. He is indifferent to intruders.

K8. Apprentice Bedroom: There are spellbooks in the chests.

K10. Wizard Statue: When a character steps on the landing, the statue hovers and issues a warning. It is harmless.

K12. Staff Display: Unless the heroes are escorted by a Zhent, the 6 staves animate and attack (flying swords, MM pg 20). The 4 thugs (MM pg 350) in k14 will hear this and come running.

K13. Holding Cell: There's a special glyph of warding (PH pg 245) on the cell door. If someone opens the door, it casts blindness/deafness (PH pg 219). One creature must make a CON save DC 18. Fail: They are blind for one minute, and can repeat the save at the end of each of its turns.

The prisoner is a woman who was turned into a gargoyle (MM pg 140). Her name is Lady Gondafrey, and she doesn't put up with cruelty or unlawful behavior. Each day, roll a 1d10. On a 1, the gargoyle takes control of her for that day.

K14. Servants' Quarters: 4 relaxing Zhent thugs (MM pg 350).

K15. Summoning Chamber: 3 chanting apprentice wizards (page 194). If any of them stops chanting, the barlgura (MM pg 56) will become conscious, but it's still trapped in the circle. If it takes damage, the barlgura can attempt a DC 10 Charisma check (It has a -1 to the roll) to break free.

K16. Construct Workshop: If the heroes are unaccompanied by a Zhent, a suit of animated armor (MM pg 19) forms and attacks. Pulling a lever sends the floor up into the ceiling, ouch.

K17. Flesh Golem: The flesh golem (MM pg 169) attacks anyone within ten feet. It also triggers a poison gas trap!

K18. Arcane Rune: This rune powers the force field outside. You can damage it: AC 10, HP 22, but doing so immediately summons a red slaad (MM pg 276).

K19. Duhlark's Bedroom: Kolat himself has become a flameskull (MM pg 134). Hidden in a fake book is his wand of binding (DMG pg 209).

K21. Duhlark's Private Library: If any book is disturbed, they fly off and attack as a swarm of bats (MM pg 337).

K22. Teleportation Circle: 1 spectator (MM pg 30) and 4 flying snakes (MM pg 322). Teleportation Circle is on PH pg 282. Chest 5 contains 6 potions of healing (DMG pg 188) and 2 doses of essence of ether (DMG pg 258). CON save DC 15 or be poisoned for 8 hours. Fail by 5 or more, unconscious as well as poisoned.

## **Extradimensional Sanctum**

E1. Arrival Point: Kaevja Cynavern (mage, MM pg 347) is watching, and she will inform Manshoon that the characters have arrived. Manshoon sends a simulacrum (pg 209-209) that will try to lead them to E2., where it attacks them. Remember that the simulacrum's stats are an alteration of the Manshoon stats on pg 209. The simulacrum does not have the staff of power, and it can't cast spells above 6th level.

E2. Foyer: If the alarm is hit, the group will have to face a lot of bad guys:

- **Kaevja Cynavern** (mage, MM pg 347)
- **The Manshoon Simulacrum** (pg 208-209)
- **Vevette Blackwater** (swashbuckler, pg 216)
- **Agorn Fuoco** (bard, pg 195)
- **Havia Quickknife and Mookie Plush** (martial arts adept, pg 209)

E3. Guard Station: Kaevja Cynavern is here. She has an elemental gem (DMG pg 167-168) that she can use to summon an earth elemental (MM pg 124).

E5. Laboratory: If the group didn't kill him earlier, Urstul Floxin (page 216, assassin stats MM pg 343) is here cleaning lab equipment.

E7. Manshoon's Simulacrum: This room has extreme cold (DMG pg 110). Each hour make a CON save DC 10 or gain 1 level of exhaustion (PH pg 291). The simulacrum (pg 208-209) will attack anyone it doesn't recognize.

E8. Reading Room: Vevette (swashbuckler, pg 216) and Agorn (bard, pg 195) are in here. If someone says "green flame" aloud, the brazier will erupt into a fireball (PH pg 241). DEX save DC 15, 8d6 fire damage. It can only do this once every 24 hours.

E10. Audience Chamber: Havia Quickknife and Mookie Plush (martial arts adept, pg 209) are here, sparring.

E11. Zhent Quarters: 3 potions of healing (DMG pg 188).

E12. Manshoon's Quarters: Manshoon (page 209) is here and his staff of power (DMG pg 202) is nearby. He won't necessarily want to kill the heroes. He might try to employ them.

E13. Manshoon's Study: Anyone who touches the book is attacked by an invisible helmed horror (MM pg 183). If the heroes bypass the arcane lock (PH pg 215), they can take the ledger, which has valuable information inside. Laeral will give the group a sailing ship and bracers of archery (DMG pg 156) for it. Vajra will give the group a cape of the mountebank (DMG pg 157) and a wand of lightning bolts (DMG pg 211).

**Blackmailed Lords:** Corylus Thann (noble, MM pg 348) doesn't want the group hassling him about the contents of the ledger. He might send 8 veterans (MM pg 350) to crack down on them.

Jelenn (noble, MM pg 348) is always protected by 16 guards (MM pg 347). If the group helps her out by defeating Manshoon, she rewards them with a special favor (pg 229-230). The favor is pretty vague, most likely it would involve getting the group out of a jam of some kind.

**Deadwinter Day Feast:** The group is asked to host a special event, which is very popular and does some damage to Trollskull Manor. Not much to this one.

**Secret Simulacrum:** Manshoon abducts a character and replaces them with a simulacrum (PH pg 276).

## Volo's Waterdeep Enchiridion

You can buy this chapter in .pdf form on the DM's Guild.

This section is quite large. I'm going to try to boil the major information down into a quick outline, so you can get a good idea of what's in the city in a quick glance.

### History

- **Elves:** Long ago, elves built a city called Aelinthaldaar on the land where Waterdeep would eventually be.
- **Dwarves:** Dwarves of Clan Melairkyn built a complex underneath Aelinthaldaar. Warlords claimed the area, and had a big war with trolls.
- **Vacate:** The elves wiped out their own city and the dwarves tunneled deeper and weren't heard from again.
- **Evil Wizard:** Halaster built a tower and built dungeons underneath, connecting to the Melairkyn lair, which was now inhabited by drow and duergar.



- **Vanish:** Halaster defeated the drow and duergar, and eventually he vanished.
- **Good Wizard:** A wizard named Ahgairon took over, declaring himself the open lord, and chose a council of other secret lords to rule alongside him.
- **Time of Troubles:** In 1358 DR, many gods were cast down by Ao, the "overgod", due to the theft of the tablet of fate. Ao eventually appeared on Mount Waterdeep and turned three Waterdavian adventurers into gods: Kelemvor, Mystra and Cyric.
- **The Spellplague:** In 1385 DR, a magical catastrophe caused the world (Toril) to merge with pieces of another one (called Abeir). It activated secret walking statues meant to protect Waterdeep, who went on a rampage and did a lot of damage to the city.
- **The Sundering:** In 1482 DR, Ao again cast down the gods, embodying them in people known as the Chosen. Waterdavian heroes, including Khelben Arunsun, were able to rectify the situation. Ao remade the tablet of fate and separated the world of Abeir from Toril.

## Surviving in the City

The Code Legal: The code legal is spelled out on page 222.

Arms, Armor, and Combat: Most people walk around the city unarmed and unarmored. People who do carry weapons use daggers, as there is a tax on swords that are longer than one foot.

City Watch: The City Guard (stats on pg 197) patrol the exterior and protect magisters. The City Watch (stats on pg 198) patrols the streets.

The Watchful Order of Magists and Protectors: Spellcasters are required to register with this order, and are encouraged to join. They aid the Watch and Guard, assist during fires, and help investigate crimes.

Coinage: The coins of Waterdeep each have their own shape and name:

- Copper = Nib
- Silver = Shard
- Brass = Taol
- Gold = Dragon
- Platinum = Sun
- Platinum/Electrum = Harbor Moon (worth 5,000 cp, or 500 gp)

Taxes and Fees: There's a monthly tax of 1 shard (1 silver piece) per person over the age of ten.

Getting About:

- **Traffic and Travel:** Broad boulevards full of all sorts of traffic.
- **Street Signs:** Signs clearly mark streets and alleys.
- **Landmarks:** Mount Waterdeep, the city of the dead, and the walking statues.
- **Traffic Wardens:** They direct traffic. Blue flag: Go. Yellow flag: Stop. They have whistles and they will blow them.
- **Drays:** A dray is a large carriage with open-air seating on the roof.
- **Hire-Coaches:** Two-wheeled carriages that seat two people.

- **Carriages:** Wealthy people use these. Fits up to 8 passengers.
- **Travel in Winter:** People don't go out much during winter.

### Nobility

- **Spotting a Noble:** Nobles are allowed to carry weapons and can have up to 70 personal guards.
- **Nobles and Patronage:** Nobles fund celebrations, donate to charities, etc.
- **Know a Noble's Business:** Volo advises you to get some info on a noble family before interacting with them.

**Guilds and Guild Law:** There are a lot of guilds, most citizens are members of multiple guilds. Guilds make things like constructing a building very complex, and each has their own "laws" and "punishments".

## The Wards of Waterdeep

Sea Ward: Rich people live and run businesses here. Mascot: Sea Lion. Locations:

- **Field of Triumph:**
- **House of Heroes:** Largest temple in the city. Dedicated to Tempus, many competitive battles are held here.
- **House of Wonder:** Temple of Mystra and other gods of magic.
- **House of the Moon:** Temple of Selune. Has the tallest tower in the city.
- **House of Inspired Hands:** Temple of Gond (detailed on page 46).
- **Tower of Luck:** Temple devoted to Tymora.
- **Temple of Beauty:** Temple of Sune. Has public baths and mirrored salons.
- **Shrines to Nature:** Closed except to residents of the Sea Ward, there are gardens dedicated to Mielikki and Silvanus.
- **The Heroes' Garden:** The only green space in the city open to the public. It has statues of many important figures of the city's history.
- **Blue Alley:** This is a dangerous, magical alley that is effectively a dungeon. You can buy this adventure on the DM's Guild.
- **Roznar Tower** (pg 78): Esvele Rozsnar recently bought this tower and is getting it up to code.
- **Kalain's Home** (pg 88): Kalain is a famous painter who is certain that Lord Neverember wants her dead.
- **Cassalanter Villa** (pg 117): An opulent estate with stark white walls and a gleaming, crimson roof. Beneath the villa is a secret temple of Asmodeus (pg 125).
- **Neverember House** (pg 215): A four-story residence, home of Renaer Neverember (pg 215).
- **(Alley) Gondwatch Lane:** (page 184) A testing ground for the more dangerous/explosive inventions made by followers of Gond.
- **(Alley) Pharra's Alley:** (page 184) Haunted by seven floating skulls who argue about events in the city.

North Ward: A peaceful place, home to the upper-middle class. Mascot: A gentle white dove.

- **Ulbrinter Villa** (pg 16): Secret Harper meeting place. Home to Remallia Haventree, an elf widow. Also known as "House Ulbrinter" (see pg 37).
- **Trollskull Manor** (pg 31): A historic building that is rumored to be haunted.
- **The Bent Nail** (pg 32): A carpentry shop run by "Tally" Fellbranch, a half-elf.
- **Steam and Steel** (pg 32): A forge owned by two genasi named Embric and Avi.
- **Correllon's Crown** (pg 32): A potion shop run by a druid named Fala. Ziraj the Hunter quietly stays in the greenhouse (see pg 38).
- **Tiger's Eye** (pg 32): A private detective business run by Vincet Trench. Jezryne Hornraven hires Trench to spy on her husband (see pg 45).
- **Book Wurm's Treasure** (pg 33): A bookstore owned and operated by a dragonborn named Rishaal the Page-Turner.
- **The Waterdeep Wazoo** (pg 34): Publishes a broadsheet written by Gaxly Rudderbust.
- **Frewn's Brews** (pg 42): A pub whose owner, Emmek Frewn, is having financial difficulty.
- **Gralhund Villa** (pg 50): Home to the Gralhund family, who are working with the Zhentarim.
- **Hospice of St. Laupsenn** (pg 88): Temple of Ilmater, god of suffering.
- (Alley) **Manycats Alley**: (page 184) Lots of cats lurk among stone heads that sometimes utter cryptic phrases.

Castle Ward: Home to the courts, government, and military. Mascot: A Griffon. Locations:

- **Castle Waterdeep**: The rulers don't live or work here. This place is used as a defensive location.
- **Palace of Waterdeep**: Where the ruler resides. Ahgairon's Throne is still here.
- **Blackstaff Tower** (pg 36-37): Home to the blackstaff, Vajra Safahr (pg 217).
- **The Yawning Portal** (pg 20): A famous tavern and inn that contains an entrance to Undermountain.
- **Mirt's Mansion**: Mirt recently returned here after a long absence.
- **Spires of the Morning**: Temple of Lathander.
- **Temple of the Seldarine**: Church of the elven pantheon.
- **Hall of Justice** (pg 39): The temple of Tyr, where new members of the Order of the Gauntlet are sworn in.
- **New Olamn's Academy of Music**: On the other end of a tunnel cut through Mount Waterdeep.
- **The Font of Knowledge**: Temple of Oghma and the city's largest public library.
- **Lightsinger Theater** (pg 39): A high-end establishment currently showing a play called The Fall of Tiamat.
- **The Pink Flumph** (pg 74): A theater run by Iokaste Daliano, a widow with no love for theater. A faerie dragon named Wishes works here, providing special effects.
- **Yellowspire** (pg 79): A tower with bricks of pale yellow. Amath Sercent, a priest of Bane allied with Manshoon, is converting this tower into a temple of Bane.
- **Courthouse** (pg 82): Magister Hester Barch, a petite elderly woman who is slow to anger, works here. She has the innate ability to detect thoughts (PH pg 231).
- **Xanathar's Lair** (pg 102): Xanathar's home is connected to a spiral staircase accessible from the Castle Ward's Sewers, hidden behind a secret door.

Trades Ward: This is where you go to shop, drink, and eat. Mascot: A mimic in the form of a tankard.

- **House of Light**: Hall of the Guild of Chandlers and Lamplighters. Contains wax creations and fantastic candles.
- **Court of the White Bull**: Magic doesn't work quite right here. Magic items and spells are forbidden in the area.
- **Felzoun's Folly** (pg 37): A tavern on the corner of Sorn Street and Salabar Street.
- **Uza Solizeph's Bookshop** (pg 37): Her cat, Filipa, prowls the store.
- **Weirdbottle's Concoctions** (pg 40): A gnome named Skeemo makes and sells potions.
- **Home of Fenerus Stormcastle** (pg 63): He is a lamplighter, linked to a band of bandits called the Blood Hawk Posse.
- **Zhentarim Safehouse** (pg 64): A windowless house occupied by Avareen Windriver and Zorbog Jyarkoth, Manhsoon loyalists.
- **Cuttle's Meat Pies** (pg 64): Run by a portly middle-aged woman named Sora Cuttle.
- **Elaspra's Locksmith Shop** (pg 69-70): Elaspra Ulmarr is a dwarven locksmith who has a fondness for the Harpers.
- **The Brizzenbright** (pg 76): A struggling theater that has a friendly ghost working in it.
- **Home of Shan Chien** (pg 79): Shan Chien publishes a broadsheet called The Targe.
- **Dandymops** (pg 85): A powdered wig shop. Beneath is a cellar complex that is home to a necromancer named Losser Mirklav.
- **Home of Bepis Honeymaker** (pg 112): Bepis is a honeymaker who was captured by the Xanathar.

Southern Ward: Traveling merchants. Mascot: Mule. Locations:

- **The Moon Sphere**: Every full Moon, this large magic sphere appears. You can fly around in it. Waterdavians have invented a flying style of dancing in it.
- **The Jade Dancer**: This festhall has an 8-foot-tall statue of a woman that animates and dances for patrons.
- **Phaulkonmere** (pg 35): An Emerald Enclave compound owned by the Tarm and Phaulkon families. The lady of the estate is a Chosen of Mielikki named Jeryth Phaulkon.
- **Xanathar Guild Lair** (pg 86): Run by a duergar named Korgstrod Uxgolm.
- **Windmill** (pg 88): Hiding out here are two flunkies named Volkarr Kibbens and Urlaster Ghann.
- **Decrepit Windmill** (pg 88): Home to Arn Xalrondar and Seffia Naelryke, devil cultists.
- **Kolat Towers** (pg 148): A tower with an invisible force field around it. People think it is abandoned, but it is home to high-ranking Zhentarim. It contains a portal to an Extradimensional Sanctum (pg 157).
- (Alley) **Ruid's Stroll** (pg 184): Haunted by a ghost that might share secret truths with you.

Dock Ward: Home to the poorest people of Waterdeep, full of warehouses, poorhouses, and tenements. Mascot: A green swordfish.

- **Old Xoblob Shop** (pg 23): A shop run by a deep gnome that spies for Xanathar. The store sells trinkets. Agents of the Xanathar can scry into this place using the mirror in Xanathar's lair on pg 110.

- **The Skewered Dragon** (pg 22 and 24): A run-down tavern (owned by the Zhentarim) with smashed window and an anchor lodged in the roof. Most of its patrons are dockworkers.
- **Zhentarim Hideout** (pg 24): A two-story warehouse used by kenku and other Zhent agents.
- **The Spouting Fish** (pg 27): A tavern with an entrance to a Xanathar Guild hideout.
- **Xanathar Guild Hideout** (pg 28): In the sewers. run by Grum'shar, a half-orc low-end boss.
- **Home of the Peabodys** (pg 29): This halfling family is unaware that there is a secret tunnel in their cellar that connects to the Xanathar Guild Hideout.
- **Hostel** (pg 30): Owned by halflings, this hostel is home to a band of wererats known as the Shard Shunners. The cellar has a secret entrance to the Xanathar Guild Hideout.
- **Muleskull Tavern** (pg 38): Members of the Dungsweepers Guild frequent this establishment.
- **Deepwater Harbor** (pg 36): There is a bronze dragon named Zelifarn living in the water (pg 145). Zardoz Zord's ships are docked here (see pg 48). There is also a damaged mechanical dragon turtle named "Big Belchy" being repaired by gnomes working for Jarlaxle (see pg 67).
- **The Eyecatcher, the Hellraiser, and the Heartbreaker** (pg 134): 3 ships linked to Jarlaxle. Underneath the Eyecatcher is the Scarlet Marpenoth (pg 141), a submarine.
- **Seven Masks Theater** (pg 75): Ship captains and sailors get in for free. Now showing: "Sapphiria's Booty". Owned by a mysterious fellow named Rongquan.
- **Mistshore** (pg 65): A run-down neighborhood that reeks of fish and scorched timber.
- **Kraken's Folly** (pg 65): A beached pirate ship that some use as a tenement.
- **Grinda's Residence** (pg 65): Grinda is a mad mage who hunts for treasure. She has an apparatus of Kwalish (DMG pg 151).
- **Fuoco Residence** (pg 68): Agorn Fuoco is starting to get involved with the Zhentarim.
- **Metal House of Wonders**: The guildhall of the Splendid Order of Armorers, Locksmiths, and finesmiths.
- **Old Tower** (pg 79): This tower has an antimagic field inside of it. Locals think that it is haunted.
- **Courthouse** (pg 81): Magister Umbero Zatro, a fair-minded half-elf, works here.
- **Cellar Complex** (pg 85): The "clubhouse" belong to the street urchins Nat, Squiddly, and Jenks.
- (Alley) **Three Daggers Alley**: (page 184) Sometimes, 3 hovering daggers appear and attack people passing through.

City of the Dead: The dead are kept in mausoleums that are linked to an extradimensional space. The City of the Dead is a park of grassy hills and sculptures that memorialize the departed. It is lit by hovering driftglobes at night (see pg 181 and pg 69).

Sir Ambrose Everdawn (pg 69), an aging servant of Kelemvor, patrols the cemetery at night. Locations:

- **The Warriors' Monument**: A 60-foot-high sculpture/fountain that depicts men and women fighting trolls, orcs, hobgoblins, bugbears and barbarians. Water gushes from the wounds.
- **The Garloth Mausoleum** (pg 69): Where Grinda Garloth's (pg 65) ancestor rest.
- **The Cassalanter Mausoleum** (pg 71): Dead ancestors of the Cassalanter.
- **The Brandath Family Mausoleum** (pg 70): This family is linked to the Neverembers. A treant (MM pg 289) guards this place. One crypt holds the bones of Uld Brandath, a magister who died in a freak accident.

## Outside the City Proper

Field Ward: A lawless area where the poorest people live. Lots of slaughterhouses.

- **Endshift Tavern**: Popular with city guards. The Shard Shunners are robbing guards nightly (see pg 39).
- **Twelvedog Court** (pg 39): An area where Omfreys, a devil cultist, is causing problems and summoning devils.
- **Thrakkus the Butcher** (pg 89): Thrakkus, an evil dragonborn, turned this fire-scorched windmill into a butcher's shop. He chops up people that the Zhentarim kill.

Undercliff: Rolling grassland, farms, training camp for the City Guard. (3 scarecrows are prowling the area, see pg 35).

- **Amendsfarm**: Where criminals work to pay their debt to society.
- **Amcathra Estate**: Houses and trains horses bred in Amphail.
- **Hothemer**: Conducts business in overland trade.
- **Snobeedle Orchard and Meadery**: Run by halflings. You can pick your own fruit when it is in season. The Snobeedle's are regarded as the richest family in Waterdeep (see pg 40).

Undermountain: A massive mega-dungeon beneath the city. This is detailed in Waterdeep: Dungeon of the Mad Mage.

## The City's Splendors

Amenities: Waterdeep has a number of special features:

- The Dungsweepers Guild collects "urine and excrement separately."
- Clean water is plentiful thanks to public fountains and wells.
- Continual flame (PH pg 227) spells illuminate signs and streetlamps.
- "Broadsheets" (newspapers) are popular.

The Griffon Cavalry: Stats on page 197. Members of the City Guard, based out of Mount Waterdeep, who ride griffons (MM pg 174) and wear rings of feather falling (DMG pg 191).

The Walking Statues: These giant stone statues have animated in the past for various reasons.

- **The Godcatcher**: A man holding a sphere aloft. A tenement has been built on it. A sorcerer named Aundra Blackcloak lives in the sphere.
- **The Griffon**: A giant griffon statue located near Mount Waterdeep.
- **The Sahuagin Humbled**: A sahuagin statue that bows to the House of Heroes.
- **The Great Drunkard**: A statue of a man lying on the ground. A tavern called Gralkyn's Tankard sits in its lap.
- **The Lady Dreaming**: A statue of an elf lying on her side, asleep.



- **The Honorable Knight:** A male warrior who looks like a guardian facing southwest into the harbor.
- **The Hawk Man:** A statue of a winged, hawk-headed being. Missing its right foot and right arm. The body is hollow and acts as a home to wealthy tenants.
- **The Swordmaiden:** A female warrior. Her head is in a stand of tall trees in the North Ward. Her mouth is an entrance to a shop of oddities called Thort's Findings.

City Celebrations: There are a lot of these. I'll boil them down:

- **Wintershield:** The first day of the new year. People have off from work and discuss the events of the previous year.
- **The Grand Revel:** A day of dancing and candy, a somewhat romantic holiday.
- **Rhyestertide:** Followers of Lathander cover one eye all day in honor of Rhyester, Lathander's first prophet, who Lathander cured of blindness.
- **Fey Day:** People dress up as fey entities and drink. Supposedly the barrier between the Feywild and Waterdeep is thin on this day.
- **Fleetswake:** A ten-day festival of boat races
- **Waukeentide:** A ten-day holiday of gift-giving, sales, and guild dues-paying.
- **The Plowing and Running:** 3 days of races on foot, chariot, and mount.
- **Trolltide:** Kids dress like trolls and go trick-or-treating.
- **Guildhall Day:** Most shops are closed and new products from the different guilds are unveiled.
- **Dragondown:** Parades involving the burning effigies of dragons.
- **Founders' Day:** A celebration of the founding of the city. Illusory displays are created on the Field of Triumph.
- **Sornyn:** Three days of drinking, a time when "my enemy is family to me."
- **Lliira's Night:** Pink drinks are quaffed and fireworks are shot into the air.
- **Ahgairon's Day:** A day honoring the first Open Lord. The current Open Lord visits taverns and inns, wishing people well.
- **Brightwords:** The City Guard, watch and Navy have parades and put on mock battles.
- **Day of Wonders:** Inventions of Gondar are put on display.
- **Stoneshar:** A day where people are encouraged not to be idle.
- **Reign of Misrule:** A day where people break rules, but not laws.
- **Gods' Day:** A day honoring the end of the Time of Troubles, somewhat solemn.
- **Liar's Night:** Hollowed-out pumpkins and pranks abound.
- **Selune's Hallowing:** A parade of followers of Selune leads to a blessing of all navigators.
- **Last Sheaf:** A relaxed holiday where people share their bounty with each other.
- **Howldown:** Members of the City Guard hunt down monsters and brigands who have been bothering farmers and travelers.
- **Simril:** At night, people drink and pick out stars that were important to their ancestors.

There you go! Good luck running the adventure and thanks for reading!

