

# GROUP PATRONS FOR WATERDEEP

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Over 20 canonical Waterdavian employers  
for the world's greatest roleplaying game

# CONTENTS

|  |    |   |    |   |     |
|--|----|---|----|---|-----|
| <b>Patron Randomizer</b> .....                   | 3  | <b>Chapter 5: Patrons in Dragon Heist</b> ..... | 72 | <b>Appendix A: Friends and Foes</b> ..... | 99  |
| <b>Credits</b> .....                             | 4  | Amcathra Conglomerate.....                      | 73 | Archsorcerer.....                         | 99  |
| Using This Book.....                             | 4  | Arcturia.....                                   | 74 | Arcturia.....                             | 99  |
| <b>Chapter 1: City Factions as Patrons</b> ..... | 6  | Aundra Blackcloak.....                          | 75 | Coastal Warrior.....                      | 100 |
| Emerald Enclave.....                             | 6  | Bregan D'aerthe.....                            | 77 | Diviner.....                              | 100 |
| Force Grey.....                                  | 9  | Cassalanter Banking Services.....               | 77 | High Priest.....                          | 101 |
| Harpers.....                                     | 12 | Church of Lathander.....                        | 79 | Murgo Bumblestout.....                    | 101 |
| Lords' Alliance.....                             | 15 | City Watch.....                                 | 80 | Oberon Amcathra.....                      | 102 |
| Order of the Gauntlet.....                       | 18 | Cult of Asmodeus.....                           | 82 | Paladin.....                              | 102 |
| Zhentarim (Doom Raider branch).....              | 21 | Emerald Enclave.....                            | 83 | Prophet.....                              | 103 |
| <b>Chapter 2: Villains as Patrons</b> .....      | 25 | Force Grey.....                                 | 84 | Shadow Assassin.....                      | 104 |
| Bregan D'aerthe.....                             | 25 | Harpers.....                                    | 84 | Transmuter.....                           | 104 |
| Cult of Asmodeus.....                            | 27 | House Auvryndar.....                            | 85 | <b>Appendix B: Renown</b> .....           | 105 |
| Xanathar Guild.....                              | 30 | Phylund Monstrosities, Inc.....                 | 86 | Gaining Renown.....                       | 105 |
| Zhentarim (Manshoon branch).....                 | 33 | Lords' Alliance.....                            | 88 | Losing Renown.....                        | 105 |
| <b>Chapter 3: Noble Houses as Patrons</b> .....  | 36 | Order of the Gauntlet.....                      | 88 |   |     |
| Amcathra Conglomerate.....                       | 36 | Protectors of the Song.....                     | 89 |   |     |
| House Auvryndar.....                             | 39 | Thar Qualnaar, the Saltwater City.....          | 91 |   |     |
| Cassalanter Banking Services.....                | 42 | Volothamp "Volo" Geddarm.....                   | 92 |   |     |
| Phylund Monstrosities, Inc.....                  | 45 | Waterdeep Wazoo.....                            | 93 |   |     |
| <b>Chapter 4: Other Group Patrons</b> .....      | 49 | Xanathar Guild.....                             | 95 |   |     |
| Arcturia.....                                    | 49 | Zhentarim (Doom Raider branch).....             | 96 |   |     |
| Aundra Blackcloak.....                           | 52 | Zhentarim (Manshoon branch).....                | 97 |   |     |
| Church of Lathander.....                         | 54 |   |    |   |     |
| City Watch.....                                  | 57 |   |    |   |     |
| Protectors of the Song.....                      | 60 |   |    |   |     |
| Thar Qualnaar, the Saltwater City.....           | 63 |   |    |   |     |
| Volothamp Geddarm.....                           | 66 |   |    |   |     |
| Waterdeep Wazoo.....                             | 69 |   |    |   |     |



# PATRON RANDOMIZER

You can use these tables to randomly determine a patron from this book for any reason.

When starting a new *Waterdeep: Dragon Heist* campaign, consider rolling on these tables to determine a random group patron to serve as player faction and a random patron from chapter 2 to serve as antagonist.

## RANDOM CHAPTER

| d4 | Chapter                             |
|----|-------------------------------------|
| 1  | Chapter 1: City Factions as Patrons |
| 2  | Chapter 2: Villains as Patrons      |
| 3  | Chapter 3: Noble Houses as Patrons  |
| 4  | Chapter 4: Other Group Patrons      |

## RANDOM CITY FACTIONS

| d6 | City Faction                   |
|----|--------------------------------|
| 1  | Emerald Enclave                |
| 2  | Force Grey                     |
| 3  | Harpers                        |
| 4  | Lords' Alliance                |
| 5  | Order of the Gauntlet          |
| 6  | Zhentarim (Doom Raider branch) |

## RANDOM DRAGON HEIST VILLAINS

| d4 | Dragon Heist Villain        |
|----|-----------------------------|
| 1  | Bregan D'aerthe             |
| 2  | Cult of Asmodeus            |
| 3  | Xanathar Guild              |
| 4  | Zhentarim (Manshoon branch) |

## RANDOM NOBLE HOUSES

| d4 | Noble House Organization     |
|----|------------------------------|
| 1  | Amcathra Conglomerate        |
| 2  | House Auvryndar              |
| 3  | Cassalanter Banking Services |
| 4  | Phylund Monstrosities        |

## RANDOM OTHER PATRONS

| d8 | Other Group Patron                |
|----|-----------------------------------|
| 1  | Arcturia                          |
| 2  | Aundra Blackcloak                 |
| 3  | Church of Lathander               |
| 4  | City Watch                        |
| 5  | Protectors of the Song            |
| 6  | Thar Qualnaar, the Saltwater City |
| 7  | Volothamp Geddarm                 |
| 8  | Waterdeep Wazoo                   |



# CREDITS

## CREATIVE DIRECTOR

ANDREW WELKER

## EDITOR

REBECCA BARBER

## DESIGN TEAM

HAL HOWARD, CASSANDRA MACDONALD, J. A. VALEUR, ANDREW WELKER, MATTHEW WHITBY, LONDON ZEA

## COVER ILLUSTRATOR

NYOTHEP

## INTERIOR ILLUSTRATOR

ANDREW WELKER

## LAYOUT

ANDREW WELKER

# USING THIS BOOK

This book builds on the Group Patron framework originally presented in *Eberron: Rising from the Last War* and *Tasha's Cauldron of Everything* by describing over twenty specific, canonical group patrons from the Waterdeep, Skullport, and Undermountain area. Group patrons are influential people or organizations that may assemble, regularly hire, or otherwise sponsor your adventuring party. Group patrons often play an important role in a campaign's story.

You can readily use this book with any Waterdeep, Skullport, or Undermountain adventure, whether it be an official Wizards of the Coast product, a homebrew campaign, or somewhere inbetween. It is consistent with the canon of 5th edition Dungeons and Dragons, and draws further inspiration from earlier editions, video games, and other sources.

Chapter 5 of this book contains further information on how to use each patron as a player faction in *Waterdeep: Dragon Heist*, including alternative plot books and adventure beginnings. This makes *Dragon Heist* the ultimate replayable adventure.

## RECOMMENDED RESOURCES

This book builds on many other excellent products and references such products frequently. To fully utilize this book, we strongly recommend you have access to *Waterdeep: Dragon Heist*. Readers may also find the following useful:

- *Dungeon Master's Guide*, by Wizards of the Coast (for renown rules and downtime activities)
- *Sword Coast Adventurer's Guide*, by Wizards of the Coast (for lore and backgrounds)
- *Tasha's Crucible of Everything Else* Volume 1, by QL Games, now available on the DMs Guild (for downtime crime)
- *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast (for lore and stat blocks)
- *Xanathar's Guide to Everything*, by Wizards of the Coast (for downtime activities)

This product is fully compatible with the following popular Waterdeep-area products:

- *Blue Alley*, by Alan Patrick and M. T. Black
- *Dragon Heist: Forgotten Tales*, by Will Doyle, James Haecck, and James Introcaso
- *Options for Trollskull Manor*, by Janek Sielicki
- *Rats of Waterdeep*, by Will Doyle and Lysa Penrose
- *Residents of Trollskull Alley*, by Donna and Hal Howard
- *Skullport: Shadow of Waterdeep*, by Cassandra MacDonald
- *Unseen Waterdeep*, by James Introcaso
- *Volo's Guide to Getting Murdered*, by Matthew Whitby
- *Waterdeep: City Encounters*, by the Guild Adepts
- *Waterdeep: Dragon Heist*, by Wizards of the Coast
- *Waterdeep: Dragon Heist Complete DM's Bundle*, by Eventyr Games
- *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast
- *Waterdeep: Kitten Rescue*, by Michelle Churchill
- And more!

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## WHAT'S INSIDE

Chapters 1-4 contain information for each group patron. Chapter 5 contains information for using each patron as a player faction in *Waterdeep: Dragon Heist*. Read chapter 5 at your own risk; it contains spoilers intended for the DM's eyes only! Consult the following for more information on how to read chapters 1-4.

**Patron Description.** This section describes the patron and its history, interests, enemies, and allies.

**Perks.** This section describes benefits your party may have because of your patronage.

**Contacts.** This section lists characters your party may frequently interact with, depending on your renown with the patron.

**Important Locations.** This section lists locations in and around Waterdeep, Skullport, and Undermountain that your patron may ask you to visit in their service.

**Roles.** This section describes various responsibilities your patron may need filling and character backgrounds associated with each one.

**Suggested Downtime Activities.** You can gain renown with your patron by participating in downtime activities relevant to their interests and agendas.

## USING RENOWN

This product includes perks and side quests only available to characters who are trusted by a given patron. You can use the optional renown rules in chapter 1 of the *Dungeon Master's Guide* to track a character's influence with any patron. These rules have also been reprinted in Appendix B of this book for your convenience.

## RANKS

The *Dungeon Master's Guide* and *Waterdeep: Dragon Heist* give ranks, which are special titles, for characters with a certain degree of renown with some patrons. Not all patrons offer formal ranks. Example ranks and their corresponding renown threshold are listed in the Patron Ranks table.

### PATRON RANKS

| Patron                | 1 Renown           | 3 Renown               | 10 Renown             | 25 Renown                  | 50 Renown             |
|-----------------------|--------------------|------------------------|-----------------------|----------------------------|-----------------------|
| Bregan D'aerthe       | Orbb (private)     | Kyorlinorbb (corporal) | Khal'abbil (sergeant) | Mallasargtlin (lieutenant) | Ilareth (captain)     |
| Church of Lathander   | Awakened           | Dawnbringer            | Dawngreeter           | Dawnlord                   | High Dawnlord         |
| City Watch            | Constable          | Armar                  | Civilar               | Senior Civilar             | Ward Civilar          |
| Cult of Asmodeus      | Goat               | Sheep                  | Tail                  | Blood                      | Right Hand            |
| Emerald Enclave       | Springwarden       | Summerstrider          | Autumnreaver          | Winterstalker              | Master of the Wild    |
| Force Grey            | Gray Hand Initiate | Junior Gray Hand       | Senior Grey Hand      | Force Grey Initiate        | Defender of Waterdeep |
| Harpers               | Watcher            | Harpshadow             | Brightcandle          | Wise Owl                   | High Harper           |
| Lord's Alliance       | Cloak              | Redknife               | Stingblade            | Warduke                    | Lioncrown             |
| Order of the Gauntlet | Chevall            | Marcheon               | Whitehawk             | Vindicator                 | Righteous Hand        |
| Xanathar Guild        | Eyestalker         | Agent of the Eye       | Eye Ray               | Guild Boss                 | Hand of the Eye       |
| Zhentarim             | Fang               | Wolf                   | Viper                 | Ardragon                   | Dread Lord            |

## ALTERNATIVES TO RENOWN

If you are not tracking renown, you can use a classic rule of thumb: the dungeon master simply goes with what feels right and would be fun for your group.

If you are not tracking renown but want to numerically approximate a character's renown with a given patron, you can do so by multiplying the number of levels a character has gained while serving that patron by an Approximate Renown Multiplier, found in the Approximate Renown table. For example, if a level 14 character has gained 4 levels while serving Patron A and 10 levels while serving Patron B, it would have approximately 8 renown with Patron A and 20 renown with Patron B. If a level 20 character has gained 19 levels serving Patron A and 1 level serving Patron B, it would have approximately 57 renown with Patron A and 3 renown with Patron B.

The number of levels gained serving a patron represents how much you've earned a patron's trust. The Approximate Renown Multiplier represents how useful your skillset is to a patron.

### APPROXIMATE RENOWN

| Character Level | Approximate Renown Multiplier |
|-----------------|-------------------------------|
| 1-4             | x1                            |
| 5-10            | x1.25                         |
| 11-16           | x2                            |
| 17-20           | x3                            |

## DOWNTIME AND RENOWN

In addition to the methods for gaining renown described in chapter 1 of the *Dungeon Master's Guide*, you can also earn renown by completing downtime activities associated with your patron. Chapters 1-4 of this book suggest suitable downtime activities for each patron. Unless otherwise noted, you gain 1 renown with a patron for every 30 days you spend doing suggested downtime activities in their service. A day of a downtime activity requires 8 hours of activity.

# CHAPTER 1: CITY FACTIONS AS PATRONS

“I protect people from the sea and the sea from people. Now get your \*\*\* back to shore; someone’s made some water elementals \*\*\*\*\* angry, and you don’t want to be here when I have to \*\*\*\* with these \*\*\*\*\*.”

-Trakagak, an Emerald Enclave agent

## EMERALD ENCLAVE

The Emerald Enclave is a loose affiliation of individuals and local organizations dedicated to protecting the world from interplanar or undead threats. In Waterdeep, Emerald Enclave agents work with the city government when such threats arise.

Many members also utilize and live in harmony with plants, animals, and the environment. Local members often work as wilderness guides, ranchers, farmers, clergy, groundskeepers, or guards for traveling merchants. Most of the city’s caretakers of the City of the Dead (Waterdeep’s public cemetery) or public parks are Emerald Enclave agents.

As a group patron, the Emerald Enclave is typically aloof. Members are expected to be largely self-sufficient, but to reach out to and coordinate with other members as is appropriate to accomplish the organization’s goals.

Much like the city of Waterdeep itself, the local branch is unusually well-organized. Jeryth Phaulkon, a disembodied demigod and chosen of Mielikki, acts as de facto leader of the region’s efforts. She operates out of Phaulkonmere, a noble estate in the Southern Ward, and uses animal messengers to communicate with operatives throughout the city and its surroundings.

**Allies.** The Emerald Enclave is a loosely organized network. As such, the group as a whole has no formal alliances with any power players, but its members have earned a positive reputation with the following organizations:

**Harpers.** This clandestine network of spellcasters and spies seeks to tip the scales in favor of the innocent, the weak, and the poor within the Realms. While not identical to the Enclave’s main goals, the organizations often team up to thwart necromancers, mind flayers, and other magical threats.

**Order of the Gauntlet.** The Emerald Enclave holds many of the same principles dear as the Order of the Gauntlet, but they have very different methods of implementation. The Order is highly organized and devoutly religious, while the Enclave has no central governing body and concerns itself with nature more often than with the gods. Agents of the Order, as such, frequently find the Enclave a disorganized mess, but a reliable ally when necessary.



**Enemies.** Any organization built upon moral or philosophical principles is bound to face opposition, and the Emerald Enclave is no exception. Most organizations that employ aberrations, celestials, elementals, fey, fiends, or undead to sow strife and political upheaval are the natural enemies of the Enclave. The following are only some of these foes:

**Nhyris D’Hothek.** This reclusive yuan-ti lich bides his time, skulking about Skullport. While he has been historically inactive, the Enclave is aware that it is only a matter of time before the necromancer attempts something dangerous. Most maniacal archmages do, from time to time.

**The Unseen.** This secretive network of doppelgangers is slowly infiltrating Waterdeep following decades of exile, after being exposed to the city by Volothamp Geddarm. While the Enclave may currently be unaware of the Unseen’s presence in the city, upon discovery it would immediately become one of their top priorities to rid the city of these conspirators.

**The Xanathar Guild.** While it's not public knowledge that the Xanathar is a beholder, it is widely known that the guild employs mind flayers and intellect devourers among their ranks. The Emerald Enclave maintains a strong opposition against anyone who wants to integrate unwilling victims into a megalomaniacal hive mind.

## PERKS

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With the Emerald Enclave as your patron, you gain the following perks.

**Animal Care.** An apartment is no place for a horse. Melannor Fellbranch provides free food and care for characters' animals at Phaulkonmere.

**Information.** The Emerald Enclave has access to the most widespread and oft-ignored network of informants in the city—the rats, seagulls, pigeons, and steeds. Agents may share information they've gathered from magical conversations with animals in and around the city. Upon request, they can use spells like animal friendship, speak with animals, beast bond, and beast sense to conduct targeted research. If the party requests this help, they may be asked to complete a favor for the agent to compensate them for their time.

**Safe House.** Enclave members in good standing and their friends can use Phaulkonmere for free, temporary shelter. The estate provides food, bedding, and other important household goods. If Phaulkonmere is attacked or infiltrated, Jeryth uses her spellcasting abilities to defend the estate and her wards.

**Spellcasting.** Jeryth Phaulkon is a nature demigod. If the need arises, she can cast any spell on the druid spell list. A member of the Emerald Enclave can petition Jeryth to cast a spell, which she is happy to do if that character's renown in the Enclave equals or exceeds the spell's level. Jeryth is a 20th level spellcaster, and her spellcasting ability is Wisdom (spell save DC 25, +17 to hit with spell attacks). Her spells do not require material components, but she typically asks petitioners to provide any components that normally have a cost or are consumed by the spell so the Enclave has them available for when agents need to cast such spells away from Phaulkonmere. For the purposes of the spell's range, Jeryth can cast a spell as if she were in any space within the estate.

**Supernatural Charms.** Jeryth can grant your group a small measure of druidic power. Whenever a character first joins the Enclave or reaches a new rank (requiring 3, 10, 25, or 50 renown), they can visit her to receive a charm of restoration (see "Supernatural Gifts" in chapter 7 of the *Dungeon Master's Guide*). These charms do not stack; Jeryth will only give one of these charms to a character at a time. At the DM's discretion, Jeryth may offer other supernatural charms instead.

## CONTACTS

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The Emerald Enclave has a small but powerful presence in Waterdeep. These are some of the faction's members characters are most likely to interact with during their

adventures.

**Abena Kerla.** Abena (N female Tethyrian human commoner) is the owner and proprietor of Homeward Bookshop, a second-hand bookstore, and a Springwarden (1 renown). Much of her work is to house and manage the stray cat population in Waterdeep, and characters interested in adopting a pet cat can visit Abena during normal business hours. You can learn more about Abena and her shop in Waterdeep: Kitten Rescue, available on the DMs Guild.

**Jeryth Phaulkon.** Jeryth was once a mortal member of the Phaulkon family. Impressed by Jeryth's common sense and carefree methods, the forest goddess Mielikki bestowed upon her divine gifts. Proving herself worthy, Jeryth was eventually granted demigod-hood. She has shed her physical form to serve as the patron saint of the Emerald Enclave in Waterdeep. Having no physical form, Jeryth cannot be harmed and cannot be targeted by harmful spells unless she wishes to be. If the estate were ever to be destroyed, Jeryth would magically teleport to the Shrines of Nature in the Sea Ward.

**Melannor Fellbranch.** Melannor (CG male half-elf druid) is the friendly but humorless groundskeeper of Phaulkonmere. He is the main contact for Emerald Enclave agents within the city and helps coordinate efforts of operatives throughout the region, and is a Winterstalker (25 renown). He typically delivers messages by way of animal messenger spells and is partial to using cats and pigeons as couriers. He quickly assigns new members their first mission.

**Snobeedle Family.** This large and boisterous halfling family lives in Undercliff, where they operate the Snobeedle Orchard and Meadery. Despite their humble home and lifestyle, the Snobeedles are among the richest families in the region and are respected members of the Amcathra Conglomerate and several city guilds. Many of their profits are quietly invested in anonymous philanthropic pursuits. They welcome Emerald Enclave agents on a regular basis to their home-cooked, farm-style dinners. Blossom Snobeedle (LG female halfling druid), the family's matriarch, often warns visitors to check their inside voices at the door. If you want to speak during a Snobeedle family chat, you'll need to practice tactfully interrupting at the end of sentences and when people stop to breathe.

**Trakagak.** Trakagak (CG male sea elf coastal warrior; see Appendix A) is an irritable young adult from Thar Qualnaar, the Saltwater City. Despite the chip on his shoulder, Trakagak has a noble heart and fights to protect the vulnerable and innocent. He is currently attempting to kick an old swearing habit, with moderate success at best. He doubles as both an Emerald Enclave agent and special consultant for the City Watch, Guard, and Navy regarding aquatic and natural matters. He has 10 renown with each of the following patrons: Emerald Enclave, City Watch, and Thar Qualnaar. Adventurers can usually find him in barracks on Deepwater Isle after work, or in taverns wooing lads and



ladies on weekends.

## IMPORTANT LOCATIONS

Adventurers serving the Emerald Enclave may frequent any number of locations in the city, including the following:

**Homeward Bookshop.** Abena Kerla converted this small townhouse into a second-hand bookstore and cat shelter several years ago. It is on the corner of Manycats Alley and Shield Street, a block north of the Market.

**Phaulkonmere.** The Phaulkon family estate sits in the Trades Ward, one block south of Kolat Towers, and serves as the Main Waterdeep headquarters of the Emerald Enclave. Phaulkonmere's outer walls hide lush gardens and elegant buildings covered with moss and ivy. It is owned by the Tarm and Phaulkon families, but their descendants spend most of the year traveling abroad. The estate's only long-term inhabitants are Jeryth and the groundskeeper, Mellanor Fellbranch.

**Queenspire.** This temple to Umberlee, goddess of the sea, sits on a peninsula just south of Waterdeep. Many of its priests, most of which are the widows of drowned sailors, pledge allegiance to the Emerald Enclave.

**Shrines of Nature.** This temple to Mielikki and Silvanus, two gods of nature, is a popular temple for Emerald Enclave agents. It occupies a small park in the Sea Ward, near the intersection of Ivory Street and the Street of the Singing Dolphin.

**Snobeedle Orchard and Meadery.** The Snobeedle family lives in and operates this large orchard, located northeast of Undercliff Village. They have a public drinking hall and shop sized for larger patrons, and you can pick your own fruit when it is in season.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Community Garden.** A portion of the Snobeedle Orchard and Meadery is set aside for Enclave use. Under Blossom Snobeedle's guiding hand, agents help cultivate and harvest vegetables and fruits used in soup kitchens throughout the Dock and Field Wards of Waterdeep.

**Finding Rare Seeds.** Melannor wants to assemble a detailed seed library. He already has seeds for plants common to Waterdeep, but would love some help finding rarer specimens. These expeditions may take characters to exotic locales, such as dangerous mountain peaks or underwater sea caves. An expedition usually requires 5 days of travel

out, 10 days of research, and 5 days of travel back. After every 10 days of research, each character can attempt its choice of a DC 15 Intelligence (Nature) check or Wisdom check using an herbalism kit to locate, identify, and properly store rare seeds. If half or more of the party members succeed on this check, the expedition is considered a success, and the party gains 1 renown upon return.

**Performing Sacred Rites (D).** The Enclave pays fealty to many gods of nature, such as Mielikki, Silvanus, and Umberlee.

**Research (P, X).** Know thy enemy. The Emerald Enclave wants to know more about dangerous aberrations, celestials, elementals, fey, fiends, plant creatures, and undead. Rangers have advantage on ability checks made to research their favored enemies.

**Scribing Spell Scrolls (D, X).** Emerald Enclave agents often need spellcasting services and often have limited spell slots. Agents with spare downtime can scribe spell scrolls for the organization. The spells must be on both the druid and the character's class spell lists. The Enclave provides any materials required and pays 1 gp for each day spent scribing scrolls, but the Enclave keeps the completed scrolls.

## ROLES

Consider why the Emerald Enclave may have tried to recruit you, or why you may have sought out the Emerald Enclave. Some join the Enclave because of a skillset or lifestyle. Many of Waterdeep's Enclave agents first dedicated their lives to a god of nature, and saw serving the Enclave as saving their god. Others join to pursue a personal agenda. Several Waterdavians have joined the Enclave after discovering a loved one had been hijacked by one of the Xanathar Guild's intellect devourers. Although the Enclave has a reputation for attracting druids and rangers, their ranks are filled with a wide variety of backgrounds and skill sets.

The Emerald Enclave Roles table suggests positions you might fill in the Enclave and the backgrounds frequently associated with each role.

### EMERALD ENCLAVE ROLES

| Roles            | Background   |
|------------------|--|
| Gardener         | Acolyte, Folk Hero, Guild Artisan, Hermit, Outlander, Uthgardt Tribe Member* |
| Researcher       | Acolyte, Cloistered Scholar*, Courtier*, Hermit, Noble, Sage                 |
| Shaman           | Acolyte, Far Traveler*, Folk Hero, Hermit, Outlander, Uthgardt Tribe Member* |
| Veterinarian     | Cloistered Scholar*, Folk Hero, Hermit, Outlander, Uthgardt Tribe Member*    |
| Wilderness Guide | Criminal, Folk Hero, Hermit, Outlander, Soldier, Uthgardt Tribe Member*      |
| Explorer         | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.



# FORCE GREY

*To properly use Force Grey as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

Force Grey is a collection of persons taken from the Grey Hands, a conclave of men at arms who have experienced battle—or at least the willingness to take an oath to do so in defense of Waterdeep. They are often considered the step above the City Guard and the City Watch.

The Gray Hands are led by the Blackstaff, Vajra Safahr, who is the main arbiter there and personally selects who will fulfill which assignments. Force Grey is a collection of the A-list members of the Grey Hands, making a place at their table a notable title. Often viewed as a last-ditch (but incredibly effective) resort, some of Force Grey is unpredictable, to say the least.

Founded by Lareal's late husband, Khelben Arusun, Force Grey represents some of the strongest military-style prowess available in Waterdeep.

Force Grey comprises several tiers of service to the city of Waterdeep, including the members of the Gray Hands. This hierarchy starts with the Gray Hand Initiates at the bottom, followed by the Junior Hands and the Senior Hands in the same organization. Members of the Gray Hands are outranked by the more powerful ranks of Force Grey: Force Grey Initiate and Defender of Waterdeep, respectively.

The Headquarters of Force Grey is technically Blackstaff Tower, but members are often mingling about in the city as a means of subtle patrolling and preservation of the organization as a whole, as well as to spare the Blackstaff undue ruckus visitation.

**Allies.** As an elite organization officially recognized by the government of Waterdeep, Force Grey has a lot of influential people and organizations that they work with. These are some of the most noteworthy:

**Blackstaff Academy.** While Force Grey has no direct relationship with Blackstaff Academy, Force Grey members frequent the academy as guest lecturers and the like. Because of this, students and faculty usually hold most members of Force Grey in high regard, and many students make it their life's mission to one day add themselves to the ranks of Waterdeep's elite military force.

**Aundra Blackcloak.** While Force Grey uses a predominantly brute force approach to protecting the City of Waterdeep, Aundra takes a much more subtle approach through magic discovery to achieve the same goal. Because of this, Aundra Blackcloak remains a close advisor to many of the higher-ranking members of Force Grey, though there is no formal alliance between her and the organization as a whole. In this symbiotic relationship, Force Grey benefits from her knowledge, wisdom, and expertise, while she is able to lean on capable individuals to observe, test, and confirm knowledge that she holds of particular interest. Members of Force Grey who delve into the depths of Undermountain almost always return to report the details of their excursions back to Aundra in some way, assuming that they return at all.



**Waterdhavian Authorities.** As an extension of the military force located in Waterdeep, the organization of Force Grey usually rests in good standing with The City Guard, Griffon Cavalry, Waterdeep Navy, and The City Watch. This in no way guarantees favorable outcomes, however, if an individual from the ranks of Force Grey is caught pushing the limits beyond what is legal. The Open Lord Laeral Silverhand is also well acquainted with the leading officials of Force Grey and is very involved in their workings. As a former adventurer herself, she is likely to look kindly on those who are putting themselves out into the world in an effort to improve themselves and their surroundings when she is not occupied by official business. Many other governing officials have friends within Force Grey as well or are at least familiar with the organization.

## THE POWERS THAT BE

Vajra Safahr is actually supposed to hold the entirety of Force Grey in reserve until commanded to use them by The Open Lord. There is something of a mutual acknowledgment between the two of them that Vajra occasionally uses members without authorization. However, Lareal has not yet confronted her about it.

**Enemies.** Force Grey specifically exists to protect Waterdeep, especially against those that the City Watch and The City Guard are not equipped to confront. This includes high-profile organizations, such as the following:

**Criminal Organizations.** While Force Grey definitely views themselves as more powerful than any criminal organization in Waterdeep, those who understand those organizations admit that they are a force to be reckoned with. When Force Grey focuses their efforts on criminal activity, those criminals are always pushed into carefully covering their tracks. Many organizations are constantly aiming to plant spies within Force Grey, but the careful selection in Force Grey's recruitment has made this impossible thus far.

**Conspirators.** Some of the biggest threats to Waterdeep are those that work secretly behind the scenes. Persons like Manshoon, Arcturia, and others are continually working to sit themselves in positions of power. When these unsavory characters raise their heads, in person or through their minions, Force Grey Assembles to stop them in their tracks.

**The Unseen.** The Unseen comprise the main body that Force Grey currently operates against. While many of the members of The Unseen seek to be the undoing of prominent government figures, members of Force Grey are often the obstacle that stands in their way. While The Unseen continues to make attempts to take over the city, Force Grey continues to ensure that they remain nothing more than that.

## PERKS

With Force Grey as your patron, you gain the following perks:

**Acquitted.** Persons working on behalf of Force Grey are usually mysteriously absolved of their crimes if they are on official assignment. Often by either the Blackstaff or the Open Lord themselves. If they are not acquitted, they might only be sentenced to loose probation under Vajra's supervision, but in any case, they don't receive a full sentence.

**Equipment.** Members of Force Grey have some access to the equipment that is held in reserve for defending Waterdeep. If you have good standing within the organization, you can expect to loan out magical armor, weapons, or other equipment with no charge or possibly only a small fee. Consumables such as potions and scrolls are less likely to be borrowed, and Force Grey might expect you to acquire something useful for them if you are using their gear.

**Transport.** Force Grey is a highly mobile organization. If you know where you're going, few people can get you there faster than the higher-ranking members of Force Grey. They have connections to many modes of transportation, including horses, spells, and an extensive network of teleportation

circles all over Waterdeep, as well as the Waterdhavian Navy and the Griffon Cavalry. Depending on your standing in Force Grey, you might have access to one or multiple of those resources. Blackstaff Tower also has a large keyed portal that connects to the peak of Mount Sar, though it is rarely used.

**Intel.** Between everyone in Force Grey, the organization always knows something about any major personality in Waterdeep. While it might take you some time to sit yourself down with the right person, rest assured that somebody knows valuable information if there's a name that you don't personally recognize. It's usually even true.

**Healing.** Much of Force Grey is dedicated to providing a powerful front line, with many of their missions being incredibly dangerous, and so Force Grey has connections to many healers. Whether you have injuries that need tending to, friends that have turned to stone, insanity to cure, or other even stranger maladies, Force Grey employs some of the best healers around.

**Backup.** Except in the direst of circumstances, you can expect many members of Force Grey to be without assignment and eager for something exciting to do. While official missions are strictly directed by Vajra, she doesn't usually take much interest in what members of Force Grey do in their personal lives—so long as they are available when she calls. Members not on a mission are often known to aid each other in personal endeavors.

## CONTACTS

With Force Grey as your patron, you may regularly interact with any of the following personalities during your adventures:

**Vajra Safahr.** As the director over the entirety of Force Grey, The Blackstaff Vajra Safahr (see Appendix B of *Waterdeep: Dragon Heist*) is an important contact of every person within the organization. She is constantly on the lookout for new recruits into the Gray Hands and is eager to add unique skill sets into the force. Usually on official business for either her position in Waterdeep or Blackstaff Academy (which she leads) Vajra is busy, but can often spare a moment or two for some of her elites.

**Meloon Wardragon.** A devout follower of Tymora, Meloon Wardragon (see Appendix B of *Waterdeep: Dragon Heist*) is known for his looks, his luck, and his lack of licks. Described as a very honest and happy fellow, he reported directly to the Blackstaff until just a few months ago. Now, Meloon spends much of his time at the Yawning Portal hanging out, around, and bonding with adventurers, offering a helping hand whenever doing so feels appropriate. He often steers adventurers away from Undermountain and encourages people to be more involved with helping Waterdeep with internal troubles instead.

**Harshnag The Grim.** This formidable frost giant (See Harshnag the Grim in *Storm King's Thunder*) joined Force Grey after being disowned by his tribe for 'being too nice'. He is supposedly hundreds of years old and lives in one of Mount Sar's caves so as to be out of the way until summoned. He offers his cave as a safe house of sorts for Force Grey, welcomes members and allies, and has even had a teleportation circle set in his cave should anyone ever need

## WHERE IN THE WORLD IS HARSHNAG?

The Ordning collapses in the late 1480's DR, and because of this, Harshnag travels northward. Waterdeep: Dragon Heist, in comparison, takes place in the first couple years of the 1490's DR. At the DM's discretion, Harshnag may be about to depart northward or he may have already left. Regardless, Harshnag's cave in Mount Sar is roughly a three day ride from Waterdeep into the Sword Mountains.

a safe area to regroup in. While he is known for his maniacal comments and uproarious laughter during a fight, he is kind and soft spoken otherwise.

**Carolyas Idogyr.** Carolyas is an ancient sorcerer in the Gray Hands who has never advanced to Force Grey, even though she's plenty capable, and nobody seems to know why. She's the niece of Gamalon "Gemhead" Idogyr, who was a friendly traveling human wizard merchant with a gem for a right eye. Gamalon was a friend of Khelben Arunsun, and is also an ancestor of Vajra - making Carolyas and Vajra distant cousins. Carolyas is a CG female half-elf mage with the following changes:

- Carolyas' Intelligence score is 11
- Her Charisma score is 17
- Her spellcasting ability is Charisma.

**Amprantines.** This djinni has been commanded by Force Grey for quite some time, going back to the days when Khelben Arunsun himself led Force Grey at the very least. He's rarely called upon anymore, as he often requires vast amounts of compensation and rarely sticks to a plan, but he is a powerful ally when he so desires. Currently, Vajra says that she's the only one who knows how to summon him, and claims that he is more trouble than he's worth. Force Grey has not seen him in action for years, and many don't even know that he exists.

## IMPORTANT LOCATIONS

Adventurers serving Force Grey may frequent any number of locations in the city, including the following:

**Blackstaff Tower.** Blackstaff Tower, the headquarters of Force Grey, has several rooms dedicated to meeting their needs: training areas, supply rooms, a military library of sorts, and even something of a laboratory. Despite the quality of resources available here, many members don't use them often, as strict records are an absolute requirement.

**Safe Houses.** Force Grey has a few locations around Waterdeep where members can find basic medicinal supplies, standard equipment, simple rations, and a place to sleep, should they need it. These usually look like simple hostels, as they serve a similar purpose. They also tend to have hidden rooms where prisoners might have information extracted from them, or simply be kept under close watch. Most of these hidden rooms have minimal furnishings and are magically soundproofed. The doors to these rooms, if there are any, usually blend with the walls.

**Teleportation Circles.** Force Grey has access to hundreds of teleportation circles all over Waterdeep. While the exact details of these differ by location, all of them require authorization from superiors (and often the owner's permission) before they can be used. Many of them are in rooms specifically dedicated to their use.

**Harshnag's Cave.** Set in Mount Sar of the Sword Mountains, Harshnag's cave itself is simple and decorated in a traditional frost giant manner. Stone giants also live in and around the area, but they usually maintain a friendly relationship with Harshnag, and have been known to allow visitors to pass through.

**"The Inn".** Those infiltrating enemy organizations come to this warehouse to convey information and slip evidence to Force Grey. The warehouse is haunted by particularly devout recruits who decided to patrol the area as ghosts even in death, to keep intruders away. Only those with specific assignments know about this place.

## ROLES

These roles in Force Grey represent members who have particular expertise. While most of the members are runners, known for both running errands and running out of the way of the stronger members, some of the force have gained titles for their specialty in certain areas. Vajra is always looking for new adventurers to fill the ranks of Force Grey, and she is particularly interested in those who can bring unique skills, abilities, or spells to the mix. Those who have mastered a specialty are sometimes given double payment on a job but are also often hired less frequently if others need to pick up slack in areas where they are lacking.

The Force Grey Roles table suggests positions you might fill in the organization and the backgrounds frequently associated with each role.

### FORCE GREY ROLES

| Roles          | Backgrounds   |
|----------------|---|
| Bruiser        | City Watch*, Criminal, Mercenary Veteran*, Outlander, Soldier, Urban Bounty Hunter* |
| Eye in the Sky | City Watch*, Criminal, Hermit, Noble, Sage, Urchin                                  |
| Grabber        | Charlatan, City Watch*, Courtier*, Entertainer, Guild Artisan, Noble                |
| Cover          | Acolyte, Cloistered Scholar*, Hermit, Sage  |
| Insurance      | City Watch*, Cloistered Scholar*, Courtier*, Guild Artisan, Noble, Sage             |
| Administrator  | City Watch*, Cloistered Scholar*, Courtier*, Guild Artisan, Noble, Sage             |
| Runner         | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.



## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Intensive Training (P, X).** Many members of Force Grey are experts in their areas and offer unique opportunities to learn skills. Party members can receive training from fellow agents at a cost of 1 gp for every day of training. Training topics include skills, tools, and weapons. Members of Force Grey have also been known to teach comrades how to use a favorite weapon. You gain 1 renown for every 60 days you spend training in this way.

### INTENSIVE TRAINING COSTS

| Training               | Days Required  |
|------------------------|--|
| Any Skill              | 300 days; this may replace one of your other skill proficiencies |
| Any Tool or Vehicle    | 120 days   |
| Any One Simple Weapon  | 120 days   |
| Any One Martial Weapon | 300 days   |

**Scouting.** Vajra is frequently looking for new recruits, and always has more people (of various positions) than she has time to watch. You can scout the city yourself, or receive a target from Vajra, but in either case, you must take a strict oath not to intervene as Force Grey if things go sour for them. If you intervene, you do so as an individual and will carry all the consequences as an individual.

**Carousing (X).** Talking with other members has several benefits, including befriending other members of Force Grey, putting your name out there, learning what other members are involved in, and creating a reputation for yourself. Many individuals are likely working on projects of their own, and would probably appreciate some help.

**Supplying.** Force Grey is continually aiming to be prepared for the very worst, and so they constantly require more supplies, but they must be the best that Waterdeep has to offer. You may be asked to protect an artisan while they complete their work, capture a mystical creature, or perform a dangerous ritual.

**Visit Outliers.** Reclusive members of Force Grey (and allies not directly associated with them) often have useful items, interesting jobs, and important information to share. Visiting Aundra, Lareal, Asper, Harshnag, Carolyas, and other similar personalities is a common activity amongst much of Force Grey - especially since some of those don't get many visitors. Vajra may ask you to follow up on a project that she entrusted to Aundra, a mission she requested from Harshnag, or the like. She also periodically sends members to Thar Qualnaar, the Star Mountains, the roads leading to Waterdeep, and other surrounding areas to scout them out and see if dangers are approaching.

**Reconnaissance.** Members of Force Grey like to confirm their facts personally, sometimes even more so than their superiors. This often results in expressly illegal activities such as breaking and entering, but if you gain new and useful information that could save Waterdavian lives, you'll probably be absolved of any major charges that may be raised against you.

## HARPERS

*To properly use the Harpers as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

The Harpers are a widespread but secretive organization of persons who have banded together to champion justice and oppose any and all abuses of power. Though loyal to a fault, they usually venture forth alone or in bands called cells. The heart and soul of the Harpers is their keen perception of who to stop, and how to do so quietly. Mirt explains it by saying "Ye only hear of blades drawn and death and spells hurled, and never know of the many, many times that a quiet word or a skillful deal has turned enemies aside...That is the true Harper way: subtle and quiet, behind the shouting."

The organization is old, and has been through quite a lot in its years, but has proven to be incredibly hard to disband. This is largely due to the clandestine nature of the group, the self-sufficiency of its members, and the fact that there is no centralized source of power or resources. True Harpers are good creatures who pride themselves on being impossible to corrupt and standing as unwavering bastions of justice.

Harpers understand both the need for collective effort, and also the importance of the individual. As such, Harpers are willing to both die fighting alone or perish trying to aid others. While the skill sets amongst various Harpers can differ dramatically, Harpers as a whole are known to be spies and infiltrators with clever disguises and secretive backgrounds. Some Harpers are actually simply different personas of the same agent.

Headquarters for the Harpers is not a single place in Waterdeep, but rather a collection of places that Harpers can retreat to and meet others of their faction. Harper's Hold, Dalagor's Fortress, and Ulbrinter Villa are some of the most secure locales that fit this description. Ulbrinter Villa is especially noteworthy because it is the home of "Remi" Haventree who is a member of Harper leadership, which are known as the "High Harpers". High Harpers are usually seasoned members chosen by the prevailing High Harpers, and are likely to accept any non-evil character into the ranks of the Harpers if they show a passion for pursuing justice and an apt ability to do so.

While there are scores of Harpers in Waterdeep, there aren't more than 100 active within Waterdeep at any given time.

**Allies.** There are many creatures in Waterdeep who are willing to work with the Harpers, notably the following:

"We are the song for those who have no voice."

-Remallia "Remi" Haventree





**Noble Houses.** In Waterdeep, the Harpers are most concerned with the more powerful members of society, an interest that the nobility also shares. This proves to be a double-edged sword for many of them, as they are constantly exposing other nobles while simultaneously looking to improve their own reputations. All the while, other influencers are doing the exact same to them. Consequently, the Harpers don't mind this political game so far as balance and order is kept.

**Guilds.** Many guilds are either led by Harpers, composed primarily of them, or at least maintain a good relationship with them. Those who don't know the Harpers particularly well know their intentions and are glad to show their appreciation for someone who is fighting for their liberties, as long as they stay at arm's length, of course. Some guilds will slip whatever information they have to the Harpers if they are concerned that someone is targeting one of their businesses.

**Enemies.** Harpers are very forward in their efforts to combat any who they view as negative towards society, which includes but is not limited to the following:

**Zhentarim.** As the group behind much of the violence and general disturbance of the peace here in Waterdeep (not to mention the treachery of "The Fisher") halting the efforts of any who call themselves Zhentarim has become a common objective among all the Harpers.

**The Cult of Asmodeus.** Though some have pointed out that the organization of both factions is strikingly similar, there is no doubt that their goals are dichotomously opposed. The cult is even more secretive than the Harpers though, and so conflicts between the two are always hidden from the public eye.

**Bregan D'aerthe.** The collection of drow mercenaries known as Bregan D'aerthe operates with ruthless precision and no regard for the lives or the liberties of those who get in their way. This is exactly the kind of abuse to the public that the Harpers work against.

## PERKS

With the Harpers as your patron, you gain the following perks:

**Discounts.** The Harpers are well connected and are actively trying to keep old arts such as potion brewing and scroll scribing alive. Through these connections, you can find common and uncommon potions and scrolls at a 50% discount. Depending on the circumstance, you may even be able to get them for free. In addition, guilds, storefronts, and other groups with Harper agents may offer other discounts as well.

**Outcome Over Income.** Many Harpers have personal connections to skilled workers and philanthropists, and will either contact them or will offer to aid people at personal expense for altruistic efforts. While people do need to make a living, services that don't require them to go out of their way (such as writing endorsements, casting some spells, giving professional opinions, and financial aid for some) are likely to be provided at little or no cost if they see that it's for a good cause.

**Information.** Remallia in particular has more than one contact who is known for being "a fly on the wall" and "listening through the grapevine." She always has access to knowledge, both mundane and magical. If she has time to investigate something, she never comes back empty-handed. Others may also have access to libraries, sages, and the like.

**Alternate Identity.** Harper agents often have multiple personas to their name, which helps them access places that were previously restricted. A Harper agent has one additional identity that includes documentation, established acquaintances, and disguises. If you do not know how to create one, another agent will help you to do so. Characters who already have more than one identity can still gain this benefit.

**Mutual Interests.** The Harpers in Waterdeep are most concerned with holding powerful persons in check and would prefer to bring down a potentially abusive noble even

if it means accidentally elevating an undeserving commoner. Requests to operate against powerful members of society are likely to be granted, even based only on your word.

**Healing.** Harpers often put themselves in harm's way, and some of them have dedicated their lives to healing because of this. Upon request, your patron can provide any healing spell with a level equal to or less than half of your renown completely free of charge. Additionally, while you are in the Harpers' Hold, healing spells cast within it count as being cast at one level higher, and regular healing progresses at twice its normal speed.

## CONTACTS

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With the Harpers as your patron, you may find yourself in contact with any of the following personalities:

**Murgo Bumblestout.** This skilled tailor, and secret Harper agent, is a Brightcandle with 10 renown. Murgo (see Appendix A) has been running his shop, the "Trollskull Tailor", for a few decades now and has earned a reputation as the best in the business. Though older and grumpy, he is known amongst Waterdhavians of all statuses as someone who can keep a secret, and is an important informant for the Harpers.

**Remallia Haventree.** The quiet and observant Remallia (see Appendix B of *Waterdeep: Dragon Heist*) is known for allowing things to play out and only stepping in when she is invited. As the lady of Ulbrinter Villa, she directs the business there and often calls meetings for the Harpers within its walls. As a High Harper with 50 renown, she holds a powerful position in the organization, and she has loyal servants and spies that operate all throughout Waterdeep. She is an important person in Waterdeep and goes by "Remi" amongst her friends.

**Renaer Neverember.** Lord Dagult Neverember's heir, Renaer (see Appendix B of *Waterdeep: Dragon Heist*) is a good-natured human who actively opposes his father's attempts to subdue others. To Renaer's alarm, a Neverwintian faction of the Harpers ("The Sons of Algodar") have begun to serve Dagult after opposing him for years, even though they know that Dagult has infiltrated their organization. Renaer has vowed that this will not happen to the Harpers of Waterdeep, and he works hard in the cause of justice as a Harpshadow with 3 renown.

**Mattrim "Threestrings" Mereg.** Never without his three-stringed lute (his namesake) and his turn of phrase, Mattrim (CG male human Illuskan bard) sees the best in everyone. He practically lives at the Yawning Portal, and it's uncanny how often you can find him there, at any time of the day or night. Mattrim follows a polyphasic sleep schedule, taking periodic naps instead of sleeping at night. Because of this, he is practically always available for anything the party may need, but never for more than a few hours at a time. Mattrim is a Harper with the Harpshadow title and 3 renown.

**Mirt.** A close associate of Lareal herself, Mirt (see Appendix B of *Waterdeep: Dragon Heist*) is well known for his adventuring with Durnan in Undermountain. Even though he's of higher rank, both in the city's society and in the Harpers, Mirt sometimes takes a special interest in promising operatives. It is very likely that Mirt will become your

party's primary contact, even if you have low renown with the Harpers. Mirt has 25 renown and holds the title of Wise Owl.

**Tam Zawad.** A grandfatherly, tall, and lithe man with greying hair, Tam (NG human Calishite male high priest; see Appendix A) is a priest of Selûne who has been involved with the Harpers for decades, today a Wise Owl (25 renown). He works with the branches of both Waterdeep and Neverwinter, and is responsible for ousting the corrupt Harper leader "The Fisher" about 15 years ago. His only child, Mira, serves as a double agent for the Harpers within the Neverwinter Zhentarim.

## IMPORTANT LOCATIONS

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Adventurers who work with the harpers will find themselves in all corners of Waterdeep, but the following locations are particularly noteworthy:

**Ulbrinter Villa.** A stately property in the North Ward near Trollskull Alley, between Vhezor Street and Brondar's Way, is the home of Remallia Haventree. She has a safe house for anyone who needs it, and the property has been carefully safeguarded. This estate is one of the most secure places in Waterdeep.

**Harpers' Hold.** Also known as the Harpers' Hall, this secret fortress in Mount Waterdeep has one main floor and one floor hidden below ground, each of which has several rooms. It has been used by Harpers for decades and is known to be a safe place where conflicts are set aside. Access is granted by either a rough path and a cave, or else (more commonly) by teleportation.

**Mirt's Properties.** A Castle Ward mansion and a Sea Ward Manor both belong to Mirt. He is rarely at the Manor, and unannounced visitors have a 90% chance of finding nobody home. The mansion, where he often hosts dinner parties, is where Mirt lives. He also owns a ship, the Morning Bird.

**Trollskull Tailor.** This shop is both a meeting place for the Harpers, and a source of information. They meet here sparingly, as compromising the location would be disastrous. The proprietor lives in an upstairs apartment, and there is a basement that can be used to conceal people or things if need be.

**Dalagor's Fortress.** A Harper hideout in the uppermost level of Skullport, Dalagor's Fortress is a stone mansion with three stories and Felrax (LG male copper dragonborn mage) for a guard. Harpers are welcome to stay there for as long as they need.

**Outstanding Locales.** Harpers usually work in secret, and meeting places can be wherever they will go unnoticed. These may be secret places, or crowded areas where the tide of the whole discloses the actions of a few. The Yawning Portal, the Lightsinger, the City of the Dead, and even Undermountain are examples.

## ROLES

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Any good creature is welcome to join the Harpers, and agents are happy to see good creatures are willing to step up for each other and protect each other. The organization is very decentralized, and so most of the members who end

up joining are simply people who are looking to leave the world better than they found it. This table shows examples of roles that you may fill within the Harper ranks.

The Harper Roles table suggests positions you might fill in the organization and the backgrounds frequently associated with each role.

## HARPER ROLES

| Roles       | Backgrounds   |
|-------------|---|
| Mechanic    | Clan Crafter*, Cloistered Scholar*, Folk Hero, Guild Artisan, Sage, Soldier |
| Magus       | Acolyte, Cloistered Scholar*, Guild Artisan, Hermit, Sage                   |
| Infiltrator | Charlatan, Courtier*, Criminal, Noble, City Watch*, Urban Bounty Hunter*    |
| Coercion    | City Watch*, Criminal, Mercenary Veteran-, Outlander, Sailor, Soldier       |
| Obfuscator  | City Watch*, Charlatan, Criminal, Noble, Urban Bounty Hunter*, Urchin       |
| Informant   | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

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X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (X).** Too much power leads to corruption, and the abuse of magic, in particular, must be closely monitored. The Harpers always have their feelers out to know what people are doing, when important events are taking place, who is being talked about, which groups are gaining influence, what is going where, etc. Many Harpers will spend the majority of their time out and about in taverns and feast halls, both for Harper business and personal enjoyment.

**Pit Fighting (X).** No one should be powerless. Harpers are self-sufficient and do not depend on their friends to help them, but a true Harper is willing to aid an ally if they find them to be in need. More importantly, you never know when you'll need to defend the helpless. Many of the Harpers schedule time to meet and spar; with mentors, with each other, and as self-defense classes for the public. Some will even join rings where they are matched up to random people.

**Researching (P, X).** One can never have too much information or arcane knowledge. Knowledge is power, and you never know when even the most random fact or skill could save your life. When it comes to their service to Waterdeep though, politics, history, magic, and music, art, and forgotten trades are some of the most important aspects that the Harpers study—the first two for survival, and the second two for enlightenment. Bards and nobles have advantage on

checks made to research these particular topics.

**Repairing Reputation.** About 15 years ago, a Zhentarim agent infiltrated Harper leadership and began destroying them in the public eye, as well as from the inside out. This agent, known as “The Fisher”, caused a lot of damage before the truth was finally revealed. As recently as 5 years ago, even High Harpers were still dealing with corrupt associates. Many Harpers seek to undo this damage and return to favor in the public eye by secretly performing random services and leaving a simple identifier, such as a chalk drawing of a harp or a simple message of goodwill.

**Training (P, D, X).** Forgotten trades and art are especially of interest to the Harpers. Some of them may take up a skill such as cooking traditional foods or smithing ancient art as a hobby, and some Harpers might be assigned to pursue something that they are particularly well-suited to accomplish. A bard may be asked to learn a spell or master a magic item, a fighter may be asked to learn a maneuver or a craft a weapon, and a wizard may be asked to discover the formula for a spell or create a potion. Teachers can usually be found among the Harper ranks. You gain 1 renown for every 60 days you spend training in this way.

**Undermining Power (D).** Harpers always keep an especially close eye on the more powerful members of Waterdeep's society. Some Harpers will disguise themselves and actively follow a person of particular interest for days, or even weeks; eavesdropping on every conversation and watching their every move. Others find their talents better used in spreading rumors and influencing public opinion, as described in chapter 2 of the *Dungeon Master's Guide*.

## LORDS' ALLIANCE

*To properly use the Lords' Alliance as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

The Lords' Alliance's ranks are filled with characters who place the security of the city and the realm ahead of their own interests. It is an association of city-states across Faerun (primarily in the Sword Coast) who believe that solidarity is needed to keep evil at bay. Waterdeep is one of the most influential and invested members of the Lords' Alliance.

Alliance agents include sophisticated bards, zealous paladins, talented mages, and grizzled warriors. They are chosen primarily for their loyalty and are experts in observation, stealth, innuendo, and combat.

Backed by the wealth and power of their patron governments, the Alliance works to ensure the safety and prosperity of civilized Faerun by standing united against forces that threaten these civilizations. They proactively eliminate such threats by any means, fighting with pride for the glory and security of their people.

The Alliance owes much of its success to its degree of organization and strict hierarchy. Agents are expected to complete whatever missions are assigned to them in a timely, professional manner. Refusing to accept or complete a mission can result in suspension or dismissal. An alliance member who is suspended receives no missions until the suspension ends, while dismissal from the alliance means

a loss of membership and the loss of all renown in the faction.

While Laeral Silverhand serves as the head of the Lords' Alliance in Waterdeep, most low-ranking members report to Jalester Silvermane, one of her most trusted operatives. The Alliance conducts its official business out of the Palace of Waterdeep, but Jalester prefers to meet agents in taverns or other public spaces to discuss missions, membership, and special interests.

**Allies.** As the generally accepted authority in international affairs, the Lords' Alliance makes an active effort to maintain positive relationships with other organizations dedicated to similar causes. The Lords' Alliance in Waterdeep claims the following organizations as trusted allies:

**Harpers.** This clandestine network of spellcasters and spies seeks to tip the scales in favor of the innocent, the weak, and the poor within the Realms. While not identical to the Alliance's main goals, the organizations often team up to thwart evil archmages, terrorists, and megalomaniacal cults.

**Member Cities.** The Alliance's greatest ally is itself. Waterdeep is entitled to call upon any other member city for reinforcements, and regularly sends delegations in response to such requests. Waterdeep works especially often with Amphail and Daggerford, its closest allied neighbors (a 3 or 4 days ride away, respectively).

**Waterdeep Armed Forces.** As parts of the Waterdavian government, the Lords' Alliance, City Watch, City Guard, City Navy, and Griffon Cavalry often work together to pursue similar goals.

**Enemies.** The Lords' Alliance is indiscriminate in its duties. It claims only one enemy—any being or group that threatens peaceful civilization and rule of law.

**Threats to the Realm.** Normal criminals and criminal organizations typically fall outside the purview of the Lords' Alliance. It concerns itself more with megalomaniacs who have (or make) the power and opportunity to raze or overthrow member cities. This includes intercepting plans of evil, magical beings, but also maintaining peace, order, and rule of law where local law enforcement cannot. Lords' Alliance agents may also often be asked to support local law enforcement in taking down normal criminals and criminal organizations.

## PERKS

With the Lords' Alliance as your patron, you gain the following perks:

**Audience.** Under exceptional circumstances, you might be able to gain an audience with Laeral Silverhand. This audience is typically 10-30 minutes long and must be planned at least 30 days in advance. Characters with 10 renown or more may be able to plan such a meeting as soon as 10 days in advance. Characters with 25 renown or more may be able to arrange a meeting with as little as 1 hour of warning.

**Communication.** The Lords' Alliance is nothing if not well-organized. To communicate clearly and effectively, many agents are provided sending stones or spell scrolls of sending while on assignment. The Alliance happily pays for the necessary resources for wizard characters to add sending to their spellbook.



**Hierarchy.** You are part of a rigid chain of command. You have a designated officer you receive assignments from and whom you report to. Given the strict nature of the Lords' Alliance, you may be excused from the organization if you refuse any assignments. Your renown with the Alliance then resets to 0.

**Legitimacy.** The Lords' Alliance is seen as the political body, the international government organization. If you tell people you represent the Lords' Alliance, they will generally listen to you as an authority. Similarly, the City Watch may be informed that you are on 'official business' and may be instructed to provide support wherever they can. This can include access to classified information, areas normally restricted to civilians, and other benefits.

**Reinforcements.** When needed, other Alliance agents can aid you in a mission. These agents typically use the bard (see appendix B of *Waterdeep: Dragon Heist*), knight, paladin (see appendix A of this book), or mage stat block, and come in a group of 1d4 + 1 agents.



**Salary.** Lords' Alliance employees are paid 1 gp each day, enough to sustain a modest lifestyle within the city. At the DM's discretion, your salary increases depending on your reputation within the organization, typically one-third of your renown (minimum of 1 gp/day).

## CONTACTS

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With the Lords' Alliance as your patron, you might frequently interact with any of the following people:

**Gorgon Greycastle.** Equal parts patriotic and imposing, Gorgon Greycastle is a paladin of Lathander and redknife (3 renown) within the Lords' Alliance. When on assignments to other cities and lands, Gorgon regularly comments on how Waterdeep is the greatest society in all of Faerun, and by extension better than wherever he currently is. This arrogance, curiously enough, results in an odd form of compassion—Gorgon sincerely hopes to bring other societies to the level of peace, stability, and prosperity his hometown enjoys. Although most of his missions are diplomatic or bureaucratic in nature, Gorgon has no love for administrivia. He is usually sent on missions to bully unwilling courtiers into compliance.

Gorgon is a male half-orc paladin (see Appendix A) with these changes:

- He is lawful good.
- He has these racial traits: He has Darkvision out to 60 feet. He is proficient in Intimidation (+4). When he is reduced to 0 hit points but not killed outright, he can drop to 1 hit point instead (1/day). When he scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit. He can speak, read, and write Orc.

**Jalester Silvermane.** Originally from Cormyr, a nation far to the east, Jalester Silvermane (see Appendix B of *Waterdeep: Dragon Heist*) and his lover Faerrel Dunblade made their way to Waterdeep while working for a professional adventuring company. The wizard Elminster befriended the two young men and brought them to the attention of Laeral Silverhand, who put them to work as deputies and spies. Two years ago, Faerrel was killed while foiling a plot to overthrow the city government, and Jalester has been emotionally unattached ever since. He continues to be earnest, honest, and hard-working but is hesitant to develop close friendships. Jalester is a stingblade (10 renown) within the Lords' Alliance.

**Kelemvor Amcathra.** Named after the god of judgment, justice, and prudence, Kelemvor (LN male Tethyrian human noble) is the de facto patriarch of the Amcathra family and the most likely candidate to become the new Lord Warder of Amphail at the next Shieldmeet. When not Lord Warder, Kelemvor is a warduke (25 renown) within the Lords' Alliance due to his significant political and economic influence in two of its member cities. Whoever is Lord Warder is a lioncrown (50 renown) while they hold the position, making them an equal of Laeral Silverhand and other famous leaders. He has powerful connections, which he is willing to diplomatically leverage to further the goals of his house and the wellbeing of Waterdeep and Amphail. Kelemvor is clev-

er, humble, and soft-spoken. He is a male Tethyrian human noble with the following changes:

- He is lawful neutral.
- He has Intelligence and Wisdom scores of 17 (+3).
- In addition to other proficiencies, he also is proficient in Animal Handling (+5) and Investigation (+5).

**Laeral Silverhand.** Half-goddess, hundreds of years old, and a powerful archmage, Laeral Silverhand (see Appendix B of *Waterdeep: Dragon Heist*) is the current Open Lord of Waterdeep. As such, she is a lioncrown (50 renown) within the Lords' Alliance. Laeral is prudent, stern, and well-composed in any circumstance but when around Vajra Safahr, the current Blackstaff. Vajra is a promising and powerful young wizard, but inexperienced compared to the several other archmages involved in Waterdavian politics. Vajra also wields the Blackstaff, a powerful artifact that houses the spirit of Khelben Arunsun, Laeral's deceased husband. Naturally, interactions between Laeral and Vajra can be stiff and awkward, albeit cordial. The two are seldom seen in one-on-one conversation. *Waterdeep: Dragon Heist* describes Laeral in greater detail.

## IMPORTANT LOCATIONS

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Adventurers serving the Lords' Alliance (and therefore the public of Waterdeep) will serve both within and without the city walls and should expect to find themselves at the following locations at least periodically:

**Palace of Waterdeep.** A central edifice in Waterdeep, Laeral Silverhand will often call meetings for the Lords' Alliance here. Whether they be personal assignments for one or two simple soldiers, or massive conferences with figures from across the entire northern expanse, business of all degrees often takes place within these halls.

**Yawning Portal.** Much word finds its way through the Yawning Portal in Waterdeep, and all those who wish to stay informed of matters both in and surrounding Waterdeep had best keep their ear to the ground in this place. The Lords' Alliance is one such organization that stays informed in this way.

**Trade Routes.** With Waterdeep as the central seat and foundation of this trade confederacy, the Lords' Alliance holds the network of roads leading to and from Waterdeep and other nearby settlements as assets of the utmost importance.

**Surrounding Locales.** The areas around Waterdeep are very important to Waterdeep itself, and so military reinforcement and supplies are often sent to support them through the Lords' Alliance. The settlements respond with information and goods.

## ROLES

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The Lords' Alliance provides more than just support for the people in and around Waterdeep, it provides opportunities to improve social standing, employment, general well-being for oneself and others, and a purpose for those without one. While the Lords' alliance offers other things as well, most people (who come from all walks of life) are usually seeking at least one of these benefits.

The Lords' Alliance Roles table suggests positions you might fill in the organization and the backgrounds frequently associated with each role.

## LORDS' ALLIANCE ROLES

| Roles      | Backgrounds   |
|------------|---|
| Diplomat   | Charlatan, Clan Crafter*, Courtier*, Guild Artisan, Noble, Sage                 |
| Spy        | Criminal, Courtier*, Noble, Urban Bounty Hunter*, Urchin                        |
| Assassin   | Charlatan, Criminal, Mercenary Veteran*, Soldier, Urban Bounty Hunter*, Urchin, |
| Bureaucrat | City Watch*, Clan Crafter*, Guild Artisan*, Inheritor*, Noble, Sage             |
| Enforcer   | City Watch*, Criminal, Mercenary Veteran*, Outlander, Sailor, Soldier           |
| Tradesman  | Clan Crafter*, Folk Hero, Guild Artisan, Hermit                                 |
| Ally       | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Training (P, D, X).** The Lords' Alliance wants you to be a competent agent, and they encourage their members to constantly be seeking to improve their skills. Mentors are often provided by the alliance, sometimes free of charge, and often through the high ranking members, depending on your renown. Rivalries in the alliance are common though, especially between students of the same mentor, and not all such rivalries are friendly. You gain 1 renown for every 60 days you spend training in this way.

**Community Service.** The leaders of Waterdeep have noticed that service improves the morale, and the productivity, between the citizens. Soup kitchens, adult literacy programs, community sing-a-long nights, and more can help members of the alliance build personal connections, public reputations, and a working knowledge of the city. These services do not cost anything, to those giving or those receiving, and require 4 hours of work a day. Many of these philanthropic endeavors are led by the Cassalanter.

**Scouting.** The Lords' Alliance has many feelers, in Waterdeep and permeating the surrounding area. Knowledge is power, and the alliance is constantly looking to increase the number of people that it has bringing information in. You may be provided with a name or list of names, or you may propose that certain persons be accepted on your

recommendation. The recruitment process to become a Cloak of the Lords' Alliance is simple and easy, but immaculately documented. Those who endorse recruits that end up harming the alliance are not looked upon kindly by the organization.

**Economic Endeavors.** The Lords' Alliance protects the economy of Waterdeep. While most of the militaristic presence in the city itself is part of either the City Guard or the City Watch, the alliance also has a standing body to fulfill missions that others either cannot or should not, including secret economic missions, illegal activities, and discovering or stopping strictly legal but fraudulent activities as well as other such economic dangers that are not explicitly covered in the Code Legal.

**Surveying.** Of the central interests for the Lords' Alliance, few are of a higher priority than the trade routes that facilitate the movement of goods which stabilizes the economy of Waterdeep. As such, The Lords' Alliance assigns much of its force to maintain the roads and the cities leading to and from Waterdeep, assess and improve surrounding welfare and productivity, chart and explore neighboring wilderness and territories, and document or report the findings and implications.

**Enforce.** Diplomacy is wasted on some, and the Lords' Alliance utterly despises wasteful endeavors. While the City Guard and the City Watch are limited in their reach to merely the roads that lead directly to and from a few the surrounding areas, The Lords' Alliance is the organization that aids in protecting those areas, as well as the territory beyond. This includes ousting secretive bandits, fighting ferocious brigands, chasing away monsters, overturning unproductive leadership, and other such assignments.

## ORDER OF THE GAUNTLET

*To properly use the Order of the Gauntlet as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

A pious order of knights, priests, and other initiates to righteous causes, the Order of the Gauntlet is concerned with rooting out evils that threaten the safety of Faerun. They seek out fiends and undead, and drive them back to their home planes or destroy them. Initiates are often concerned with small-scale extermination missions, such as clearing ancient crypts, exorcising spirits, or bringing fiendish cults to justice, while high-ranking knights may be tasked with stopping would-be liches, holding the lines against arch-fiends, or even crossing planes to destroy evil at its roots.

**Faith and Devotion.** Members of the Order of the Gauntlet are expected to swear fealty to their order, and contribute tithes to an appropriate church when fortune finds them (such as when an adventure or campaign yields a windfall of treasure). Organized within a tight hierarchy, the Order tolerates neither infighting nor insubordination. A member of the Order who has concerns or doubts about another member must either handle them civilly with the offending member or raise their concerns with a superior officer. One who practices necromancy or consorts with fiends is quickly struck from the Order, and often hunted down and brought to justice for their betrayal.



**Allies.** The Order of the Gauntlet strives to protect Faerun and its people, meaning they have no shortage of allies in their cause. Any organization inclined to fight for the safety of the Material Plane and its people can often find common ground and a shared cause with the Order of the Gauntlet.

**The Emerald Enclave.** The Order of the Gauntlet often works closely with the Emerald Enclave when it comes to threats from beyond the Material Plane. Demon Princes such as Zuggtmoy and Orcus, as well as their thralls and cults, often threaten the natural world and humanoid civilization alike, meaning they frequently draw the ire of these two factions. In general, however, the Emerald Enclave often finds the Order of the Gauntlet too stuffy with their rigid hierarchies, meaning they tend not to work together unless their endeavors lead them to one another.

**The Harpers.** Though the Harpers consider the Order of the Gauntlet to be somewhat overzealous, the motives of the two factions often overlap. In striving to maintain

balance, the Harpers often fight against powerful evils, and the two factions complement one another well—the Order is not known for its subtlety, but excels in warfare, where the Harpers are less effective.

**The Order of the Even-Handed.** Operating out of Evenhand Monastery on Mount Waterdeep, the Order of the Even-Handed is led by Hlam, who trains pupils in his combative style, the Way of the Sacred Fist, which blends monastic martial training with priestly training. In the past, the Order of the Even-Handed and Order of the Gauntlet didn't see eye-to-eye, due to Hammer Lord Hykros Allumen's distaste for the blending of different teachings. Since his passing, however, the divide between the orders has narrowed, and now the Order of the Even-Handed has merged with Order of the Gauntlet, maintaining its identity and philosophy but working more closely together.

**Enemies.** As easily as the Order gains allies, so too do their efforts draw the ire of those they battle against. Most often, they come into conflict with cults and necromancers, but that's hardly the full extent of the kinds of foes they gather.

**The Cult of Asmodeus.** As divine warriors who oppose the spreading of fiendish influence into Faerun, the Order of the Gauntlet does not deal civilly with cults. As such, they fight a cold war with the Cult of Asmodeus in Waterdeep, as the cult continues to hide its activities from the Order's prying eyes, and the Order continues to investigate their doings. Were the veil between the two factions to drop, this cold war would boil over rapidly.

**The Xanathar Guild.** Though confronting organized crime is far from the Order's primary concern, the Xanathar Guild often catches their ire due to their tendency to kidnap Waterdhavians to sell into slavery in Skullport. In these cases, it is vital to prevent such kidnappings, as religious organizations tend to be poorly-received in Skullport, making investigation into lost Waterdhavians a futile endeavor.

**House Auvryndar.** In the past, the Drow House Auvryndar would sometimes undertake operations on the surface, where they would spread the worship of their dark gods to Waterdeep in hopes of finding some purchase on the surface. Given House Auvryndar's tendency to bring forth powerful demons to aid them, the Order keeps a close watch over any potential operations that make their way up.

## PERKS

**Accommodations.** In cities and towns, you can stay at the local temples, which provide a modest living at no charge. For extended stays, they may ask some labor of you in return.

**Chain of Command.** You are part of a hierarchy that provides your orders, rewarding you for your successes, and doling out punishment for misdeeds. Your authority is highly-respected when you make your faction association known, but if you are accused of misdeeds, you answer to authorities within your faction, not local law enforcement. Besmirching the Order's reputation could severely affect your standing—they take it quite seriously.

**Divine Service.** In times of need, your group can appeal to priests of the Order for aid, typically through priests of Tyr, Torm, or Helm. So long as you are in good standing with the Order, these priests can offer you spellcasting

services for any spell of up to 5th level on your group's behalf, without charge. They even provide expensive material components, so long as you can demonstrate your need. If anyone in your party can cast spells, other members of the Order may also ask the same of you, and refusing the plea of a just cause could hurt your standing within the faction.

**Equipment.** Each member of your party has a holy symbol, and a book of prayers, rites, and scriptures of your faith. The Order may also rarely loan magic items to your party, so long as there is a clear need, and you have proven yourselves capable and trustworthy. Failing to return such boons without a good reason could permanently scar your standing in the Order.

**Griffon Training.** Characters of 7th level or higher with an especially upstanding reputation among the Order may be granted the opportunity to raise and train a Griffon to serve as a mount. If so, Savra Belabranta contacts them to do so, and they must spend at least 100 days of downtime bonding with their griffon. At the end of this, they can make Animal Handling checks on their griffon as though it were a beast. An additional 150 days of training grants advantage on Strength (Athletics) checks to remain mounted on a griffon. A further 250 days grants the Mounted Combatant feat to the rider. You gain 1 renown for every 60 days you spend training in this way.

**Proficiencies.** Each member of your party gains proficiency in the Religion skill, if they don't already have it.

## CONTACTS

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Order of the Gauntlet members often interact with any of the following:

**Felix Braum.** An up-and-coming initiate in the Order, Felix (LG male human Tethyrian guard) follows in the footsteps of his great-grandfather, who joined at a young age and remained a valued member of their organization until his retirement and peaceful death. Felix, however, is young, green, and has a lot to learn. Still, though his bravery could use some work, his zeal and devotion more than prove his worth to the Order, even if his duties are rarely more demanding than “messenger” or “caravan guard”. Often impatient, he seeks his first chance at glory and sees every setback or mishap as an opportunity to prove himself.

**Gaius Nef.** An old, retired member of the order, Gaius (LG male human Tethyrian knight) spent the past decade building up Helm's Halls in Waterdeep. Though he does little in the way of duties to the cause of the Order these days, he's still considered to be a knight emeritus, and often provides more non-combatative support in the form of spell-casting and other such services. Many high-flying stories circulate about his time in the order, from trips into the Nine Hells, to a battle with a lich—he prefers not to confirm nor deny any of these tall tales, instead just responding with a bemused smile.

**Hlam.** Grandmaster of the Order of the Even-Handed, Hlam (see Appendix B of *Waterdeep: Dragon Heist*) was once a pariah to the Order of the Gauntlet. Changes in leadership, however, have put an end to this squabble, and Hlam

now works closely with the Order of the Gauntlet. Serene and reflective, Hlam rarely involves himself directly but is happy to provide advice, counsel, and spiritual guidance to those who seek it.

**Lady Harianna Hawkwinter.** A Waterdhavian noble and warrior of Helm, Harianna Hawkwinter (LG female human Tethyrian champion) commands many of the Order's activities in Waterdeep. The noble family Hawkwinter has long been responsible for military organizing and battle tactics, and she upholds this reputation strongly—the units for which she is responsible are always rigidly kept in line and run like a militia.

**Knight Captain Ingrid Highwind.** The head of Ironhand House in Waterdeep, Ingrid (LG female human Chultan knight) manages the supervision and training of new recruits, and delegates management of day-to-day operation within the city. In her office, embedded in the wall, is a sending stone she can use to send messages to the high priests at the Halls of Justice and Helm's Hall.

**Savra Belabranta.** Previously a member of a Cult of Elemental Evil, Savra (NG female human Tethyrian knight) has since repented her old ways and found comfort and succor in the worship of Tyr. Hailing from the noble Belabranta family of Waterdeep, she was once responsible for raising and training griffons for the Griffon Cavalry. She now works day and night to atone for her past wrongdoings. Her particular expertise is in breaking up cults and rehabilitating their members, as she once found redemption herself.

**Tina Toffel.** A now-retired member of the Order of the Gauntlet, Tina (LG female human Tethyrian knight) owns a candy shop in Trollskull Alley with Tansy Nylif. In contrast to most other members of the Order, Tina keeps her loyalties subtle, but nonetheless coordinates the efforts of other members, passing along intel and arranging meetups by sending messages through the children who frequent her shop.

## IMPORTANT LOCATIONS

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Adventurers serving the Order of the Gauntlet may frequent any number locations in the city, including the following:

**Evenhand Monastery.** Partway up the side of Mount Waterdeep, this little monastery is tucked away and out of sight from the city below, and belongs to the Order of the Even-Handed. Hlam, as well as several dozen of his pupils, make their home here, and in times of great need, disciples of Tyr travel up the mountain to seek guidance from them.

**Halls of Justice.** The temple to Tyr in Waterdeep, the Halls of Justice stands in the Castle Ward. Managed by Hammer Lord Hykros Allumen, they maintain a considerable number of guest quarters for members of the Order who visit from out of town.

**Helm's Hall.** Located in the Southern Ward, Helm's Hall is a massive brickwork facade whose towers give the impression of a fortification as much as a church. It grew from an existing shrine only a few decades ago and has since become an important place of worship for disciples of Helm across the Sword Coast.



**Ironhand House.** The guildhall for the Order of the Gauntlet in Waterdeep, Ironhand House stands in the Sea Ward and is where most active guildmembers train, plan, and conduct meetings. It was converted from an old manor-house donated to the Order by a wealthy patron and is decorated with the symbol of the Order.

**The Plinth.** The Plinth is a general-purpose temple dedicated to the worship of all pantheons. Though the Order has no explicit stake in this temple in the Trade Ward, they make it part of their works in Waterdeep to ensure that it is tended, kept clean, and guarded in dangerous times.

## ROLES

The Order of the Gauntlet demands that evil be annihilated, both within and without, and many come from all over to answer the call to purify oneself and bring justice to evildoers. Clerics, paladin, monks, and more often come to the Order of the Gauntlet seeking leadership and further direction. While the Order of the Gauntlet accepts creatures already devoted to deities of good the most eagerly, they are also more than willing to accept others who are just beginning their path of devotion.

The table below shows roles within the Order of the Gauntlet that you might fill, and backgrounds that are commonly associated with the respective roles.

### ORDER OF THE GAUNTLET ROLES

| Roles      | Backgrounds  |
|------------|--|
| Emissary   | Acolyte, Courtier*, Far Traveler*, Folk Hero, Hermit, Sage     |
| Knight     | Acolyte, City Watch*, Folk Hero, Knight of the Order*, Soldier |
| Scout      | Hermit, Outlander, Sailor, Soldier, Urban Bounty Hunter*       |
| Medic      | Acolyte, City Watch*, Folk Hero, Hermit, Sage, Soldier         |
| Inquisitor | Charlatan, City Watch*, Criminal, Spy, Urban Bounty Hunter*    |
| Initiate   | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Performing Sacred Rites (D).** Typically done at Helm's Halls, the Halls of Justice, or the Plinth, members of the Order of the Gauntlet can perform sacred rites to seek boons from the gods.

**Religious Service (X).** Doing charitable work at Helm's Halls or the Halls of Justice can earn a character favors from the high priests there, or improve their standing with-

in the church. Those who don't pay worship to Helm or Tyr may still find work at The Plinth, who are glad to shelter a member of the Order and offer boons in exchange for work done.

**Gladiatorial Fights (X).** Though it rarely behooves the Order as an organization, many of its members enjoy the odd row at the Field of Triumph (or even more unsavory places, if they prefer the secrecy), where they can compete in organized tourneys to sharpen their skills, build companionship in battle, and make glorious praise to their gods for all to see. Though the Order doesn't encourage its members to compete in such activities, they have no qualms about using success stories of their members as recruiting tools for new initiates.

**Research (P, X).** Though not a scholarly order, the Order of the Gauntlet do keep extensive historical records of their many missions, and allow their members to use these records to forearm themselves in missions against great and dangerous evils. When using their records to research fiends or undead, you can treat their resources at locations such as Ironhand Hall as a well-stocked library, gaining advantage on the check.

## ZHENTARIM (DOOM RAIDER BRANCH)

*To properly use the Zhentarim (Doom Raider branch) as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

With the Zhentarim as your group's patron, you are leaning into a life of crime and opportunistic profiteering. The Zhentarim is known by many names as any self-respecting shadow organization should, the most common being the Black Network. Based in the Moonshae Isles, the faction seeks to have political influence throughout the land, freely hiring any ambitious and fiercely loyal individual.

The leading members of the Waterdeep's branch of the Zhentarim are a group of ex-adventurers known as the Doom Raiders. They earned their reputation from delving into the lairs of liches, commonly known as "dooms". With their life of adventuring behind them, Doom Raiders seek an alternative lifestyle through establishing an economic foothold in Waterdeep for the Zhentarim. Unfortunately, they ran into some complications thanks to the faction fracturing under two competing leaders; the Doom Raiders and Manshoon.

Aside from those difficulties, they've been moderately successful in their goal. The Doom Raiders have expertly split to build connections, debts, and allegiances with countless guilds and nobles. As a patron, the Zhentarim place the adventurers as hired muscle, spies, or individuals who aren't afraid to get their hands dirty. One thing is guaranteed when working for the Zhentarim, there is little rest for the wicked.

"Oh, you mean the Doom Raiders. They used to deal with liches, you know that, right? Hard not to respect them for that."

-Bonnie, a barmaid at the Yawning Portal



**Allies.** Unfortunately for the Waterdeep branch of the Black Network, friends are few and far between. This branch is far from their base of operations, forcing them to rely only on each other to survive. However, they've established connections with some of the following groups:

**Mercenaries.** For what friends the Zhentarim don't have, they have ample enough coin to buy them. Because while money can't buy happiness, it can buy the guaranteed unhappiness of whoever is on the receiving end of an encounter with hired thugs. Mercenaries hired that show potential are further trained by Tashlyn Yafeera, however, most aren't told they're working for the Zhentarim until they prove they can be trusted.

**Waterdeep's Elite.** Contrary to popular belief the criminal network of the Zhentarim is closely connected to the City Guard. The Doom Raiders have infiltrated numerous social circles and businesses around Waterdeep. Tashlyn Yafeera, the Master of Arms and Mercenaries, is in fact a captain of

the City Guard. A position that grants her reasonable power to steer the guard as she pleases towards nuisances or away from their more illicit activities. While thanks to Davil Starsong's negotiation skills and Istrid Horn's illegal lending operation, they have contacts with the most influential nobles and guild masters.

**Enemies.** It is difficult to establish a criminal foothold in a city without breaking a few eggs, limbs, and laws. There are countless factions aware of the Zhentarim's intentions for Waterdeep, seeking to usurp them at every opportunity. Groups include but certainly are not limited to:

**Harpers.** For as long as the Zhentarim has existed, they've been bitter enemies of the Harpers. The ever-present altruistic spies of the Harpers impede the Zhentarim's morally ambiguous or outright evil businesses at every turn. Both being factions that operate from the shadows, each organization frequently keeps the other on its toes. The Doom Raiders have to beware as any contact they make could be Harper sympathist or worse, a spy.

**Manshoon's Black Network.** The Zhentarim's arrival in Waterdeep has only been further complicated by the group splintering into two; one led by the Doom Raiders and the other by the archmage Manshoon. This rift between the groups stems from conflicting goals where the Doom Raiders seek economic control, Manshoon seeks nothing less than absolute dominion. The Doom Raiders fear that Manshoon will drive them out of Waterdeep, to that end he must be eliminated.

## PERKS

With the Doom Raiders as your group's patron, you gain the following perks.

**Connections.** Thanks to the Doom Raiders' efforts, they have many friends in high places, including the City Watch, guild leaders, and noble houses. If ever arrested, the Zhentarim ensures a hasty release under the assumption that you will do them a favor when freed. Alternatively, meeting any of these connections can be requested.

**Contraband.** Being smugglers of weapons and other illicit goods, you have access to the Zhentarim's illegal trade; which includes weapons, poisons, and narcotics.

**Hired Help.** The Doom Raiders pride themselves on being able to provide the right person for each job. As such, the party has a reduced price when requesting Tashlyn's affordable mercenaries or hiring Ziraj's assassination services. These prices may increase or be outright refused if the party sends mercenaries on multiple failed missions or cause Ziraj to be captured.

**Proficiencies.** Each member of your party gains tool proficiency in one of the following: thieves' tools, poisoner's kit, or forgery kit.

**Safe Houses.** The Zhentarim maintain safe houses or other secret hiding spots across Waterdeep. Your group knows how to locate these nondescript redoubts and can maintain a poor lifestyle in one for no cost. Revealing a safe house, whether purposefully or by accident, causes you to lose favor with the Zhentarim and may see you banned from using them.

**Zhentarim-Owned Business.** The Zhentarim have their

clutches over numerous businesses, along with one's owned by key members. For example Skeemo's potion shop or Istrd's illegal lending business. When you buy from one of these businesses, you get a 5 percent discount. The DM decides what goods and services are available.

## CONTACTS

Zhentarim mercenaries should expect to frequently interact with the following personalities:

**Devil Starsong.** The current "face" of the Zhentarim in Waterdeep is the delightfully charming sun elf, Devil Starsong (see Appendix B of *Waterdeep: Dragon Heist*). His title is the Master of Opportunities and Negotiations, putting him in a position to frequently meet new people such as the adventurers. Devil is the man to speak to in order to contact any other member of the Doom Raiders. He'll be the most common point of contact.

**Istrid Horn.** The unquestionable moneymaker is the shield dwarf, Istrid Horn (see Appendix B of *Waterdeep: Dragon Heist*), Master of Trade and Coin. Her business concerns illegal lending, ensuring unsuspecting nobles end up in thousands of gold worth of dept. Those indebted to her, give her power, and failing to pay has dire consequences. If the adventurer's ever need money, Istrid is their contact alternatively she may send them to collect payments however they see fit.

**Skeemo Weirdbottle.** As the Master of Magic, the gnome alchemist Skeemo Weirdbottle (see Appendix B of *Waterdeep: Dragon Heist*) dabbles in brewing potions for mostly nefarious ends. A skilled wizard, he often views much of the work the Doom Raiders provide to be beneath him, not that he'll ever vocalize those thoughts. If something weird and magical is afoot, the heroes are pointed Skeemo's way.

**Tashlyn Yafeera.** Contact with the Master of Arms and Mercenaries, Tashlyn Yafeera (see Appendix B of *Waterdeep: Dragon Heist*) is a rare occasion. She's established herself as a City Guard captain, thanks to working for Vorondar Levelstone, a magister. Outside of her duty, she spares what little free time she has to train mercenaries in the art of combat, which for Tashlyn mostly consists of beating them near senselessly, but that is a lesson in itself. Anyone managing to best Tashlyn martially is rewarded with her rarely granted respect.

**Yagra Stonefist.** Wherever Devil Starsong is, the half-orc mercenary, Yagra Stonefist is assured to be nearby. She's hired to protect him at all costs, a job that unfortunately rarely provides enough entertainment. Still, when visiting the Yawning Portal, she'll be quick to point the adventurers in the right direction or challenge them to arm wrestles. Yagra Stonefist has the statistics of a thug, with the following changes:

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

**Ziraj the Hunter.** The least known member of the Doom

Raiders is the resident Master of Assassination, Ziraj the Hunter (see Appendix B of *Waterdeep: Dragon Heist*). In the event that the Zhentarim requires someone killed, Ziraj is sent to carry out the deed. While he has a preference for working alone, for challenging targets Ziraj may be a point of contact to assist in the pending assassination.

## IMPORTANT LOCATIONS

The Yawning Portal. Davil Starsong spends most of his time in the Yawning Portal to handle schmoozing and general business meetings (under the protection of Yagra Stonefist). Considering the Doom Raiders are ex-adventurers, they find the Yawning Portal reminds them of their time on the road. For as long as they don't cause trouble, Durnan the proprietor has no issue with them being frequent customers.

**Warehouses.** Establishing an economic foothold requires a good number of businesses and contacts. These take the shape of scattered warehouses throughout Waterdeep. These Zhentarim warehouses are where illicit goods or thugs needing to evade prying eyes can reside. These locations are often purchased outright or claimed in exchange for paying mounting debts to Istrid Horn. However, some warehouses are in fact operated by the opposing branch of Zhents, leading to frequent confusion and occasional death.

**Weirdbottle's Concoctions.** As a front for the Zhentarim's magical activity, Skeemo Weirdbottle owns a cramped shop in the Trades Ward, where non-magical potions and elixirs are sold. Whereas to friends to the Zhentarim, all sorts of wondrous magical potions are distributed to assist with missions.

## ROLES

As the leaders of a faction fraction, the Doom Raiders are hungrily seeking any who will swing to their side of the network. Those seeking riches, influence, infamy, political standing, or other kinds of personal gain (usually at others' expense) will often find themselves eventually working for these ex-adventurers. A select few are also looking for adventure, and some simply for community, not fully realizing the implications that often come with working alongside this faction until the ramifications loom over them.

The Zhentarim (Doom Raider branch) Roles table below gives examples of different roles that you may find yourself filling, and backgrounds often associated with each.

### ZHENTARIM (DOOM RAIDER BRANCH) ROLES

| Roles     | Backgrounds   |
|-----------|---|
| Muscle    | City Watch*, Criminal, Outlander, Sailor, Soldier, Urban Bounty Hunter*   |
| Messenger | Criminal, Folk Hero, Noble, Outlander, Urban Bounty Hunter*, Urchin       |
| Recruiter | Charlatan, Entertainer, Far Traveler*, Noble, Solider, Mercenary Veteran* |
| Fence     | Acolyte, Charlatan, Clan Crafter*, Guild Artisan, Noble                   |
| Informant | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Crime (T, X).** Occasionally a job comes by that is too good to refuse, Davil sends the party to get their hands dirty.

**Gambling (X).** Fortune favors the bold, exactly why the Zhentarim operate occasionally rigged gambling rings.

**Loan Collecting.** Occasionally a debt isn't paid and Istrid sends the party to go collect. But a successful loan collector knows when to act kind and when to break bones.

The character makes three checks: Wisdom (Insight), Charisma (Persuasion or Intimidation), and Strength (Athletics). The DC for each of the checks is  $5 + 2d10$ ; generate a separate DC for each one. Consult the Loan Collecting Results table to see how the character did.

### LOAN COLLECTING RESULTS

| Successes   | Results   |
|-------------|---|
| 0 successes | Earn nothing, the debtor either refused or seemingly didn't have the money. |
| 1 successes | Half of the loan payment was collected. (1d10 x 10)                         |
| 2 successes | Full loan collected. (1d10 x 25)  |
| 3 successes | Full loan collected with added interest. (1d10 x 50)                        |

**Pit Fighting (X).** Unofficial, unlicensed, and unsanctioned. What better way to earn gold than by facing aspiring Zhentarim mercenaries under Tashlyn's watch.

**Running a Business (D, X).** Potentially as fronts for money laundering or wanting to keep an eye on their allies, the Doom Raiders ask the party to oversee a particular business.



# CHAPTER 2: VILLAINS AS PATRONS

## BREGAN D'AERTHE

*To properly use Bregan D'aerthe as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

Bregan D'aerthe is a mercenary company based out of the Underdark city of Menzoberranzan, but with intentions to expand its operations across the surface.

Led by its founder, the dashing and unscrupulous drow scoundrel Jarlaxle Baenre, the mercenary company consists mostly of disenfranchised male drow but will allow anyone with the right combination of ambition, resourcefulness, and ruthlessness to join its ranks. The company's mercenaries are experts at infiltration and subterfuge and go to great lengths to conceal their existence from the powers-that-be on the surface.

In the Underdark, Bregan D'aerthe's mercenaries are often hired by powerful drow noble houses to spy on rivals, to acquire rare or elusive items, or even for wholesale assaults on enemy houses. On the surface, Jarlaxle has fewer clients but more autonomy, and seeks to create a net of powerful—and profitable—footholds in the cities along the Sword Coast.

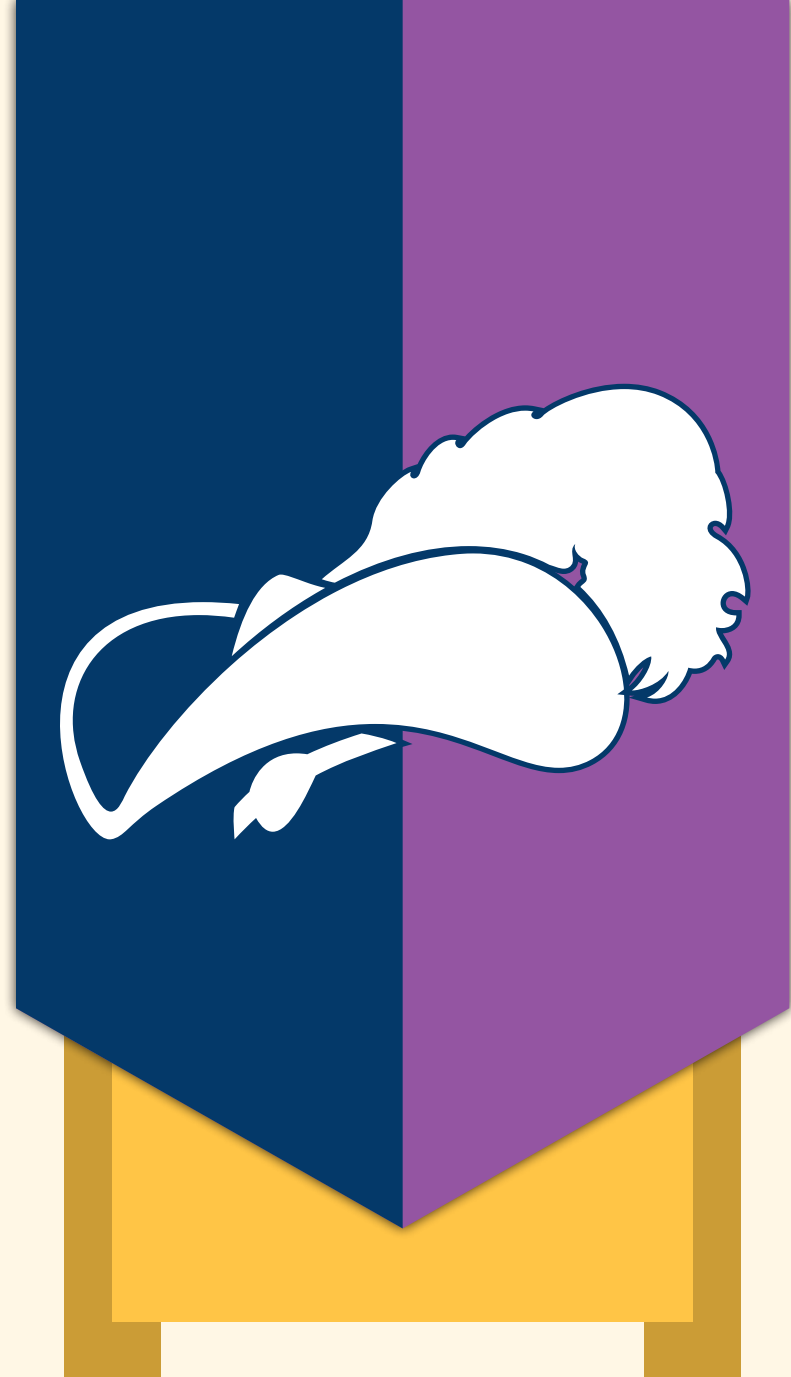
Bregan D'aerthe's base of operations on the surface lies to the north in Luskan, but Jarlaxle is determined to establish a strong presence in Waterdeep as well. To that end, he wants to ingratiate himself with Laeral Silverhand and the other leaders of Waterdeep. The end goal is to get Luskan admitted into the Lord's Alliance and to create a permanent base of operations in Waterdeep.

**Allies.** Bregan D'aerthe prefers to go unnoticed and unseen, which also makes it hard to acquire true allies. Even so, Jarlaxle – wearing various disguises—has managed to establish friendly relations with a few factions in Waterdeep.

**Laeral Silverhand.** While not necessarily an ally yet, Jarlaxle is intent on making a friend of Waterdeep's Open Lord. For now, Laeral Silverhand (see Appendix B of Waterdeep Dragon Heist) is aware of Bregan D'aerthe's presence in Waterdeep and seems to tolerate it, while Jarlaxle will go out of his way to prove his friendly intentions to Laeral by acting as a staunch ally.

**House of Inspired Hands.** Curious by nature, Jarlaxle is deeply fascinated by the inventions created by Gond's worshipers and has struck up a friendship with the temple's leadership, including the bronze dragonborn priest Valetta.

**House Amcathra.** The drow mercenaries have struck up an unlikely alliance with one of Waterdeep's foremost noble houses, the Amcathras. The mercenaries have several dealings with the noble house, which are also their partners in investment in firearms.



**Enemies.** While not many know that Bregan D'aerthe exists, or that the organization is present in Waterdeep, most of those who do find the meddling drow decidedly unwelcome.

**Xanathar's Guild.** In his attempts to appease Laeral Silverhand, Jarlaxle has directed Bregan D'aerthe to infiltrate and frustrate the activities of Waterdeep's most prominent criminal syndicate. Not a friendly being to begin with, the Xanathar now nurtures a fervent enmity towards Bregan D'aerthe and its agents.

**Cult of Asmodeus.** According to vicious rumors, the Lord of the Nine, Asmodeus, has a secret following among some of Waterdeep's noble houses. Jarlaxle is going to great lengths to spread these rumors in an attempt to undermine Waterdeep's nobility. In turn, many noble houses would dearly love to see the rogue and his brigands eliminated.

## PERKS

With Bregan D'aerthe as your group's patron, you gain the following perks.

**Compensation.** The mercenary company keeps most of its mercenaries on a retainer, usually around 1 gp per day, with added compensation for completing specific tasks.

**Acquisition.** Bregan D'aerthe's mercenaries are experts of acquisition. Though it is often your group's job to acquire things and not to order them acquired, there may be scenarios where Bregan D'aerthe's other agents are better suited for the acquisition of a specific object.

**Problem Solving.** As a member of Bregan D'aerthe, you may sometimes find that problems are mysteriously solved for you. The troublesome innkeeper who wouldn't speak with you is suddenly very forthcoming, the guard captain that was out to get you decides to apologize instead, or the ruffian you've been quarreling with disappears without a trace.

**Recreation.** Sea Maiden's Faire plays host to a multitude of different recreational events, including acrobatic shows, dinner parties, and gambling events. As a member of Bregan D'aerthe, your name is always on the invite list.

**Resources.** Bregan D'aerthe possesses a veritable treasure hoard of useful trinkets, minor valuables, exotic ingredients, and illegal substances, which you may be allowed access to. In particular, magic items that aid the mercenaries in their various jobs, such as hats of disguise, bags of holding, and boots of elvenkind, as well as various spell scrolls and wands, may be available to you.

**Reinforcements.** Your group is far from the only mercenaries in the company. For particularly dangerous or important missions on behalf of Bregan D'aerthe, you can expect aid from one or more drow elite warriors, drow gunslingers, or even a drow mage.

## CONTACTS

With Bregan D'aerthe as your patron, you might frequently interact with the following.

**Jarlaxle.** The leader of Bregan D'aerthe is an enigmatic dark elf with a penchant for deception and trickery. Possessed of an endless charm, carefree manner, and supreme confidence, Jarlaxle (see Appendix B of *Waterdeep: Dragon Heist*) is almost never caught off-guard—and even when he is, you probably wouldn't know it. While he has remarkable looks—he usually wears a big hat on his bald pate, an eyepatch over one eye, and flamboyant clothes, Jarlaxle is most often found wearing one magical disguise or another, making it hard to tell when you're talking with the mercenary leader himself or one of his associates.

**Lieutenants.** Jarlaxle employs three close lieutenants in Waterdeep: Fel'rekt Lafeen, a male drow who was born female, Krebbyg Masq'il'yr, and Soluun Xibrindas. Out of these three, Fel'rekt is most likely to be a sympathetic and genuinely interested contact, while Krebbyg comes off as rash and overly reckless. Soluun Xibrindas is cold and aloof, often treating non-drow with casual disrespect or outright scorn. Appendix B of *Waterdeep: Dragon Heist* holds more information about these lieutenants.

## IMPORTANT LOCATIONS

Bregan D'aerthe agents often visit any number of locations, including the following:

**The Sea Maiden's Faire.** Wearing the disguise of Zardoz Zord, an Illuskan sea captain, Jarlaxle commands Bregan D'aerthe from the ship *Eyecatcher*, which is docked in Waterdeep's Dock Ward alongside its sister ships *Heartbreaker* and *Hellraiser*. The ships are ostensibly a floating carnival and the Bregan D'aerthe mercenaries working on them are all magically disguised as humans. You can learn more about Sea Maiden's Faire in Chapter 7 of *Waterdeep: Dragon Heist*.

**Seven Masks Theater.** Disguised as Rongquan Mystere, Jarlaxle poses as the owner of the Seven Masks Theater in the Dock Ward. The theater is often used as an inconspicuous place to meet with contacts both within and outside the company.

## ROLES

If you are working for Bregan D'aerthe, you are likely pursuing excitement, power, or wealth—or a healthy combination of all three. While the organization consists mostly of male drow, females are sometimes invited to join up, if they renounce the dark elf matriarchy. Likewise, non-drow that impress Jarlaxle are also sometimes invited to join the ranks of the mercenary company. As a member of Bregan D'aerthe, you are expected to stay ready to pick up various odd jobs and minor missions.

The Bregan D'aerthe Roles table suggests positions you might fill in the organization and the backgrounds frequently associated with each role.

### BREGAN D'AERTHE ROLES

| Roles       | Backgrounds  |
|-------------|--|
| Enforcer    | City Watch*, Criminal, Knight of the Order*, Outlander, Sailor, Soldier          |
| Infiltrator | Acolyte, Charlatan, Entertainer, Mercenary Veteran*, Noble, Urban Bounty Hunter* |
| Logician    | Acolyte, Courtier*, Criminal, Folk Hero, Noble, Sage                             |
| Spy         | City Watch*, Criminal, Entertainer, Inheritor*, Soldier, Urchin                  |
| Mercenary   | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

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T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (D, X).** Jarlaxle not only allows, but indeed encourages, Bregan D'aerthe's mercenaries to enjoy them-

selves by indulging in regular carousing. Indeed, this is one of the best ways to learn new and useful information about both allies and enemies.

**Crime (T, X).** As most of Bregan D'aerthe's mercenaries are of a rougher sort, small-scale criminal activity on behalf of the company's members is both expected and tolerated. The cardinal rule still applies: however, don't get caught! Wishing to remain in Laeral Silverhand's good graces, Jarlaxle frowns upon any activity that draws significant attention from the City Watch or the Gray Hands.

**Sowing Rumors (D).** Bregan D'aerthe's goals in Waterdeep rely heavily on undermining various other powerful factions, such as the nobility and the Xanathar's Guild. Jarlaxle encourages his mercenaries to spend their downtime sowing rumors and will often richly reward particularly effective or ingenious slander.

**Training (P, X).** Bregan D'aerthe employs a diverse crowd of warriors, spellcasters, priests, and a multitude of denizens of the Underdark, most of whom have exotic and rare skills to teach. Members of Bregan D'aerthe can receive training at half the ordinary cost to gain proficiency with various tools and skills.

| Training   | Days   |
|--|--|
| Acrobatics, Arcana, Sleight of Hand, or Stealth              | 300 days; this may replace one of your other skill proficiencies |
| Disguise Kit, Forgery Kit, Poisoner's Kit, or Thieves' Tools | 100 days   |
| Hand Crossbow, Rapier, or Scimitar                           | 300 days   |
| Firearms   | 600 days   |

## CULT OF ASMODEUS

*To properly use the Cult of Asmodeus as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

This secret cult that pervades Waterdeep has members from every socioeconomic level in the city. High-class members provide the bulk of the funding, middle-class members provide the bulk of the work, and low-class members provide the bulk of the sacrifices—all at personal cost.

The cult was founded a few years ago by Lord and Lady Cassalanter when they traded the souls of their children to Asmodeus in exchange for power and wealth. Their immediate and exceptional success brought them ambitious people asking how they could accomplish the same, and since that time the cult has steadily grown.

The headquarters of the cult is a repurposed temple under the Cassalanter home. Previously dedicated to Siamorphe, the temple has since been desecrated and is used once every ten days at midnight as a gathering place for those that worship Asmodeus, Lord of the Hells. This is also where Lord and Lady Cassalanter learn their master's will, give commands to their underlings, and ensure that those commands are carried out.

The leadership in the cult mostly follows the social framework of the city, with nobility usually ranking higher than the common folk, and Lord and Lady Cassalanter as the unquestioned lesions for Asmodeus himself.



While Lord and Lady Cassalanter hold The Lord of the Hells as their highest priority, they also hope for the lives of their children, which must be bought back at high price. For this reason and others, the cult seeks to gain great riches and command persons and objects alike.

**Allies.** Unfortunately for the cult, devil-worshipping doesn't exactly make you popular, and leaves the cult with little ability to form bonds with any level of trust. There is however, one notable exception to this rule:

**Cassalanter Banking Services.** The Cassalanter business is inevitably connected to the secretive cult, but practically nobody within the business knows this outside of the Cassalanter family. The usual mode of operations is for either Ammalia or Victorio to make the transaction or involve the business personally, to make sure there are no slips, or else send a trusted individual in their stead with a note of approval.

**Enemies.** Though many say that they like to “play devil’s advocate”, few actually do—and they would take the first opportunity available to betray the cult. On top of this, Asmodeus does not look kindly on those who stand in his way, and those who follow him take a similar stance.

**Bregan D’aerthe.** This drow gang is somehow constantly operating at odds against the cult, and they always seem to be one step ahead. On top of that, divination magic points to them as the source of the rumors that are bringing the cult’s existence to the public eye. This has led the leaders in the cult to be annoyed, alarmed, and more than a little vengeful. Some cultists have noticed that the enmity between the two really began shortly after Loreloth entered the cult, and wonder if he might be using the cult with ulterior motives, acknowledging that Jarlaxle Baenre, Fel’rekt Lafeen, Krebbyg Masq’il’yr, and Soluun Xibrindas often end up on the hit list. Those same cultists tend to either mysteriously disappear, become the next sacrifice, or suddenly completely change their stance and claim that Loreloth is one of the most devoted members of the cult.

**Harpers.** The mere mention of the Harpers is enough to twist the face of a cultist into a furrowed brow accompanied by a hateful curled lip. As ambitious conspirators who lust after power and wealth, the Cult of Asmodeus continually finds themselves avoiding or ambushing Harpers. Unfortunately for the cult, Harpers are loyal to a fault, and will often take it upon themselves to personally investigate the demise of an ally, exponentially leading to either more avoidance or more ambushes. As mortals who have irrevocably traded their lives away, nothing aggravates the Cult more than persons who seek to undo what they bargained for.

**Order of the Gauntlet.** While the Cult of Asmodeus tries to push evil’s purposes forward, the Order of the Gauntlet does the same in the opposite direction. The cult has also noticed that The Order of the Gauntlet has been oddly attentive towards and shown dogged pursuance after Lord and Lady Cassalanter. Impish scouts and watching devils confirm that agents from the Order of the Gauntlet are monitoring some of the higher ranking members, which has brought the simmering loathing for the Order to a boiling hatred amongst many members of the cult.

## PERKS

With The Cult of Asmodeus as your patron, you gain the following perks:

**Cursed Items.** The Cult, as an auxiliary to Asmodeus, is constantly looking to add souls to the damned of the hells. As such, if a member of the cult asks for a cursed item that will lead the accursed towards eternal torment at the hand of devils, they can usually acquire such at little or no cost to themselves. Whether the item is intended to be used by the cultist or a victim is almost irrelevant, as either will result in the departure of souls into the hells.

**Devilish Support.** Lower ranking devils, such as imps, can be requested from the cult as aids in your work—usually for spying, tormenting, or as an extra pair of hands. Be warned, however, that mortals are not devils, and so the imp (or similar creature) bears no loyalty to the mortal and will often betray them in return for personal glory the moment that it sees an opportunity.

**Exchanges.** While Waterdeep is expansive, finding exactly the item you need can often take time, which cultists are constantly convinced that they don’t have enough of. If you know the value of something, you can place monetary payment or other compensation on the altar of Asmodeus in the Temple. If The Lord of the Hells sees fit, there will be a flash of infernal fire and your offering will be replaced by the item you seek. Or perhaps the item that Asmodeus thinks you should have been seeking.

**Infernal Charms.** While Asmodeus prefers to work in secret, he adores leaving his mark on places and individuals. This serves to strike fear into his enemies and lead ambitious souls directly to him. As such, those who wish to set or receive an Infernal Charm often have their wishes granted. A typical charm usually carries the benefits of a potion or a spell and vanishes after a certain amount of time or number of uses.

**Pacts.** The cult is more than willing to sponsor deals with devils. They provide the venue and the menu, so to speak, and all you have to do is agree. The devils might offer to expand your skills to include warlock capabilities, servitude for a time or for an accomplishment, some kind of magic, or other possibilities. The devil offers something immaterial, as mentioned above, and a character might offer services, behaviors, a favor in kind, or something along those lines.

**Supplies.** The Cult to Asmodeus is particularly well stocked with average supplies for wicked purposes such as theft, deceit, murder, blackmail, and torture of all kinds. Average supplies such as weapons, disguises, traps, and the like can usually be loaned. But be warned, just because something is easily replaced does not necessarily mean that it will not be missed if it is not returned or replaced with a suitable substitute.

## CONTACTS

Cultists are fiercely devoted to the cult, and will often work together to accomplish their goals. The below are those that may try to use you, or might be able to be used by you:

**Asmodeus.** Though you might not find yourself in direct audience with the Lord of the Hells immediately, this cult has access to his ear should they see that you are deserving of it. Characters with 25 or more renown might even be granted an audience upon request.

**Cassalanter Family.** This enigmatic family has been in Waterdeep for centuries, and while they are recognized by many, their personal life is known by very few. Victorio and Ammalia, the parents, are the heads of the Cult of Asmodeus, making them important contacts for every member of the cult. The Cassalanter have many other things to attend to, within and without the cult, but the cult is small enough that they know every cultist by name and have a personal relationship with most of them. The Cassalanter are outlined in detail in *Waterdeep: Dragon Heist*.

**Baristan Family.** The Baristan family consists of the mother and father, Christina and Edvaldo (LN female and male human Tethyrian veterans) respectively, and their 3 young children. They live in a three-story townhome adjacent to the North Ward Branch of the Cassalanter bank, which Edvaldo manages, and they often house travelers from near and far. The parents are secretly members of the



cult, holding the consort position (30 renown), and will occasionally kidnap a foreigner to sacrifice or possibly indoctrinate them to carry the occult teachings abroad. Christina is also an administrator of the city watch and is sometimes able to cover the tracks of the cult.

**Gysheer Omfreys.** Gysheer (LE female Tethyrian human cult fanatic) is simply an overzealous member of the devil-worshipping cult, but does know the ins and outs of the cult better than most. Because she spends so much of her time actively involved as a darkness (20 renown), and not distracted by other things, she actually knows more than Victorio does in some respects. She is your initial contact with the cult. She speaks as if everything she says is a secret, and starts many of her sentences with the phrase “I don’t know about you, but I think...” even if it doesn’t make sense. This is intentional, as it slightly confuses many people and occupies their mind trying to figure out what she meant, leaving them less brainpower to try and outsmart her.

**Loreloth.** A drow warlock of the scepter position (40 renown) who leads a branch of this cult, located in a secret base within the right hand of The God Catcher. Loreloth is a disaffected member of Bregan D’aerthe who was initially brought in to be a sacrifice to Asmodeus after being ambushed in the streets while hiding due to a failed mutiny against Jarlaxle Baenre. Instead, he was allowed to join the cult when he pledged his undying devotion to the Lord of the Hells. He rose through the ranks quickly, and his sect has made notable efforts to obtain the Stone of Golorr, an artifact supposed to contain secrets to a massive cache of riches hidden somewhere in Waterdeep. Loreloth is a drow **cult fanatic** with the following changes:

- He is lawful evil.
- He has these racial traits: he has advantage on saving throws against being charmed; magic can’t put him to sleep; he has 120 ft. of darkvision; he has disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when he, the target of his attacks, or whatever he is trying to perceive is in direct sunlight; he speaks Common, Elvish, Infernal, and Undercommon.
- He lacks the Spellcasting trait.
- He has the Pact Magic and Innate Spellcasting traits, as follows:

**Innate Spellcasting.** Loreloth’s innate spellcasting ability is Charisma (spell save DC 12). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *faerie fire*, *darkness*

**Pact Magic.** Loreloth is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *disguise self*, *eldritch blast* (range 300 ft., +3 bonus to each damage roll), *minor illusion*

1st-2nd level (2 2nd-level slots): *armor of agathys*, *hellish rebuke*, *darkness*, *hold person*, *misty step*

**Willifort Crowelle.** Willifort is Victorio Cassalanter’s personal valet, who usually appears as a elderly tiefling, but is

actually a doppelganger. He passively ensures that cultists are completely loyal at all times by making sure that every cultist knows that he is a shapeshifter. He goes out of his way to talk with members of the cult in all kinds of environments, under many different guises, making it a point to polymorph and say “Glad to see we can keep you in good faith” afterwards. This ensures that cultists never betray cult secrets, because practically anyone could actually be Willifort in disguise. Willifort holds the scepter position (40 renown) and is outlined in detail in *Waterdeep: Dragon Heist*.

## IMPORTANT LOCATIONS

Those affiliated with The Cult to Asmodeus will likely find themselves at one or more of the following locations for secret meetings, rituals, and the like:

**The Temple of Asmodeus.** This structure under the Cassalanter estate in the Sea Ward is close enough to the water to cause a permanent dampness to the air, heightening the oppressive ambiance. An underground stream leads away from the temple’s lower level and eventually lets out in the Mud Flats northwest of Waterdeep. This secret desecrated chapel used to be dedicated to Siamorphe, and is described in detail in chapter 6 of *Waterdeep: Dragon Heist*.

**God Catcher.** This formidable statue is home to all kinds, including a sect of the devil-worshipping cult. The hollowed out right hand of the God Catcher has been named, amongst cultists, after the branch that operates from within it: the Right Hand of Nessus. Throughout and beneath the statue runs a system of tunnels that connect to apartments, passageways, and the sewers. Murder can be a sticky game, and cultists often speak to persons through the walls and the ground—trying to get others to do their dirty work by masquerading as gods foretelling prophesies of destruction unless certain persons are killed.

**Cassalanter Mausoleum.** Notable listings are absent, some of which are entombed without true rest in the Temple of Asmodeus. There is also a secret passage here to the first level of Undermountain, connecting to one of the northeastern-most dead ends on the first map from Waterdeep: Dungeon of the Mad Mage. Cult meetings are sometimes moved to the Mausoleum, the passage that extends from it, or even undermountain. Undermountain especially is also a popular place to hide evidence, and sometimes keep prisoners.

**Debutante Apartment.** This windmill is old, older than Waterdeep. Because of this, it holds many spirits within it, providing a perfect place to indoctrinate newcomers. A safe distance from the more important locations, an apartment in the upper story is the initiation room where new acolytes begin their journey into darkness.

**Avernian Audience Hall.** Cultists are rarely summoned here, and are being wildly rewarded or horrifically punished when they are. Transport is provided by devils, and the overall experience is a harrowing ride that has proven too much for some mortal minds to handle. Even Lord and Lady Cassalanter can count the times that they have been on one hand between the two of them, and they both agree that it is an awful experience, even when Asmodeus is pleased.

## ROLES

Asmodeus can offer impressive power to those who are willing to pay the price. Many come to him to gain the upper hand—but beware, greater power comes at increasingly steep prices. Those seeking wealth, fame, longevity, a particular prize, or any number of things may find themselves bound to the archdevil's service.

Some avoid selling their souls outright, sometimes for impressive amounts of time, and think that they have outsmarted the fiends. Devils are quite adept at entangling people in their snares, however, or else guide them down a path that takes them to hell without ever requiring the soul as a bargaining chip.

The Cult of Asmodeus Roles table suggests positions you might fill in the cult and the backgrounds frequently associated with each role.

### CULT OF ASMODEUS ROLES

| Roles          | Backgrounds   |
|----------------|---|
| Effectuator    | Criminal, Knight of the Order*, Soldier, Mercenary Veteran*, Urban Bounty Hunter* |
| Interrogator   | Charlatan, City Watch*, Criminal, Noble, Soldier, Urban Bounty Hunter*            |
| Muscle         | City Watch*, Mercenary Veteran*, Outlander, Soldier                               |
| Proselytizer   | Acolyte, Charlatan, Courtier*, Far Traveler*, Sage                                |
| Soothsayer     | Acolyte, Cloistered Scholar*, Sage, Far Traveler*                                 |
| Recent Convert | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

### SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Assassination.** The cult would never survive in the open, and so the cult is always listening for who might be spreading rumors, and adding them to the ever-expanding hit list. Many of the targets will never even have attempts made against them, as the list is constantly being reorganized as suspicions are confirmed or dismissed. Speak to a cultist with 30 renown or more if you don't know who is next on the hit list.

**Hunting.** Waterdeep is full of all kinds of people. Plenty of them would join the cult, but aren't aware that it exists. As it stands, they might lack support, might get themselves hurt or killed, or worse, may be working for enemies of the cult.

That's a terrible waste of potential, and so the cult often sends people out to see who might be interested in joining them in their devil worshipping. Approach potential proselytes without revealing your personal identity, and ensure they know to keep the invitation a secret if they want to live.

**Imp Training.** Imps are fiendish little critters, and they need to be trained so as to carry information accurately, not give themselves away, and otherwise complete assigned tasks. Doing so enables you to understand devils better and interact with them more successfully in the future. Imp training is hard work; leaders will note you for your willingness, peers will thank you for taking care of it, and those below you will look to you as an example of devoted sacrifice. Loreloth leads the largest imp-training program, in the God Catcher, but others do exist.

**Indoctrination (X).** New recruits must be carefully taught the tenets of the cult and encouraged to work with ambition. These gatherings are usually held in the old windmill to keep private locations and sacred artifacts away from prying eyes. The more people you help to bring in, the more people know and respect you personally within the cult.

**Worship (D).** While contracts dictate the transactions between devils and mortals, those who prove to be profitable servants are likely to be extended more favorable contracts. Offering treasure, professing loyalty, removing obstacles, and perpetuating the devils' purposes are just a few examples. Lord and Lady Cassalanter hold worship services where instruction is given once every tenday in the temple to Asmodeus.

## XANATHAR GUILD

*To properly use the Xanathar Guild as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast. It may also be useful to have access to Waterdeep: Dungeon of the Mad Mage, by Wizards of the Coast, and Skullport: Shadow of Waterdeep, by Cassandra MacDonald.*

The most powerful crime syndicate in Waterdeep, the Xanathar Guild controls more of the city's operations than the noble houses would like to admit. Their network is primarily spies and bravos, though they also have mages, engineers, and even some nobles on the payroll. On the surface, in Waterdeep, they don't engage in anything so grandiose as protection racketeering, instead, focusing on running gambling houses and vice dens in the Field Ward and Dock Ward.

These operations are made profitable by the conservative use of blackmail, bribes, and threats, as well as espionage from within the system, giving a veneer of civility to the guild's operation. Beneath Waterdeep though, in the subterranean town of Skullport, all bets are off. The Xanathar Guild rules with an iron fist there and brooks no insolence. They demand taxes from all businesses, protection money from all residents, and respect from anyone who crosses their path. Those who cannot meet their demands are killed, imprisoned, or enslaved and sold.

At the head of their organization is Xanathar itself, a mysterious and enigmatic gang boss who oversees the operations. All manner of mythology and rumors surround

this figure, who has ruled the faction for centuries. Some believe them to be an especially-ambitious elf, while others suspect an immortal mage such as a lich. In truth, Xanathar is a beholder, and there have been numerous Xanathars over the years. Each time one dies, another usurps the position and claims the previous Xanathar's empire. The only thing that remains consistent is Xanathar's immortal paranoia. Knowing the fate of its predecessor, each Xanathar becomes more cautious than the last, seeing betrayal at every bend and death on every doorstep.

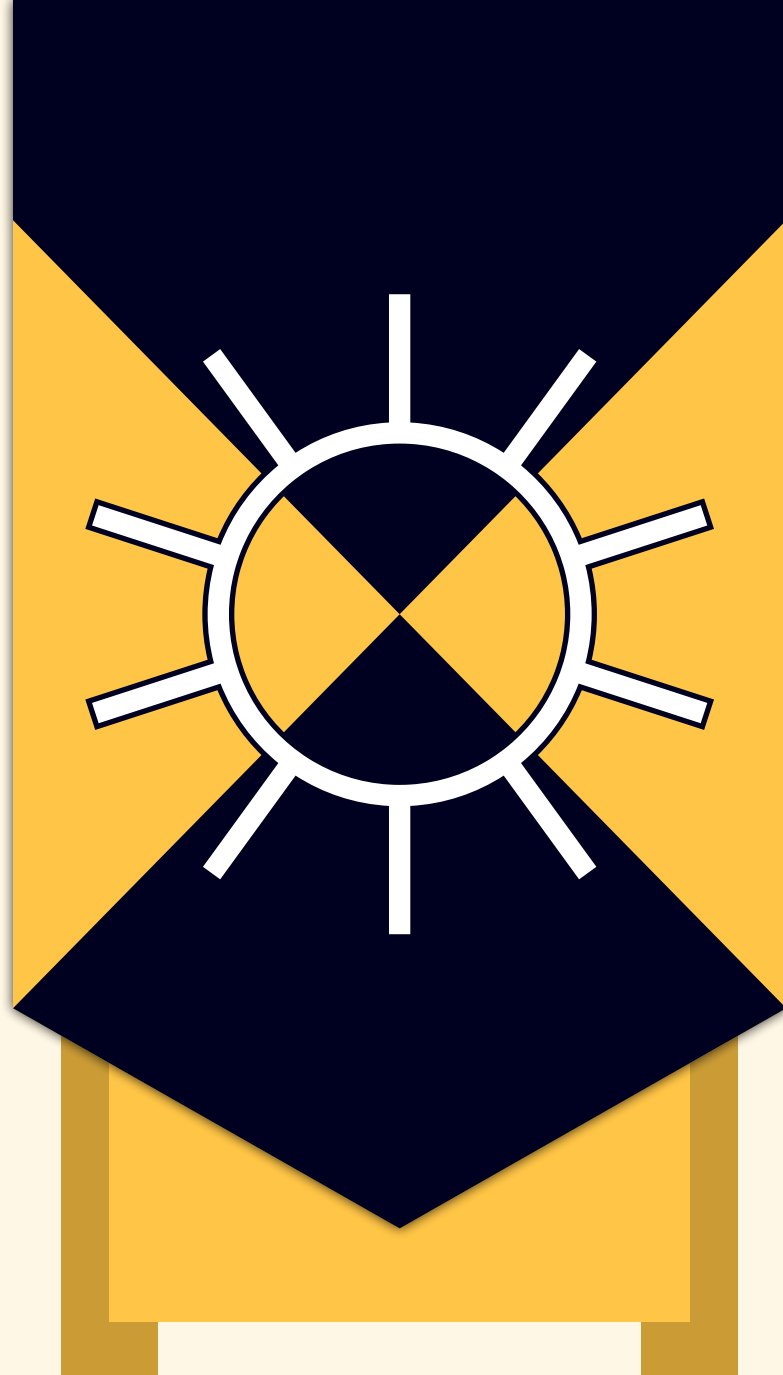
**Loyalty and Subservience.** Every member of the Xanathar Guild pays tribute to Xanathar, the mysterious and enigmatic ruler of the Guild. Few have ever met Xanathar, and fewer are aware of its true nature, as it uses many layers of trickery to mislead even its own subordinates. Nonetheless, to defy its direct orders is to court death. Those who fail in their duties, double-deal with the enemy, or disrespect the hierarchy of the organization are often permanently relegated to inglorious duties, or never seen again.

**Allies?** The Xanathar Guild is highly insular and large enough to stand mostly alone. As an organization, it makes few allies. Temporary alliances do form from time to time, but even those who share a motive with the enigmatic Guild know better than to shake hands on lasting alliances with them. Still, the Guild occasionally makes fleeting alliances with other criminal organizations. These alliances almost always end with the smaller organization being subsumed or destroyed, as Xanathar's paranoia gets the better of it.

**The City Watch.** At the most basic level, law enforcement limits the Guild's operations in Waterdeep. Their frequent patrols, investigations, and raids mitigate the Guild's ability to enact its will on the surface. That said, the Watch, noble as they are, are not incorrigible, and the Guild often uses bribes, extortion, and threats to keep individual watchmen silent, or even loyal, in some cases. They prefer not to kill members of the Watch where it can be avoided—blood in the streets draws the attention of far more dangerous organizations.

**Force Grey.** The aforementioned “far more dangerous organization”, Force Grey operates at the behest of the Blackstaff. When their agents, known as Grey Hands, turn their ire on the Guild, many operations must go to the ground, disappear, or risk being shut down. The Xanathar Guild is constantly aiming to plant spies within Force Grey, but intense scrutiny in the vetting process has foiled each and every one of their efforts. Though the Grey Hands would like to move on Skullport and eradicate the corruption at its seed, such a mission is far too dangerous to consider, meaning these two organizations remain at something of a stalemate.

**The Zhentarim.** Though the Zhentarim and the Xanathar Guild could potentially see their way to an alliance under other circumstances, the capricious and unstable nature of the Xanathar forbids this. As such, they often compete for turf, and Xanathar remains paranoid of Black Network spies within its Guild. This fear is founded, as the Zhentarim has made some headway in their infiltrations, but Xanathar is just as likely to disintegrate one of its own as it is to successfully root out the source of its corruption.



**House Auvryndar.** Prior to the Guild's hostile takeover of Skullport, the drow of House Auvryndar had alliances with House Tanor'thal, one of the town's previous rulers. Since then, House Auvryndar has sought to control the port again. The Guild is only peripherally aware of these schemes, but nonetheless remains skeptical of drow in Skullport, and plans to use the Legion of Azrok, implanted with intellect devourers, as a bulwark against House Auvryndar.

**Harpers.** Given the Xanathar Guild's propensity for cruelty, it's little surprise that they would draw the ire of the Harpers. And given the Harpers' propensity for secrecy, it's no surprise that they have also had a great deal of success in infiltrating the Guild. There are multiple Harper spies living in Skullport, and the Xanathar's trusted chief engineer, Thorvin Twinbeard, sells Guild secrets to the Harpers. Thus far, the Guild has had little success in discovering the spies, but Xanathar's paranoia continues to grow.



## PERKS

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With the Xanathar Guild as your patron, you gain the following perks.

**Assignments.** The Guild may assign you tasks such as security for its businesses, disappearing troublesome whistleblowers, or digging up blackmail on officials. If you complete these missions well, you can earn good coin from your superior, and in cases where a mission earns coin and advances the goals of the organization (such as a heist), they allow you to keep up to 75% of the loot.

**Contraband.** Poisons, narcotics, and drinks from far-off lands can all be within your reach, thanks to the Guild's network of smugglers and distributors. You get no discount on these products, but so long as you're in a place where the Guild is operating, you know who to ask.

**Fences.** Members of the Guild can readily sell stolen goods for you. They'll give you a fair price, and make sure the goods are moved anonymously. Expect to pay a cut of the profits in dues to Xanathar, though—the guild looks poorly upon those who don't cut their shadowy master in.

**Guild-Owned Businesses.** The Xanathar Guild operates numerous businesses throughout Waterdeep and other cities, primarily as fronts for money laundering, fencing, and smuggling. Nonetheless, when you shop at these "legitimate businesses", you know what to tell the shopkeeper to get a 10% discount on all goods and services as a member of the Guild.

**Proficiencies.** Each member of your party gains proficiency in Thieves' Cant and learns specific codes and symbols known only by the Xanathar Guild for arranging drops, indicating safehouses, and communicating surreptitiously.

**Safehouses.** Members of the Guild can find safehouses to lay low wherever the Xanathar's operations are established. Invisible in the eyes of the law, these safehouses are perfect for the scoundrel in danger of being caught. Of course, if you're sloppy, and lead the Watch to a safehouse, or you exploit the charity of your comrades while providing little yourself, you may find your reputation suffering.

## CONTACTS

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With the Xanathar Guild as your patron, you may interact with any of the following personalities:

**Ahmaergo, the Horned Dwarf.** The Xanathar's seneschal, the shield dwarf Ahmaergo (LE male mountain dwarf champion) gets his title from the horned helmet he wears, which gives him a silhouette like that of a minotaur. Once a member of the Iron Ring, a now-scattered slaver organization, Ahmaergo is now unflinchingly loyal to his new master—Xanathar. Though outwardly civil, he strikes fear into the hearts of his underlings, who much prefer not to risk getting him involved in situations. Nonetheless, if one needs the ear of Xanathar, Ahmaergo is the closest anyone can expect to get.

**Noska Ur'Gray.** An enforcer within the guild, Noska (LE male duergar thug) is a shield dwarf whose left hand and forearm have been replaced with a heavy crossbow mounted to the stump. He mediates disputes, and sees to the day-to-day functioning of the Guild, overseeing troublesome

underlings, and intimidating those who would stand up to the Guild's might. Though hardly cheery or understanding, Noska doesn't let personal feelings get in the way of Guild business, and can be relied upon to pass messages along when necessary.

**Captain Karim Teff.** A merchant captain who brings goods from Baldur's Gate and the Moonshae Isles, Captain Karim (N female Calishite swashbuckler) keeps her Guild membership a secret even to most of her crew as she smuggles goods for the Guild. Cheerful and exuberant, Karim often brings news of the Guild's dealings elsewhere in the Sword Coast when she comes. Unbeknownst to her, her first mate Mateo Lund has had his brain replaced with an intellect devourer—a spy of her master. Should she step out of line or show signs of disloyalty, she is surely next in line.

**Quietude.** The proprietor of the Guts and Garters in Skullport, Quietude (NE male tiefling bandit) runs the business, guarding the secret passage in the cellar leading to the Xanathar hideout. As his namesake suggests, he does his job and keeps to himself—he may listen to your troubles, but don't expect him to respond verbosely. For Guildmembers in Skullport, however, most news goes through him. Those looking to get updates on various goings-on within the faction almost always come to Quietude first.

**Suki Vai.** A crafty newcomer to the Guild who's quickly proven her worth, Suki (LE female Illuskan mage) co-ordinates many of the Guild's espionage operations between the surface and Skullport. Those who wish to contact her leave a brass coin (a taol, in Waterdhavian parlance) in a specific mailbox in the Dock Ward, then check back after midnight, when the coin will have been replaced by a note with a time and place to meet. She keeps track of this mailbox by way of a modified alarm spell she recasts once a week, which informs her telepathically if a brass coin is deposited there.

**Myrtha Maveer.** The innkeeper at the Deepwater Tuna, Myrtha Maveer (LE female Tethyrian commoner) is an overworked, underpaid Guildmember who is, by all accounts, looking for a way out of the business. However, she doesn't confide this in anyone, keeping a friendly demeanor when dealing with other operatives. She runs The Deepwater Tuna, a vice den masquerading as a dive bar.

## IMPORTANT LOCATIONS

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The Xanathar Guild has special locations all over (and under) Waterdeep. With it as your patron, expect to visit places such as:

**The Guts and Garters.** A quiet three-story inn in Skullport tended by Quietude, the Guts and Garters hides an unexpected secret. A tunnel in its cellar hidden behind a false stack of crates leads to the Xanathar Guild hideout, where Xanathar itself resides. Few non-Xanathar locals will rest here, as those in the know would rather avoid confrontation with the Guild.

**Xanathar Hideout.** This ancient Netherese dungeon complex underneath Skullport has been claimed by Xanathar as a fortified hideout. A secret staircase within spirals up to the sewers of Waterdeep, where it connects up to the Castle Ward—the Guild uses this to move between Skullport and Waterdeep. The Xanathar's highest-ranking



underlings, such as Ahmaergo, live here as well.

**Skull Island.** This fortress on the Sargauth River abutting Skullport is held by the Xanathar Guild, and the bulk of their forces live here. It is tremendously well-fortified, and at its south side is a 140-foot tall stone column carved out into a tower, where Sundeth, the half-ogre master of the island, lives.

**Suki's Safehouse.** Suki Vai owns a two-story farmhouse in the Field Ward of Waterdeep. The lower story is old brick-and-mortar construction, while the upper half is made of newer wood. Here, Suki lives with, at any given time, as many as a dozen other guild members. She allows this building to be used as a safehouse, but her room is off-limits, and she brooks no insolence from her guests—those who show her disrespect are thrown out on their ear.

**The Deepwater Tuna.** This unassuming bar in the Dock Ward sells mediocre food and drink at a fitting price. It's not a popular or well-loved establishment by any means, and Myrtha Maveer, the innkeep, doesn't seem that interested in improving its reputation as a dive bar. What really brings in the customers, however, is what goes on upstairs. The bar is a front for a vice den run out of the old rooms upstairs, which are no longer rented out.

## ROLES

The Xanathar Guild, despite its reputation for mistreating its underlings, still draws a fair number of new recruits frequently. They frequently recruit from those who are beaten down or broken, and seek a family and purpose, or simply from those who want money and aren't picky on ethics.

The Xanathar Guild Roles table suggests positions you might fill in the Guild and the backgrounds frequently associated with each role.

### XANATHAR GUILD ROLES

| Roles             | Backgrounds   |
|-------------------|---|
| Enforcer          | City Watch*, Criminal, Mercenary Veteran*, Outlander, Sailor, Soldier, Urchin |
| Spy               | Charlatan, City Watch*, Criminal, Entertainer, Urban Bounty Hunter*, Urchin   |
| Assassin          | Criminal, Outlander, Soldier, Urban Bounty Hunter*, Urchin                    |
| Contraband Dealer | Charlatan, Criminal, Far Traveler*, Entertainer, Guild Artisan, Sailor        |
| Guild Mage        | Acolyte, Charlatan, Cloistered Scholar, Criminal, Hermit, Sage                |
| Promising Upstart | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

"Manshoon has a vision for this city, a true vision that puts the Black Network in charge. What's not to love?"

-Urstul Floxin

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (D, X).** The Guild is always looking to add more contacts to its network, and as such, those who can get into upper-class circles and make some new friends can rapidly gain respect within the organization.

**Crime (T, X).** The Xanathar Guild is involved with a wide variety of criminal enterprises, and especially active members of these enterprises can even expect to see their status within the Guild grow.

**Gambling (X).** The Guild runs a number of gambling houses throughout Waterdeep and Skullport. Either by running some of these activities, or playing at them, you can do some gambling in your downtime.

**Pit Fighting (X).** Though the Watch has cracked down on underground fighting pits, you know where to go for a proper brawl outside the Field of Triumph.

## ZHENTARIM (MANSHOON BRANCH)

*To properly use the Zhentarim (Manshoon branch) as a group patron, you'll need access to Waterdeep: Dragon Heist, by Wizards of the Coast.*

The Zhentarim, also known as the Black Network, is a faction dedicated to achieving absolute rule through whatever means necessary. Waterdeep has not one, but two competing Zhentarim branches. By joining Manshoon's Zhentarim, your group is choosing a side in what may prove to be a devastating turf war. With Manshoon as your group's patron, you are saying that mere gold fails to satisfy when compared to outright control over all of Waterdeep. Most members also seek individual power and are willing to do whatever it takes to actualize those aspirations.

This power-hunger lends itself to carrying out missions to collect information for blackmail or to outright display strength to subjugate the weak. The Zhentarim continue to work from the shadows, knowing that the City Watch and the Watchful Order of Magists and Protectors remain considerable obstacles. That is until the Zhents can bolster the ranks of these law enforcement agencies. Their efforts have been slow but successful, leading to a number of nobles, guildmasters, and Watch captains bribed or threatened into submission.

Joining this branch of the Zhentarim isn't any more challenging than their counterpart, and realistically most entry-level members barely even know they're working for Manshoon until their tenacity sees them promoted. Still, if

the group wishes to get their hands on weapons, poisons, or generally illicit goods, there is no better faction to join than the Zhentarim. Who ever said that crime doesn't pay?

**Allies.** The Zhentarim was never a faction to have countless allies to begin with, only exasperated by infighting breaking out among themselves. Still, for all the wrong the Black Network does, they have an unquestionable ambition that some groups are drawn to, like moths to a flame:

**Church of Bane.** Bane being a god of oppression, terror, and hate has no official temple in Waterdeep. That, however, doesn't stop those from worshipping the Lord Bane in relative secrecy. Much like the Zhentarim, followers of Bane are forced to skulk in the shadows. The two have a long history of followers of Bane aligning with the Zhentarim's aims, making them natural and frequent allies.

**House Gralhund.** Operating a network of spies and mercenaries is an expensive task, doubly so when functioning as a splinter group from a faction. Thankfully the Zhentarim have found a like-minded ally in the Gralhund family. The family proceeds to fund the Zhentarim who remain loyal to Manshoon in exchange for information regarding the many Masked Lords of Waterdeep. It is a well-known fact that Lady Gralhund wishes to rise to the role of Masked Lord, and what better way to achieve it than blackmailing and killing the existing lords.

**Enemies.** Founded on dealing with unscrupulous figures, the Zhentarim attracts those who seek to dominate in the many forms it appears. In the quest to exert unquestionable control over everyone, there is a mild byproduct of countless enemies. Some of the most notable Zhentarim enemies include:

**The Doom Raiders.** A group of ex-adventurers who were tasked with establishing a Zhentarim foothold in Waterdeep. Unfortunately, while Manshoon seeks utter dominion, the Doom Raiders were seeking economical control and the two methods are outright incompatible. This inconsistency has led to countless clashes of Zhentarim, most of which are bloody affairs. Whenever a faction splinters most members would feel conflicted torn between picking sides, but this is of little concern for the average Zhent. After all, their motto says "Join us and prosper. Oppose us and suffer."

**Harpers.** Comparatively, the Harpers and the Zhentarims are on opposite ends of the moral spectrum but feature just as many parallels. At every turn, spies of either side work to collect information of every movement, conversation, and plan. Manshoon and Mirt the Moneylender—an influential Harper—are said to have held very-sparing meetings for drinks in Cormyr as recent as five years ago. Mostly to engage in passive-aggressive conversations concerning the fate of the world and how they both work to thwart one another's efforts. Both painfully aware of the ever-shifting game of Dragonchess that they play with countless lives.

## PERKS

With Manshoon's Zhentarim as your group's patron, you gain the following perks.

**Assignments.** Outside of direct orders, the Black Network may be hired to complete a task by an outside client. Tasks conducted on behalf of the Zhentarim earn a 50 percent share of the task's fee.

**Equipment.** Manshoon has access to a number of ancient and forgotten magical items. You can purchase common magic items from your patron contact. The DM determines the available stock and sets the price of the magic item or selects it randomly:  $2d4 \times 10$  gp, or half as much for a consumable item, such as a potion or scroll.

**Orders.** The Gralhunds, Urstul, or Manshoon occasionally demand tasks be completed without question. They expect your absolute obedience, occasionally with explicit goals. Depending on the task, they may suggest you use any means necessary.

**Safe Houses.** The Black Network has competed for a number of safehouses scattered across Waterdeep, the most notable being the Gralhund Villa. Staying in the Villa, one can maintain a comfortable lifestyle for no cost. Revealing a safe house, whether purposefully or by accident, causes you to lose favor with the Zhentarim and may see you expelled from the organization or even put on a hit list.

**Spellcasting Services.** In times of need, if your group has a renown of 3 or higher, they can ask Manshoon for magical aid. A member of Zhentarim can petition the archwizard to cast any wizard spell, which they are happy to do if that character's renown with the faction equals or exceeds the spell's level. The member must provide any material components that have a cost or are consumed by the spell.

## CONTACTS

This clandestine branch of the Zhentarim has a number of secret operative and supporters in the city. With the Black Network as your patron, you may frequently interact with people such as:

**Urstul Floxin.** As the highest-ranking member of the Zhentarim housed in Gralhund Villa, Urstul Floxin (see Appendix B of *Waterdeep: Dragon Heist*) is a regular point of contact for passing important information throughout the city. Direct contact is a rare honor, preferring to deliver through his network of black flying snakes to deliver information and orders alike. Manshoon has six other lieutenants who reside in Kolat Towers, for more details refer to Chapter 8 of *Waterdeep: Dragon Heist*.

**Yalah Gralhund.** As part of their relationship with the Zhentarim, the Gralhund family has a number of agents at their disposal. Yalah Gralhund (see Appendix B of *Waterdeep: Dragon Heist*) often requests for surveillance on nobles who could be Masked Lords, or means to blackmail those who may know identities. These meetings only occur within the Gralhund Villa for obvious reasons. We can't have anyone eavesdropping on what would defame the family name, now can we?

**Manshoon.** The true Manshoon (see Appendix B of *Waterdeep: Dragon Heist*) was one of the founders of the Zhentarim, however, that man is believed to be dead. His legacy is continued by a number of identical clones, one of which has their ambitions set of ruling Waterdeep as a self-proclaimed Wizard-King. Those who prove themselves to be endlessly ambitious and loyal eventually become direct contacts to Manshoon himself (or at the very least one of his simulacrum). Tasks delivered by Manshoon are only those of the utmost importance where failure of any kind

is not tolerated. Working with Manshoon is a double-edged sword, but the higher the risk, the higher the reward.

**Thrakkus.** Working for the Zhentarim can be messy work and no one knows this better than Thrakkus (CE male Tymantheran red dragonborn berserker), a butcher who is paid handsomely to dispose of bodies delivered to him. Assuming the adventuring party has the coin and “fresh meat”, Thrakkus is more than happy to assist.

**Amath Sercent.** A devout worshipper of Bane and loyalist to Manshoon, Amath Sercent (LE female Mulan priest) hopes to use her connections within the Zhentarim to establish a temple to Bane. Followers of Bane are helping Manshoon’s influence and control spread, so the adventurers may be sent to assist in Amath’s schemes.

## IMPORTANT LOCATIONS

Safe houses, warehouses, and magical strongholds are just some of the Black Network’s real estate in Waterdeep. Zhentarim adventurers should expect to visit locations like these:

**Gralhund Villa.** In the North Ward, the Gralhund Villa is one of the safest Zhentarim refuges in all of Waterdeep. It sits upon one of the many teleportation circles, connecting core Zhentarim locations. Urstal Floxin lives with the Gralhunds, both for comfort and to exert control over them.

**Kolat Towers.** The true base of operations for Manshoon’s Zhentarim is the dilapidated Kolat Towers. Protected by a magical force field, most assume the tower is vacant and access is only granted through Manshoon’s guarded teleportation circles.

**Thrakkus’s Butchery.** When a Zhentarim mission results in a corpse that needs disposing, Thrakku’s Butchery is the place to go. It sits inside a reworked windmill within the Field Ward, accepting “deliveries” at any hour of the day.

**Yellowspire.** A yellow-tinged tower within the Castle Ward is better known as the House of Tyranny to those who reside inside, such as Amath Sercent. This tower exists as a makeshift temple to Bane, the deity of fear, hatred, and tyranny. A teleportation circle exists within the cellar, connecting the tower directly to the Kolat Towers.

**Zhentarim Safehouses.** Aside from the aforementioned locations, there is a network of safehouses throughout Waterdeep. Typically in tavern basements, noble households, or derelict warehouses, the telltale painted snake should provide some comfort (assuming it doesn’t belong to the Doom Raider’s Zhentarim).

## ROLES

Those who work for Manshoon are rewarded with gold, magics, promises of power, and more. Many feel the pull of these various riches as too much to resist, and join the ranks loyal to Manshoon. Some desire to prove their loyalty to Manshoon as a means of securing political power beside him when he takes over as Waterdeep’s unopposed ruler. Others don’t care about political affairs, occasionally even doubting that Manshoon will ever get there, and simply climb in the ranks in order to gain power in the faction.

The Zhentarim (Manshoon branch) Roles table suggests positions you might fill in the Zhentarim and the backgrounds frequently associated with each role.

## ZHENTARIM (MANSHOON BRANCH) ROLES

| Roles      | Backgrounds   |
|------------|---|
| Guard      | City Watch*, Criminal, Folk Hero, Outlander, Sailor, Soldier                |
| Spy        | Charlatan, City Watch*, Criminal, Guild Artisan, Soldier, Urchin            |
| Advisor    | Acolyte, Charlatan, Cloistered Scholar*, Courtier*, Folk Hero, Hermit, Sage |
| Researcher | Acolyte, Cloistered Scholar*, Guild Artisan, Hermit, Sage                   |
| Informant  | Any   |

\*Found in the *Sword Coast Adventurer’s Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master’s Guide*

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X = chapter 2 of *Xanathar’s Guide to Everything*

**Counterfeiting (T).** To further their goals of blackmailing or bribing officials of Waterdeep, the Zhentarim dedicate countless hours to creating near-perfect counterfeit letters, deeds, and contracts.

**Crafting a Magic Item (D, P, X).** Thanks to Manshoon’s mastery of magic and employees, the Zhentarim have the means to assist in crafting common, uncommon, and rare magical items.

**Crime (T, X).** The Black Network continues to operate countless criminal rackets or businesses.

**Scribing a Spell Scroll (X).** Those with Manshoon’s trust can be tasked with scribing spells for sale or their own personal use (assuming it furthers his agenda). Members must provide components themselves.

**Espionage.** The research obsessions of the Zhentarim and the Gralhund focuses on uncovering the identity of any of the Masked Lords of Waterdeep along with the means to blackmail them. Each day of work requires 1 gp in cost and 8 hours of work. At the end of each day spent, the DM determines what news you uncover. The Espionage table provides examples:

## ESPIONAGE

| Days | Result  |
|------|---|
| 30   | You uncover 1d4 - 1 potential Masked Lords.                               |
| 90   | You confirm the true identity of 1 Masked Lord.                           |
| 120  | You learn multiple means to blackmail or otherwise control a Masked Lord. |



# CHAPTER 3: NOBLE HOUSES AS PATRONS

"We trample our troubles."

-House Amcathra Motto

## AMCATHRA CONGLOMERATE

The Amcathras are a Tethyrian family that specializes in horse breeding and training, cattle ranching, wine-making, and weaponsmithing. All the businesses and organizations part of their network are simply referred to as the Amcathra Conglomerate and have powerful sway in both Waterdavian and international politics and trade.

House Amcathra shares rulership over Amphail, a member city of the Lords' Alliance, with Houses Ilzimmer and Roaringhorn. Each family takes a turn ruling the town and representing it to the Lords' Alliance for 4 years at a time, switching every Shieldmeet. The current Lord Warde of Amphail is Dauner Ilzimmer, and House Amcathra has yet to choose its successor for the next Shieldmeet. Kelemvor Amcathra is currently the most popular and most likely candidate. Regardless of their normal status with the Lords' Alliance, whoever is Lord Warde automatically becomes a lioncrown (50 renown) with the international government organization while they hold the position.

Kelemvor has a shameful secret. He and his wife Rowan were formerly secret members of the Cult of Asmodeus, but disowned the organization and changed their ways after their firstborn son was a tiefling. Realizing how their decisions as parents affect their children, the couple has strived to be respectable in both their public and private lives ever since.

Waterdeep is perhaps the most diverse and cosmopolitan city in all of Faerun, and as such has little tolerance for prejudice. This culture does not historically extend to the rest of the continent, however, and the Amcathras are fully aware of the effect it may have on them, their business, and all of the people employed by the Conglomerate if their past cult affiliation became public knowledge. When Oberon, their tiefling son, was born, they claimed he was a stillborn human and staged a fake funeral. Raised in secret, Oberon is now a young adult, set off on his own two years ago to make a life for himself as an adventurer. Having earned much success and even more scars, Oberon now roams the countryside and Underdark, occasionally stopping by his family's country estate to say hello.

**Allies.** Money may not buy happiness, but it certainly buys influence. Because of the Amcathra Conglomerate's power, they have established positive relationships with the following organizations, among others:

**City Guilds.** The Amcathra Conglomerate is one of the largest employers in Waterdeep and its surroundings. Al-

though it has no official representation in any guilds, many of the city guilds' members owe them their paychecks and respect their authority. When House Amcathra speaks, any guild related to animal husbandry, metalworking, alcohol, or farming listen.

**Lords' Alliance.** House Amcathra regularly is a de facto member of the Lords' Alliance, an international alliance of city-states across the Sword Coast that stand united against forces that threaten civilization. House Amcathra would never intentionally misuse Alliance resources for personal gain, but they certainly take their own business interests into account when voting. House Amcathra has a generally positive relationship with the leaders of other city-states within the Alliance.

**Bregan D'aerthe.** In a strange twist of fate, House Amcathra has become close allies with the Bregan D'aerthe, the iconoclast organization of Jarlaxle Baenre. When Oberon expressed interest in adventuring from a young age, his parents began looking to hire adventuring mentors who could be trusted to keep their son's existence secret. Eventually, they came across the Bregan D'aerthe, for whom secrecy is a necessity. It was a natural fit. When the Bregan D'aerthe began to invest in firearms, House Amcathra did as well. Although Oberon no longer takes formal lessons from the drow crew, he and his family remain good friends with Jarlaxle and his lieutenants.

**Enemies.** Rich and powerful people are easy to hate. House Amcathra has earned the ire from the following organizations:

**Competing Businesses.** Waterdavian capitalism is cutthroat. Although Amcathra's business policies are not usually unethical or unfair, any time a customer comes to a Conglomerate business, that's a customer who didn't go to a competitor. Many competing businesses throughout the Sword Coast would be happy to see House Amcathra suffer, so their own businesses can prosper.

**Cult of Asmodeus.** Kelemvor and Rowan Amcathra, the current heads of the noble family, formerly belonged to this cult over 20 years ago. After realizing the full implications of devil worship, the couple left the organization and have ever since been devout followers of Lathander, Mielikki, and other good-aligned gods. Although the couple left the cult over two decades ago, they remember many of the cult's members and secrets. The cult is wary of how the Amcathras could potentially expose them to the public, although the couple currently seems to have no intention of doing so.

## PERKS

With the Amcathra Conglomerate as your patron, you gain the following perks.

**Amcathra Training.** You gain proficiency in your choice of the Animal Handling skill, smiths' tools, brewers' supplies, land vehicles, or one of the following weapons: glaive, greatsword, halberd, lance, longsword, pike, rapier, scimitar, or shortsword.

**Firearms.** Firearms are a recent Lantanese innovation in the Forgotten Realms, and as such are very rare and very expensive. Using a firearm requires proficiency with firearms, which are not standard weapons. House Amcathra





doesn't sell the powerful weapons to just anyone, however. You must have proficiency with firearms to purchase them from the house. You can gain proficiency in firearms by hiring Amcathra tutors in your downtime (see Suggested Downtime Activities). Consult the Amcathra Firearms table for more information on purchasing and using firearms.

### AMCATHRA FIREARMS

| Item         | Cost     | Purchase Prerequisites           | Damage  | Weight  | Properties   |
|--------------|----------|----------------------------------|---|---------|--|
| Bullets (10) | 3 gp     | Firearms proficiency             | -   | 1 lb.   | -  |
| Pistol       | 250 gp   | Firearms proficiency             | 1d10 + your Dexterity modifier piercing damage  | 3 lbs.  | Ammunition (range 30/90 ft.), loading              |
| Musket       | 500 gp   | Firearms proficiency             | 1d12 + your Dexterity modifier piercing damage. | 10 lbs. | Ammunition (range 40/120 ft.), loading, two-handed |
| Revolver     | 5,000 gp | Firearms proficiency, 11th level | 2d8 + your Dexterity modifier piercing damage   | 3 lbs.  | Ammunition (range 40/120 ft.), reload (6 shots)    |

**Mounts.** Each member of your party can borrow a mule, pony, or draft horse for free from your patron. These animals are particularly hardy and have advantage on Strength and Constitution saving throws. Characters with 5 renown or more with the house can choose to borrow a riding horse or war horse instead. A character can only borrow one creature in this way at a time. If a borrowed creature under your care is lost, stolen, sold, or killed, you lose 5 renown with the house. See chapters 5 and 9 of the *Player's Handbook* for more information on mounts and mounted combat.

**Political Influence.** House Amcathra is a respected authority in Waterdavian politics and trade, and shares rulership of Amphail, which has a seat on the Lords' Alliance, with two other noble houses. You may be able to leverage House Amcathra connections to gain an audience with important political figures or business owners in any part of the Sword Coast, especially in cities that belong to the Lords' Alliance.

**Quality Weapons.** When a character reaches 3 renown with House Amcathra, it can exchange one weapon for a silvered or adamantine version of the same weapon. Each character can only do this once.

### CONTACTS

The Amcathra Conglomerate has innumerable members and employees in and around Waterdeep. The following are only a few your party may frequently interact with.

**Avi Smith.** The husband of Embric and an expert armorsmith, Avi is an employee of the Amcathra Conglomerate and a prominent member of both the Most Careful Order of Skilled Smiths and Metalforgers and the Spelndid Order of Armorers, Locksmiths, and Finesmiths. They operate Steam and Steel, a blacksmith shop in Trollskull Alley. He worships Eldath, god of peace, and uses his magic to quench hot steel. Avi is laid back and speaks plainly. He has the statistics of a priest, with these changes:

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

**Embric Smith.** The husband of Avi and an expert weaponsmith, Embric is an employee of the Amcathra Conglomerate and a prominent member of the Most Careful Order of Skilled Smiths and Metalforgers. They operate Steam and Steel, a blacksmith shop in Trollskull Alley. He claims de-

scent from the efreed of Calimshan and is prone to extreme mood swings. He has the statistics of a bandit captain, with these changes:

- Embric is neutral good.
- He has these racial traits: He can cast produce flame at will. (Constitution is his spellcasting ability, and he has a +4 bonus to hit with spell attacks.) He has Darkvision out to a range of 60 feet and resistance to fire damage. He speaks Common and Primordial (Ignan).

**Jael Krinklenose.** A wine merchant and exclusive distributor of one of Amcathra's finest wines, Jael (LG female Illuskan human commoner) is a respected contributor to the City Watch retirement fund. She and her daughter Trie operate KN Wine Distributors based out of Trollskull Alley, in the North Ward. Organized, friendly, and professional, Jael is a prominent member of the Vintners', Distillers', and Brewers' Guild. She is described further in Residents of Trollskull Alley, by Donna and Hal Howard.

**Kelemvor Amcathra.** Named after the god of judgment, justice, and prudence, Kelemvor (LN male Tethyrian human noble) is the de facto patriarch of the Amcathra family and the most likely candidate to become the new Lord Warder of Amphail at the next Shieldmeet. When not Lord Warder, Kelemvor is a warduke (25 renown) within the Lords' Alliance due to his significant political and economic influence in two of its member cities. Whoever is Lord Warder is a lioncrown (50 renown) while they hold the position, making them an equal of Laeral Silverhand and other famous leaders. He has powerful connections, which he is willing to diplomatically leverage to further the goals of his house and the wellbeing of Waterdeep and Amphail. Kelemvor is clever, humble, and soft-spoken. He is a male Tethyrian human noble with the following changes:

- He is lawful neutral.
- He has Intelligence and Wisdom scores of 17 (+3).
- In addition to other proficiencies, he also is proficient in Animal Handling (+5) and Investigation (+5).

**Oberon Amcathra.** As the firstborn son, Oberon Amcathra (see Appendix A) is technically the legal heir to much of the Amcathra fortune, but he has no interest in those riches and is content to let the burdens of luxury, fame, and political power to fall upon his siblings' shoulders. Many words accurately describe Oberon: irritable, surly, unsociable, unlucky, independent, headstrong, and incredibly skilled. An adrenaline junkie and expert gunslinger, Oberon spends most of his time exploring the countryside with a horse or traversing dangerous ends of the Underdark alone.

**Snobeedle Family.** This large and boisterous halfling family lives in Undercliff, where they operate the Snobeedle Orchard and Meadery. Despite their humble home and lifestyle, the Snobeedles are among the richest families in the region and are respected members of the Amcathra Conglomerate and several city guilds. Many of their profits are quietly invested in anonymous philanthropic pursuits. Blossom Snobeedle (LG female halfling druid), the family's matriarch, often warns visitors to check their inside voices at the door. If you want to speak during a Snobeedle family chat, you'll need to practice tactfully interrupting at the end of sentences and when people stop to breathe.

## IMPORTANT LOCATIONS

While serving House Amcathra you may frequent any number of locations around the city, including the following:

**Amcathra City Villa.** This large estate in the North Ward, on the east side of the High Road between Hassantyr's Street and Tarnath Street, houses Amcathra Conglomerate offices. The noble family occasionally stays in chambers on the top floor during the winter, but they usually reside at their country estate outside the city walls.

**Amcathra Country Estate.** This expansive estate just northeast of the city is used for the housing and final training of horses bred in the town of Amphail. Many of these horses are sold to the City Guard. Despite owning an ostentatious property in a rich and peaceful part of Waterdeep, the noble family spends most of the year living here.

**Amphail.** A 3-day journey north by northeast of Waterdeep along the Long Road, Amphail is a small ranching community and member of the Lords' Alliance. House Amcathra takes charge of the city this upcoming Shieldmeet, but haven't yet announced a specific successor to be the Lord Warder for the next 4 years.

**Snobeedle Orchard and Meadery.** The Snobeedle family lives in and operates this large orchard, located northeast of Undercliff Village. They have a public drinking hall and shop sized for larger patrons, and you can pick your own fruit when it is in season. The Snobeedles are also active members of the Emerald Enclave.

**City Workshops.** Amcathra Conglomerate employees live and work throughout the city and the farmlands around it. The Krinklenose and Smith families operate warehouses and workshops out of Trollskull Alley in the North Ward, but other employees can be found in every ward.

## ROLES

The Amcathra Conglomerate seeks agents to pursue business, political, and personal agendas. In return, you might serve the House merely for the salary or to gain access to particular tools, information, or political clout. Or you could be a lesser family member, expected to serve the will of family leaders. Regardless of your skills or social standing, aristocratic patrons with enough foresight and imagination find a use for agents from any background.

The Amcathra Conglomerate Roles table suggests a variety of parts you might play in the House's agenda and the backgrounds frequently associated with each role.

### AMCATHRA CONGLOMERATE ROLES

| Roles       | Backgrounds  |
|-------------|--|
| Heir        | Courtier*, Folk Hero, Inheritor*, Noble, Soldier                             |
| Metalworker | Clan Crafter*, Folk Hero, Guild Artisan, Hermit, Uthgardt Tribe Member*      |
| Rancher     | Folk Hero, Hermit, Outlander, Uthgardt Tribe Member*                         |
| Salesperson | Charlatan, Entertainer, Far Traveler*, Guild Artisan, Noble                  |
| Vintner     | Acolyte, Folk Hero, Guild Artisan, Hermit, Outlander, Uthgardt Tribe Member* |
| Emissary    | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Craftsmanship (D, P, X).** You create artisan goods to sell from an official Amcathra certified business. They pay you a comfortable salary of 2 gp per day. If you run the business, you must pay for the resources required but keep most profits (see *Running a Business*). To undertake this downtime activity, you must be proficient in brewer's supplies, leatherworker's tools, smith's tools, tinker's tools, weaver's tools, or the Animal Handling skill.

**Firearms Training (P, X).** You learn from House Amcathra certified instructors how to properly and safely use firearms, a radical new Lantanese weapon. Each day of training requires 1 gp in costs and 8 hours of work. The days spent training do not be consecutive. After training for 300 days, you gain proficiency with firearms. You gain 1 renown for every 60 days you spend training in this way.

**Horseback Riding.** You learn from House Amcathra certified instructors the ins and outs of horse care and riding. Each day of training requires 1 gp in costs and 8 hours of work. The days spent training do not have to be consecutive. You gain 1 renown for every 50 days you spend training in this way. The DM determines how long training takes and what you may learn from it. The Horseback Riding table provides example training duration and results.

### HORSEBACK RIDING

| Days                | Result   |
|---------------------|--|
| 100                 | You gain proficiency with land vehicles.   |
| 200 more, 300 total | You gain proficiency in Animal Handling. This may replace one of your other skill proficiencies. |
| 300 more, 600 total | You gain the Mounted Combatant feat.   |

**Running a Business (D).** The Amcathra Conglomerate is, above all else, a business enterprise. You run a business, typically involved with smithing, wine, or animal products. You pay for any required resources and must give the Amcathra Conglomerate 10% of your earnings. In exchange, they provide low-interest loans, employee training, and quality assurance services. As an Amcathra certified business, you earn an additional 25% profit through the business, but must pay the Conglomerate 10% of your earnings. If you lose money or gain no profit through your business, this 25% does not affect your earnings. If you consistently lose money or gain no profit, House Amcathra may revoke their support and certification.

## HOUSE AUVRYNDAR

Once a faction of immense power and influence across multiple drow houses, House Auvryndar tied its fortunes to several of the ruling powers of Skullport years ago, and even had its claws in some of the noble houses of Waterdeep, with plans to expand their control of the surface. All that changed when the Xanathar Guild toppled the delicate oligarchy of Skullport, wiping out House Tanor'thal and the Iron Ring in one fell swoop. As House Auvryndar was allied with both factions, their power base suddenly shrank considerably, and efforts to salvage their operations lead to more and more losses. Now, House Auvryndar is on the wane.

Their most secure headquarters is the 10th floor of Undermountain, where they have put down roots and built a fortification to pull back to. So long as it stands, they have a home, but even here they don't find peace, as they are in a constant battle with Muiral, a twisted and deformed warrior mage who strikes down their forces and raises them to fight again.

In hopes of gaining more turf, House Auvryndar has sent a detachment to the Sargauth Level, the level of Undermountain adjacent to Skullport. There, they make offerings to their dark mother in preparation for an assault on the port, where they hope to stake a claim that will put them back in a position of power. Until then, the matrons of House Auvryndar continue to hide their desperation, hoarding their treasure to reinforce the loyalty of underlings while rebuilding their empire.

**Dark Devotion.** House Auvryndar believes strongly that they have lost the favor of Lolth, and that is responsible for their downturn. Or at the very least, this is the story the matriarchs tell. As such, House Auvryndar makes grand gestures and takes extreme measures to try and regain the favor of their queen, and respect within the house is based on those who can bring ruin to their enemies and pay worship to Lolth.

**Allies.** Though there is an inherent danger in dealing with a desperate drow house, they continue to make deals in an effort to regain lost glory. These alliances of convenience are unlikely to last longer than the house's downswing, but how they will end is still to be seen.

**Bregan D'aerthe.** A strange bedfellow to be sure, but House Auvryndar's numbers are short, and as a result, the mercenary house Bregan D'aerthe sometimes works under House Auvryndar. To call them "allies" would be optimistic, as both watch the balance of power closely for an opportunity to betray one another. However, until that betrayal happens, House Auvryndar uses what resources it still holds to keep contact with the mercenary house.

**Arcturia.** T'risa Auvryndar keeps a dirty secret. Short of troops, she's struck a deal with Arcturia, one of the rulers of Undermountain, and is using their strange, experimental magic to create mutant warriors. She tells her underlings these creations are gifts from Lolth, a lie she upholds by ensuring they all have spider-esque features, but thus far, more than a few drow who have failed her have been turned

into twisted experiments as a result. Should the secret get out, many of her underlings would undoubtedly flee the house.

**Enemies.** Perhaps contributing to House Auvryndar's troubles, they have no shortage of enemies. From foes they've been struggling against for turf, to hereditary foes, to opportunistic raiders who smell the blood in the water, House Auvryndar is under attack from many sides.

**Legion of Azrok.** The drow of House Auvryndar and the goblinoids of the Legion of Azrok wage war for dominance of the Sargauth Level. However, neither can afford the losses of head-on conflict, as both are being worn down by other forces and therefore, their war has turned cold. Similarly, both factions have an interest in controlling Skullport, and a vendetta against the Xanathar Guild, making them potential allies, were one prepared to mediate their disputes.

**Xanathar Guild.** The Xanathar Guild, by all accounts, would prefer to see House Auvryndar destroyed, and is aiming to use the Legion of Azrok to achieve it. Using their network of intellect devourers, the Guild has slowly taken control of the Legion, and is ramping up to an open battle which will hopefully destroy both of their foes on the Sargauth Level in one fell swoop. Meanwhile, the Xanathar Guild has been taking prisoners from House Auvryndar and interrogating them in their hideout beneath Skullport.

**Protectors of the Song.** Having been driven to the brink once before, the Protectors of the Song lack the numbers to war openly with House Auvryndar. However, their primary concern is with protecting the Pit of Ghaunadaur, and were House Auvryndar to establish themselves in Skullport, so close to the pit, the chance of Ghaunadaur drow making an attack on the Promenade increases massively, as House Auvryndar is unlikely to stop it, and may even enable it.

## PERKS

With House Auvryndar as your patron, you gain the following perks.

**Divine Service.** In times of need, your group can petition for a high priestess of House Auvryndar for magical aid. So long as you are in Lolth's favor, an NPC cleric of Lolth will cast spells of up to 5th level for you, even supplying expensive material components when necessary. If you benefit from these services frequently, the high priestesses may call upon you to undertake missions for the House, to regain the favor of Lolth.

**Equipment.** House Auvryndar possesses specialized equipment used by drow warriors in the Underdark. As a member of the faction, you can borrow light or medium armor, or a simple or martial weapon. These pieces of equipment are effectively +1 armor or +1 weapons, respectively. However, if exposed to sunlight for an hour or more, they turn to dust. House Auvryndar does not have a limitless supply of this equipment—those who fail in tasks or lose them to the enemy face harsh punishments and harsher assignments if they wish to regain standing within the faction.

**Informants.** Though House Auvryndar is on the wane, it is not without eyes in the world. On the surface, House Auvryndar's agents have successfully infiltrated the City Watch, as well as some merchant net-



works and minor noble houses. As such, their network can be called upon to get the word on the street, find out about private events, or learn about new developments throughout the city.

**Luxury.** Despite the faction's limited resources, its high-ranking members enjoy lavish lifestyles and share them with trusted underlings to maintain loyalty and present a front of glory. After successful missions for House Auvryndar, higher-ups may reward the party by providing them with a comfortable lifestyle for a tenday, or as much as a month if the service to the house was especially extraordinary.

**Retainers.** A party who has proven themselves loyal to the cause may be granted a retainer to serve them. This retainer is a drow, or a drow scout or spy. So long as the party does not stray from the house's goals, this retainer follows the party's orders without hesitation, though any order likely to lead to their death may cause friction or disobedience.



**Transport.** Those who prove themselves within House Auvryndar may be allowed to use the Gate Network of Undermountain for safe passage to the 10th floor of the dungeon, where the bulk of House Auvryndar's forces live. Though it's hardly a safe place, one thing's for sure: the Watch won't find you here. Those looking to plumb the depths of Halaster's demesne may also find it helpful as a base to return to after such adventures.

## CONTACTS

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With House Auvryndar as your patron, you might frequently interact with any of the following people:

**T'rissa Auvryndar.** A high priest of Lolth, daughter of Matron Mother Vlonwelv Auvryndar, and the leader of House Auvryndar's Sargauth Division, T'rissa Auvryndar (CE drow priestess of Lolth) has a difficult task before her—restore the house to glory, march on Skullport, take control of it, and turn it into a drow HQ. She is shrewd and cunning and demands nothing less than excellence from her underlings. Those who fail become stock for her twisted experiments for Arcturia.

**Sylkress and Pellanonia Auvryndar.** Sisters of T'rissa, Sylkress and Pellanonia (both CE female drow elite warriors) handle much of the day-to-day operation of the Sargauth Outpost. They maintain contact with the Twisted Caverns division, organize guard shifts, ensure that spider broods are well-fed, discipline insubordination, and deal with interlopers in whatever way suits them. They suspect their sister has made a pact with some dangerous supernatural entity, but lack the resources to investigate it.

**Rizzeryl.** Having woven a web between his two loyalties, Rizzeryl (NE male drow mage), is a servant of House Auvryndar who harangues the Xanathar Guild's operations within Undermountain. Secretly, he bears loyalty to the Zhentarim, and hopes to provide them a foothold within Skullport after House Auvryndar takes control of it. T'rissa knows, but can't afford to lose him by calling out his loyalties, so instead, she keeps him in her employ and keeps a close eye on him. He controls a small gang of wererats, whom he uses as messengers in their rat form.

**Narizmar Do'ett.** The underling of Sylkress Auvryndar, Narizmar Do'ett (LE male drow elite warrior) is a male drow who is undyingly loyal to his masters—so much so that he can often react poorly to those who do not share his zeal. Those who do not bow as deeply as him, or fight as fearlessly as him, or pledge themselves as fully as him, often grate on him. One who attempts to discuss the possibility of insubordination with him will find himself quickly ratted out to the higher-ups.

**Zress Orlezzir.** Those within House Auvryndar fear Zress (LE female drow champion) more than any other member of the organization, second only to Vlonwelv herself. The adopted daughter of the matron mother, Zress is the personal bodyguard and enforcer of her will. She operates with impunity, as Vlonwelv considers her adopted daughter to be above reproach. In exchange, she is unflinching in her desire to see House Auvryndar returned to its former glory.

**Seren Rees.** One of House Auvryndar's main contacts on the surface, Seren Rees (NG female half-elf apprentice mage) runs the White Ribbon. She's a half-elven woman in her 70s, and swore fealty to the House decades ago after getting lost in the Underdark and being saved by them. She has some regrets about her decision but is afraid to disobey her masters.

## IMPORTANT LOCATIONS

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Adventurers serving House Auvryndar are frequently asked to visit locations such as the following:

**The Sargauth Level.** The base of operations for the Sargauth Division of House Auvryndar, this floor of Undermountain contains an ancient temple to Dumathoin, which T'rissa Auvryndar has defiled in service to her dark mother. It now serves as the center for her twisted experiments. They share this floor with the Legion of Azrok, with whom they frequently squabble over disputed territory.

**The Tanor'thal Refuge.** Once the dwelling of House Tanor'thal in Skullport, this massive spider-shaped building is suspended from the ceiling of the Upper Heart, dimly illuminated in violet around its entrance. House Auvryndar currently uses it to mass-breed giant spiders, preparing to release them during their attack on Skullport to overwhelm the Xanathar Guild from within.

**Muiral's Gauntlet.** The battleground on which House Auvryndar continues to suffer countless losses, this floor of Undermountain is the main base of the drow house. Here, they war with House Freth, and battle for their survival against Muiral, one of Halaster's apprentices.

**The White Ribbon.** Standing in the Trade Ward of Waterdeep, The White Ribbon was acquired by House Auvryndar after its previous owner mysteriously disappeared. This lovely, cozy tavern and bar is run by Seren Rees, and is often used as a point of contact for informants in the city.

**Twisted Caverns Outpost.** A small number of House Auvryndar drow have set up an outpost in the Twisted Caverns. Vlonwelv disapproves of this outpost, preferring that House Auvryndar concentrate its forces in one place. However, T'rissa uses this outpost to raid the surrounding farms of this floor's residents for food to supply their Sargauth base.

## ROLES

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In their "glory days", House Auvryndar was very particular about recruiting strictly drow into their ranks. Anyone else could serve only as a slave. Lately, however, they've become somewhat less picky—those who work with House Auvryndar may be born into the family, or they may be exiles from other houses, or even adventurers who struck deals with the house and are now repaying those debts. Others work with House Auvryndar out of "enlightened self-interest", seeing their wealth and power, and following in the interest of being enriched themselves.

The House Auvryndar Roles table suggests positions you might fill for the House and the backgrounds frequently associated with each role.

## HOUSE AUVRYNDAR ROLES

| Roles      | Backgrounds  |
|------------|--|
| Priest     | Acolyte, Hermit, Noble, Sage, Cloistered Scholar*                                |
| Defender   | Acolyte, Folk Hero, Knight of the Order*, Mercenary Veteran*, Outlander, Soldier |
| Spy        | Charlatan, Courtier*, Criminal, Sailor, Urban Bounty Hunter*, Urchin             |
| Inquisitor | Acolyte, Charlatan, Criminal, Folk Hero, Urban Bounty Hunter*, Urchin            |
| Commander  | City Watch*, Knight of the Order*, Noble, Sage, Sailor, Soldier                  |
| Emissary   | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

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**Building a Stronghold (D).** Given House Auvryndar's desire to acquire new territory and build a new base of operations for the factions, a party able to secure territory in which to construct a stronghold would undoubtedly be able to call upon the House's aid to complete and populate it.

**Buying a Magic Item (X).** Being organized in Undermountain, House Auvryndar often acquires magic items, both from missions of plunder throughout the dungeon itself, and from unwary adventurers who fall before them. As such, you can attempt to buy a magic item from the House without spending the initial 100 gp. However, when you do so, you can't spend additional money to improve your roll.

**Crime (T, X).** House Auvryndar's wealth is limited, and as such, those who can plunder from others and return some portion of the treasure to the family are well-respected by its members.

**Performing Sacred Rites (D).** All drow houses who give fealty to the Dark Seldarine seek their favor in battle. As such, members of House Auvryndar who benefit from the house's perks are expected to pay tribute to Lolth in the form of regular worship.

**Religious Service (X).** Services at House Auvryndar's defiled temple in the Sargauth Level can be worthwhile in favors and services from higher-ranking members of the church.

## CASSALANTER BANKING SERVICES

While the Cassalanter family has been involved in many aspects of Waterdhavian trade for centuries, they are currently best known for their money lending, banking, and investment services, and particularly its sudden providential rise to prominence a few years back. What had become a struggling family business has since grown to be a thriving empire of influence and wealth.

The family, while secretive, is relatively nondescript. The matriarch, Ammalia, is a human, and Victorio, the patriarch, is a half-elf. The couple is often seen with their 8-year-old twins, Terenzio and Elzerina.

A lesser-known, though not particularly dangerous, fact is that the Cassalanters have an ancient burial crypt in the Dungeon Level of Undermountain with several of the family ancestors interred there. A Shrine of Myrkul is part of the family crypt.

The Cassalanter house was ennobled about 250 years ago when they were recognized as an important merchant house. They have always been wealthy, with money and influence being prime family interests.

Most of the public view the Cassalanters positively, as they are involved with many charitable services. Victorio is known in Waterdeep for his banking and his charitable donations. A steady flow of funding toward feeding and sheltering the poor is probably the most common knowledge on the topic of the Cassalanters.

They also take the phrase "money talks" to a whole new level and are professional rumor sowers. More than once, they have forced businesses into bankruptcy for unethical practices by convincing the public to withhold their support.

The Cassalanters' two main places of business are the family's estate in the Sea Ward, and the North Ward branch of their bank.

**Allies.** Money tends to make friends, or at least allies. The Cassalanters have many people who want to be on their good side, but these are the most notable:

**Cult of Asmodeus.** Unless they are involved in both the Bank and the Cult, very few are aware of this, but the cult is mostly responsible for much of the bank's dirty work. Sharp increases in crime in certain neighborhoods, (leading to a drop in real estate value) followed by the sudden disappearance of it, is a common tactic.

**Noble Houses.** Whether it's Ammalia's garden, Victorio's newest suit, or the tragic disappearance of their eldest child, the Cassalanters are often the talk of the town. Many nobles acquaint themselves as closely as the Cassalanters will allow in an effort to put themselves more into the spotlight.

**City Watch.** The Cassalanters work closely with the City Watch to ensure that the bank's treasure remains safe. Unbeknownst to the City Watch, this also allows the cult to keep tabs on the City Watch and stay one step ahead.

**Enemies.** Money, especially ill-gotten, tends to make the holders paranoid. The Cassalanters have extra reason to be paranoid, and the following are those that they have their eyes on the most:



**Skeptics.** In the minds of the Cassalanter, people who suspect them of nefarious activities are enemies to be dealt with, second only to those that spread rumors of the same ideas. However, any action taken against them must at least appear as passive aggressive, lest people become suspicious that the rumors are true. Somehow, the occult pursuits of the Cassalanter seem to have leaked out to “those bothersome drow”, Bregan D’aerthe. No details have been shared, but divination magic suggests that articles describing “Cult worship amongst Noble families” has been traced back to someone in Bregan D’aerthe. In addition to them, Gaxly Rudderbust, the publisher of The Waterdeep Wazoo, suspects their family of doing unsavory, illegal, and evil acts, but suspects the wrong types of activity. He still does business with them, but he suspects that Ammalia has “an evil twin sister”.

**Order of the Gauntlet.** Lord and Lady Cassalanter have begun to receive what seems like veiled threats for “if the Cassalanter go the wrong way”. The Cassalanter aren’t sure if this implies that the Gauntlet suspects their involve-

ment in a Devil-worshipping cult, or really is just an admonition from the Gauntlet for the wealthiest noble house to stay on the straight and narrow path. Though there has been no outright conflict or accusation, the Gauntlet has been marked as an association to avoid and be wary of in the minds of both Lord and Lady Cassalanter.

**Istrid Horn.** A loan shark and member of the Doom Raiders branch of Zhentarim, Istrid is famous for her illegal money lending. Not only does this decrease the legitimacy of the bank’s loans in the mind of the public, but the bank actually owes her some money as well. (see: Zhentarim, Doom Raiders branch).

## PERKS

With Cassalanter Banking Services as your patron, you gain the following perks.

**Housing.** The Cassalanter understand the worth of real estate and have properties that are currently appreciating in value, not the least of these being an empty property on Trollskull Alley. If you are in good standing with them, they very well may allow you to use one of these properties as your own.

**Funds.** The Cassalanter have almost one million loose gold coins in their immediate possession, not to mention other monetary goods, investments, and favors. Anything worth approximately 5,000 gp or less (including any common, uncommon, or rare item for sale in Waterdeep) is coincidental to them, and likely to be provided for you at little to no cost, especially if you promise a greater return.

**Legal Favors.** Ammalia in particular stands in good favor with many magistrates, and having her put in good word on your behalf may be enough to forgive or minimize some punishments. She is usually willing to try, but hard labor/imprisonment exceeding a tenday and/or damages/fines of 1,000 gp or more (with or without an edict) is often beyond the limits of what she can have waived.

**Rumoring.** The Cassalanter are professional rumor-spreaders. For 1gp per day over 3d6 days, the Cassalanter can shift the general disposition towards a certain subject one step towards friendly or hostile amongst the general populace of Waterdeep. This may or may not involve The Waterdeep Wazoo, and doesn’t account for opposing rumors. Also, remember that a community’s general attitude toward a person or organization doesn’t affect everyone in the community. Individuals might hold to their own opinions, particularly if they have personal experience dealing with the subject of the rumors.

**Carriage Access.** Few aspects of the Cassalanter are more widely recognized than their carriages, elegantly luxurious and ornamented with roccoco swans. If you want to set a powerful impression, arriving in a private carriage usually does the trick. The Cassalanter also have unmarked carriages for if you need to go somewhere a little more stealthily.

**Recommendations.** The Cassalanter are some of the wealthiest people around, and money tends to follow their approval. Because of this, many government officials, noble families, and especially businesses will treat you kindly and go out of their way to put on a positive display if they know that you are sent by the Cassalanter.



## CONTACTS

With Cassalanter Banking Services as your patron, you might frequently interact with any of the following people.

**Ammalia Cassalanter.** The lady of the Cassalanter family, Ammalia (see Appendix B of *Waterdeep: Dragon Heist*) is a cunning woman who is known for her immersion in her arcane pursuits, butterfly studies, and self-importance. Ammalia has been to many places and seen much, and fooling her is no easy task. She is not afraid to probe into the minds of those around her using magic, especially if they show up at her residence unannounced.

**Victoro Cassalanter.** The lord of the Cassalanter family, Victoro (see Appendix B of *Waterdeep: Dragon Heist*) is very handsome, and usually comes off as generous and chivalrous. His anger is difficult to incur, but beware if you do, for you will find him to be both selfish and merciless. Until that point though, Victoro is smooth in movement and conversation and is very good at getting what he wants.

**Willifort Crowelle.** The Cassalanter's butler (see Appendix B of *Waterdeep: Dragon Heist*) is a doppelganger who keeps a very careful eye on everything that happens in the Cassalanter Estate, and as such is an expert on all that goes on there.

**Edvaldo Baristan.** The manager of the North Ward Branch, Edvaldo (LN male Theyrian human veteran) is the manager of the bank's largest and most influential branch. He is an outgoing, charismatic, and brilliant individual who is extremely goal-oriented and does not stop until he sees progress. Outside of business, Edvaldo lives in Trollskull alley with his wife and children and is known for his motivational speeches and his dauntless demeanor.

## IMPORTANT LOCATIONS

Cassalanter Banking Services (and the family behind it) owns, operates, and rents innumerable properties. Here are just a few you're likely to visit in your adventures.

**Cassalanter Villa.** The Cassalanter family estate and gardens are on the southwest corner of where Diamond street meets Delzorin Street - the latter being an arterial thoroughfare that runs east to west through the majority of northern Waterdeep. Cassalanter Villa is outlined in detail in chapter 6 of *Waterdeep: Dragon Heist*.

**Vacant Residence.** The Cassalanter's own an empty, but extravagant, townhouse where Trollskull Alley meets Saerdoun Street. It's in great condition but is only worth about 5,000 gp, so the Cassalanter's have kept it and hoped that it will increase in value. The property is about 25% smaller than Trollskull Manor.

**North Ward Branch.** One of house Cassalanter's main branches of their bank is on Delzorin street about a 10-15 minute walk from their home, in the Trollskull Alley neighborhood. The manager is an aggressive businessman by the name of Edvaldo Baristan (Tethyrian human male) who tends to slyly include clauses that solely benefit the bank.

**Crypt.** The Cassalanter's have an ancient crypt with a shrine to Myrkul in the first level of Undermountain, which is accessed through a secret passageway from their family mausoleum in the city of the dead. The passage is usually sealed to avoid anything coming up through the tunnel.

**Vaults.** Thieves often try to break in, but they are always caught before they even get a chance to approach. Some, noting this, suggest that Victorio is developing a series of secret abjuration magics. In reality, few theories are farther from the truth—the area is swarming with invisible imps.

## ROLES

The bank has many things that need attending to, and it pays very well. Pay starts at 1 gp per day and the vast majority of those who begin working at the bank are quickly either fired for incompetence or else have their base pay doubled in an effort to encourage them to stay and improve even further.

In contrast to other organizations, which pay unskilled laborers less, the bank believes that security is only as strong as the least dedicated employee.

The Cassalanter Banking Services Roles table suggests positions you might fill for the family and the backgrounds frequently associated with each role.

### CASSALANTER BANKING SERVICES ROLES

| Roles                        | Backgrounds   |
|------------------------------|---|
| Bank Staff                   | Acolyte, Cloistered Scholar*, Courtier*, Inheritor*, Noble, Sage                    |
| Collector                    | City Watch*, Criminal, Mercenary Veteran*, Outlander, Soldier, Urban Bounty Hunter* |
| Contract Writer              | Acolyte, Charlatan, Cloistered Scholar*, Courtier*, Noble, Sage                     |
| Insurance Claim Investigator | City Watch*, Courtier*, Folk Hero, Sage, Urban Bounty Hunter*                       |
| Associate                    | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

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**Collect Dues.** Too often, those who owe the bank amounts that they are not willing or not able to pay will try to escape the default clauses. When this happens, the bank sends out the dogs (both figuratively and literally) to track them down and demand that the person either pay the agreed amount or suffer the consequences. Those sent by the bank must succeed on a DC 10 Charisma (Intimidation), Charisma (Persuasion), or Strength (Intimidation) check in order to convince the indebted that running away is not a good idea.

**Inspect Mortgages.** Having someone fall through on a contract is bad enough, but if the collateral is damaged beyond use in the process, that's even worse. The bank will provide a list of properties to inspect, and a list of criteria



that each property should meet. Common requirements for real estate are: Property can be made ready to sell in a ten-day, property does not exhibit any notable damage, Property will not bear any obvious markings of residents (smells, discolorations, etc). If the list includes things other than real estate, the requirements may vary widely.

**Scout for Investments.** Banks are always looking for ways to spend a little money in exchange for a greater return, and Cassalanter Banking Services is no exception. Whether it's an entrepreneur, a caravan, or something else, the bank wants to find who it can fund for some profit. When Cassalanter Banking Services wishes to be an investor, the representative must succeed on a DC 10 Charisma (Persuasion) check with the purveyor in order to strike a deal. The approach, or other factors, may alter the DC.

**Ensure Safe Transference.** Money in the street tends to attract attention from unsavory folks, and the Bank offers a protection service to ensure that money is delivered safely if the sum exceeds 999 gp. Sums of this size are particularly remarkable and sometimes extend well beyond the walls of Waterdeep. This service can also be bought by customers who want to ensure safe transference between two independent parties, at a price of 1% of the insured item's value.

**Auctions.** The bank regularly holds auctions, and would definitely appreciate the party bidding at the auction to help drive up the prices. The party should recognize that they might actually end up buying some of the material. The Cassalanters are raising money to meet their family obligations and are quite desperate to sell their stagnant resources at the highest price possible. At the auction, bidders must succeed on a Wisdom (Insight) check against the other bidder's Charisma (Deception) or Charisma (Persuasion) check in order to see if the bidder is willing to bid again.

## PHYLUND MONSTROSITIES, INC.

House Phylund is the leading family for acquiring, taming, training, and selling beasts. If you can think of a beast, it is the House Phylund guarantee that it has passed through their compound to be successfully tamed. Notable examples include: owlbears, blink dogs, griffons, and most notably watchspiders. These giant spiders (see Perks) are the highly desired, monstrous equivalent of guard dogs, bred for their ability to slow, stop, and sometimes even eat intruders.

By joining House Phylund your group is assisting in the business pipeline by collecting, training, or even selling beasts of all shapes and sizes. Your group responds to the many requests of one of the most influential Waterdhavian families while getting to enjoy the occasional benefits that partnership brings.

The heart of the House Phylund is their family estate within the North Ward, which is a compound of multiple buildings split across the members, guests, and housing for the numerous beasts. The current head of the family is shared by Urtos III Phylund and his daughter Emile, who admittedly have competing aspirations for the family, but happily put any differences aside for the good of the family.



**Allies.** There is a saying in Waterdeep, that a noble household is only as strong as their allies. And while the Phylund would attest by saying they're only as strong as the numerous extremely deadly beasts they have trained, there is some truth to the saying. Far from isolationists, the Phylund's closest allies are as follows:

**House Brokengulf.** The ongoing allyship with the Brokengulf family is the classic tale of bitter rivals to friends. Once competitors in capturing wild beasts, a friendship began to blossom between family members that eventually wove the family closer through marriage. While still operating in a competing business, the two families share holidays or regulate prices to protect the bond they now share.

**Guilds of Waterdeep.** The many exports of the Phylund have naturally formed numerous mutually beneficial business relationships. The Fellowship of Bowyers and Fletchers purchase feathers in bulk while offering a discount price on all arrows used in hunting. In addition, where else can

the League of Skinners and Tanners get a hold of exotic hides if not through the Phylund family. These close-knit relationships with Waterdeep's Guild have helped ensure the financial prosperity of House Phylund.

**Enemies.** As a family who made their fortune in dealing with the most dangerous beasts Faerun has to offer, it is only natural that those who compete financially or abhor the mistreatment of animals take issue with the Phylund family. Some of their most notable enemies include:

**Emerald Enclave.** An order dedicated to preserving the natural order of the world is unquestionably going to take issue with a family capturing beasts and training them against their will. Despite the Phylund family doing their best to ensure the wellbeing of each beast, the Emerald Enclave closely monitors nearly everything the family does. Occasionally sending agents to thwart their hunting efforts.

**Rival Families.** Navigating the social circles of Waterdeep can often feel like a deadly game of dragonchess. When your family climbs to the top of the social ladder, those below you cannot help but plot your downfall. The Ilvastarr family competed in subduing and taming fantastic beasts, however only to middling success which continues to irk them to no end. In addition, the Gundwynds family, who breed solely hippogriffs, often use their connections to the Black Board gang to harass the Phylund family.

## PERKS

With House Phylund as your group's patron, you gain the following perks.

**Accommodations.** You can stay within the guest house of the Phylund family estate. While staying you can maintain a modest lifestyle for no cost.

**Beast Companion.** House Phylund provides your party with a beast companion that is Small or smaller and has a challenge rating of ¼ or lower. There is only one beast allowed per party, however, it is trained to follow anyone's commands as best as it can. The beast can only be trained to handle basic tasks like; fetch, sit, or go there. In combat, you can use your action to direct the creature to take the Dash, Disengage, Help, or Use an object action. If no instruction is given, it just takes the Dodge action. If you treat the beast poorly or cause it harm, it ceases to obey you and flees.

**Expenses.** Capturing, hunting, and skinning accrue a certain amount of expected expenditure. House Phylund reimburses for any work-related expenses, assuming you keep a detailed account (with receipts where possible). This includes but is not limited to: routine travel, ammunition, beast food, and construction of special equipment.

**Proficiency.** Each member of your party gains proficiency in the Animal Handling or Survival skill, if the character doesn't already have both

**Salary.** Your employment with House Phylund brings an income of 1 gp per day, or enough to maintain a modest lifestyle. House Phylund offers a handsome bonus for each beast captured or sold (the price of which falls to the DM's discretion).

**Watchspider Hiring.** As a specialty breed of House Phylund, you have the ability to rent the services of a watchspider at a cost of 10 gp per day. Perfect for protecting an item,

person, or location. If the watchspider is slain, you are expected to pay 100 gp in damages. Watchspiders have the statistics of a giant spider with the following changes:

- A Watchspider's Wisdom is 14 (+2).
- They are proficient in Perception.
- They are observant, increasing their passive Wisdom (Perception) to 20.
- They cannot be surprised.

## CONTACTS

With Phylund Monstrosities, Inc. as your patron, you might frequently interact with any of the following:

**Urtos Phylund V.** Urtos Phylund V (LN male Tashlutar human werewolf) was designated the true heir of House Phylund under complicated circumstances. Lycanthropy is an affliction that has run in his family, where it prevented others from being the patriarch of the family Urtos has shown an innate control and even greater deceptive ability to keep it hidden. Still, Urtos tries to be a good man and shares a good amount of his great-great uncle's love for pagantry, leading him to dedicate most of his time to directing the Field of Triumph. Quite the brash individual, Urtos is attempting to teach his daughter to be more level headed than he is.

**Emile Phylund.** The sole daughter of Urtos V, Emile Phylund (LN female Tashlutar human noble) lost her mother during complications during birth. At times she is almost the antithesis of her father, strictly business orientated with little displays of passion. She dreads that her father will follow the fate of her grandfather, that is to be slain by an escaped owlbear thanks to a lapse of judgment. To that end, she takes few risks and is entirely why the fortune of House Phylund continues to grow.

**Roz Fana.** A comparatively recent hire to House Phylund is the gravelly-voiced Roz Fana, who quickly rose to be a dear friend of Emile Phylund. Her obligations concern all the animals, passing updates to the family when necessary. Roz has a naturally sour attitude but has an unquestionable bond with most beasts that find themselves in the Phylund estate. She claims to be naturally good with animals, but her druidic abilities to speak with animals is the true cause. Roz is a lightfoot halfling druid with these changes:

- Roz is chaotic good.
- She has these racial traits: She is Small. She can move through the space of a Medium or larger creature. She has advantage on saving throws against being frightened. She speaks Common and Halfling.

**Sullivan Kantobor.** A charming and flamboyant man, Sullivan used to run exotic-beast sideshows all along the Sword Coast before his talents for trapping strange creatures were noticed by House Phylund, who recruited him into the fold. Even for his history, Sullivan has recently had exceptionally good luck rounding up creatures from Undermountain. Sullivan is a Tethyrian human gladiator with these changes:

- He is chaotic neutral.
- He is proficient in Animal Handling (+4) and Performance (+5).

**Grim Coppercage.** The Coppercage family is a proud group of dwarves who pride themselves on nearly inescapable animal cages. When the opportunity to leave his home and work for House Phylund came to Grim Coppercage, he jumped at the chance. An easily excited individual, Grim lost one of his legs thanks to a misplaced bear trap. Ever since that fateful encounter, he only creates traps that restrain but never harm the beast in any way. No one should suffer as he did. Thankfully, his prosthetic leg proves to be a useful container for tools or the loose arrow. Grim Coppercage is a shield dwarf veteran with these changes:

- Grim is chaotic good.
- He has these racial traits: His walking speed is 25 feet. He has advantage on saving throws against poison and resistance to poison damage. He has darkvision out to a range of 60 feet. He speaks Common and Dwarvish.

**Yasyl Despviiir.** The last notable member of House Staff is the watchspider (see Perks) specialist, the meek and well-mannered Yasyl Despviiir (LN nonbinary drow elite warrior). They've always had an affinity for spiders, which naturally led them to work for the Phylunds. Despite Yasyl's best efforts, their clothing is often covered in cobwebs. They've been approached by Bregan D'aerthe numerous times, politely rejecting at each opportunity.

## IMPORTANT LOCATIONS

Adventurers serving Phylund Monstrosities, Inc. may frequent any number locations in the city, including the following:

**Phylund Family Estate.** Unlikely to be surprising, but the most important location by miles is the Phylund Family Estate. The North Ward estate encapsulates three buildings of varying heights, sitting between Julthoon Street and Manycats Alley. Much of the grounds consist of lush well-kept grass and sprawling trees to ease the captured creatures into city life.

**Phylund Hunting Lodge.** An extravagant stone keep, built out in the Ardeep Forest to the east of Waterdeep. The hunting lodge was once a proud base of operation for House Phylund; however, after a hunting scandal riddled the family it fell into disrepair and ultimately was claimed by a Red Wizard and gnolls. As of late the Red Wizard has all but vanished, but House Phylund currently lacks the means to clear out whatever gnolls might remain.

**Field of Triumph.** Once managed by Urtos Phylund I, the Field of Triumph is a place for exciting events varying from displays of magic, martial displays, exhibitions of strange creatures, and potentially most exciting; gladiatorial combat. Continuing his father's legacy, Urtos Phylund III travels to the Sea Ward most mornings to oversee events and without question introduces every event in a grand display of pageantry.

**Business Partners.** Lastly, it is a regular occurrence for members of House Phylund to visit guild halls or homes of past customers to ensure satisfaction with their purchase. Occasionally, as part of selling a beast, House Phylund offers training or maintenance services to help some of the more exotic beasts get settled.

## ROLES

While the prospect of working with monstrosities, fey, and other beasts is enough to send many in the opposite direction, some find the idea compelling and alluring. Whether it be scientific interests, childlike wonder, or even morbid fascination, those willing to work with Phylund Monstrosities, Inc. are likely to be accepted, as not many applicants come through. Some applicants are also those who are willing to mask their disdain for the creatures if it means securing the salary, provided living, powerful contacts, etc.

The Phylund Monstrosities, Inc. Roles table suggests positions you might fill in the company and the backgrounds frequently associated with each role.

### PHYLUND MONSTROSITIES, INC. ROLES

| Roles         | Backgrounds   |
|---------------|---|
| Tracker       | City Watch*, Folk Hero, Hermit, Mercenary Veteran*, Outlander, Uthgardt Tribe Member* |
| Bodyguard     | City Watch*, Criminal, Folk Hero, Knight of the Order*, Outlander, Soldier            |
| Beast Trainer | Charlatan, Entertainer, Guild Artisan, Outlander, Sage, Uthgardt Tribe Member*        |
| Heir          | Courtier*, Folk Hero, Inheritor*, Noble, Outlander                                    |
| Advisor       | Acolyte, Cloistered Scholar*, Courtier*, Inheritor, Folk Hero, Sage                   |
| House Staff   | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

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**Beast Capture.** When leaving Waterdeep to capture a beast, the character must select how rare of a beast they are seeking. The chosen DC reflects the rarity of the beast; 10, 15, 20, or 25. To attempt to capture a beast, the character must make three checks: Dexterity (Stealth), Wisdom (Survival), and Wisdom (Animal Handling). If none or one of the checks are successful, no beast is captured. If two or three checks are successful, the character returns having successfully captured the intended beast.

**Beast Training.** Each beast captured, unless it is being sold to a gladiatorial arena, requires substantial training. Training a beast typically takes a number of days equal to 10 x (12 - the creature's Intelligence score). Training costs 1 gp per day.

"What you fear, we master."

-Phylund house motto

At the end of each tenday, the character must make three checks: Wisdom (Animal Handling), Wisdom (Survival), and Intelligence (Nature). The DC for each check is 5 + 2d10; generate a separate DC for each one. Consult the Beast Training Results table to see how the character did.

### BEAST TRAINING RESULTS

| Successes   | Result  |
|-------------|---|
| 0 successes | Zero progress. The number of workweeks remaining required to train the beast is not reduced.        |
| 1 success   | An average week of training.  |
| 2 successes | A solid week of training. Reduce the number of days remaining required to train the beast by 10.    |
| 3 successes | The training went exceedingly well. Halve the number of days remaining required to train the beast. |

**Pit Fighting (X).** House Phylund supplies countless beasts to the Fields of Triumph and other registered gladiatorial pits. The heroes are free to enter and potentially slay the very beasts they captured.

**Trading.** A character can find a buyer for a living beast, its hide, or severed parts by spending 10 days and 5 gp, which is used to spread work of the desired sale. The character must pick one item at a time to sell. Determining the price depends on how rare the animal is and how well trained it is. Use the Animal Training Base Prices table to determine the sales price.

### CREATURE TRAINING BASE PRICES

| Rarity    | Examples                    | Corpse Price* | Trained Price |
|-----------|-----------------------------|---------------|---------------|
| Common    | cat, hawk, raven            | 10 gp         | 15 gp         |
| Uncommon  | flying monkey, velociraptor | 40 gp         | 55 gp         |
| Rare      | owlbear, watchspider        | 200 gp        | 400 gp        |
| Very rare | blink dog, griffon          | 1,000 gp      | 2,500 gp      |

\*Half this price for a creature's hide, or a quarter this price if only a fraction of the creature is being sold.

**Research (P, X).** House Phylund are always on the hunt for ways to capture or tame increasingly exotic beasts. To achieve this, countless hours of research are necessary.



# CHAPTER 4: OTHER GROUP PATRONS

## ARCTURIA

Almost all of Halaster's apprentices have utterly withdrawn from the surface, caring only for their experiments and discoveries within Undermountain. Most have minds too tangled in the Knot of the Weave to ever consider leaving its shadowy depths. Arcturia (see Appendix A), however, was never one for stagnation. Her fascination with transmutation magic is extensive, and her work has defined the field for centuries—even the arcane sigil representing the field of transmutation is based on Arcturia's personal spell sigil.

Arcturia's work has spread further than any of the other apprentices' because of her unusual openness with research. Where most of Halaster's apprentices jealously guard their secrets, Arcturia loves to put them in the hands of mages of any calibre. After sharing her work, either directly or indirectly, Arcturia watches these unwitting apprentices experiment, explore, and very often, be destroyed or transformed beyond recognition by the magic.

Eventually, when she feels the experiment has run its course, she reclaims her research, and either destroys what's left of the mage, or brings them back to Undermountain as an apprentice, if they showed particular promise. In the worst cases, this process can take as little as a tenday, for the mage to fail and lose themselves. In the most promising cases, it can take a century or more—Arcturia's immortality provides her with plenty of patience.

**Allies.** Once, Arcturia's greatest dream was to transmute herself into an archfey through mastery of forms and shape-shifting. That dream is only distant in her mind now, and her fascination with transmutation is no longer a means to an end, but an end in itself. As such, her tremendous mystic wisdom tends to draw the attention of those with great curiosity and a desire to reject stagnation.

**Halaster Blackcloak.** Arcturia's feelings toward Halaster have varied wildly over her prolonged life. Stories exist of Arcturia looking up to Halaster as a mentor, resenting him, fearing him, and even being in love with him. Though she may have experienced all of these emotions at one point or another, Arcturia's current perception of Halaster is of pity, and begrudging respect. She sees Halaster as a hopelessly-lost soul, but one who still has a great deal of power and much to teach. As such, she still often allies herself with him.

**House Auvryndar.** T'rissa Auvryndar, one of the high priests of House Auvryndar, is Arcturia's most recent pet. She provides T'rissa with experimental magics for creating more dangerous footsoldiers, and in the process, T'rissa's experiments further the study of transmutation. How long this relationship will last remains to be seen, but thus far, T'rissa has had great success working with her patron's techniques.

**House Phylund.** Using a contact (and occasional persona) by the name of Sullivan Kantobor, Arcturia has been slowly infiltrating House Phylund. Given her position in Undermountain, it's practically trivial to collect exotic creatures to supply the house's needs. She's hoping to use House Phylund as a means of controlling the goings-on of Waterdeep proper, and hopefully finding new ways to expose her research to powerful mages who can experiment with it in unique ways.

**Enemies.** Not everyone looks fondly upon Arcturia's experimentation, especially given her tentative (see: nonexistent) grip on research ethics. The harm she causes, even from her secret haven of Undermountain, is immense, and as such, she has no shortage of foes.

**Aundra Blackcloak.** A local mage in Waterdeep, Aundra Blackcloak's precise relationship to Halaster is not known. What is known is that she goes to great lengths to investigate the horrors of Undermountain, and ensure that they do not reach the surface. Though few know her name, a handful of Arcturia's exploits have been discovered and thwarted thanks to Aundra, and she shows no signs of stopping her efforts.

**The Red Sashes and Durnan.** Having been to the depths of Undermountain, Durnan has no desire to see the products of that nightmarish pit make their way to the surface. As such, though it's not the primary order of business for the group, Durnan will sometimes use the organization to quietly nip potential outbreaks in the bud. Given Arcturia's desire to stretch her influence beyond Undermountain and into the larger world, she often comes into conflict with Durnan, whether he realizes it or not. She would like nothing more than to kill Durnan and replace him with an obedient clone.

**Force Grey.** Vajra Safahr is aware of Arcturia's attempts to establish herself on the surface. Past Blackstaves have had to remain vigilant to her schemes, and as such, though few Gray Hands know the full story of this ongoing exchange, they are often deployed to investigate and intercept Arcturia's efforts.

## PERKS

With Arcturia as your patron, you gain the following perks.

**Spellcasting Services.** Arcturia knows and can cast any transmutation spell from any class list. She is particular about how they offer this service and often delegates the act of doing so to an underling, but those in Arcturia's employ can petition for aid through a contact in the form of any spell from the wizard list of 5th level or lower, or any transmutation spell from any list. Remember, though, that Arcturia expects great things of those she deigns to provide aid to.

**Improvements.** Arcturia's strange magical research has taught her some truly alien methods. Among these is the ability to make modifications to their thralls. Here are some example modifications:

**Feral Claws.** You gain the ability to extend or retract claws from your hands as an action. While these claws are extended, your unarmed strikes deal 1d8 + your Strength modifier slashing damage. They also grant advantage on

Strength (Athletics) checks made to climb. However, the alteration to your joints makes them awkward to use, causing disadvantage on Dexterity (Sleight of Hand) checks, even when retracted.

**Wings of Bone.** You sprout wings, gaining a flying speed of 30 feet. However, armor must be specially modified to fit you, or you suffer disadvantage on ability checks and attack rolls while wearing it. These modifications increase the cost of the armor by 50%.

**Leaping Legs.** Your legs become animalistic and spring-like, doubling your jump distance and height. Your movement speed also increases by 10 feet. However, you suffer disadvantage on Dexterity checks and saving throws made to keep your balance, such as crossing a tightrope or avoiding falling over due to a grease spell.

**Proficiencies.** Everyone in your party gains proficiency in Arcana. Any member of the party who already has proficiency in Arcana instead gains a unique boon. While in Arcturia's good graces, you have advantage on ability checks made to cast, learn, identify, or foil transmutation magics, such as with dispel magic or counterspell.

**Information.** Arcturia maintains several substantial libraries in Undermountain, as well as having access to many of Halaster's archives, and some volumes on the surface. You can acquire esoteric knowledge about a wide variety of subjects through these various archives, which Arcturia may even allow you to browse personally, should you impress her enough for her to take you into Undermountain with them.

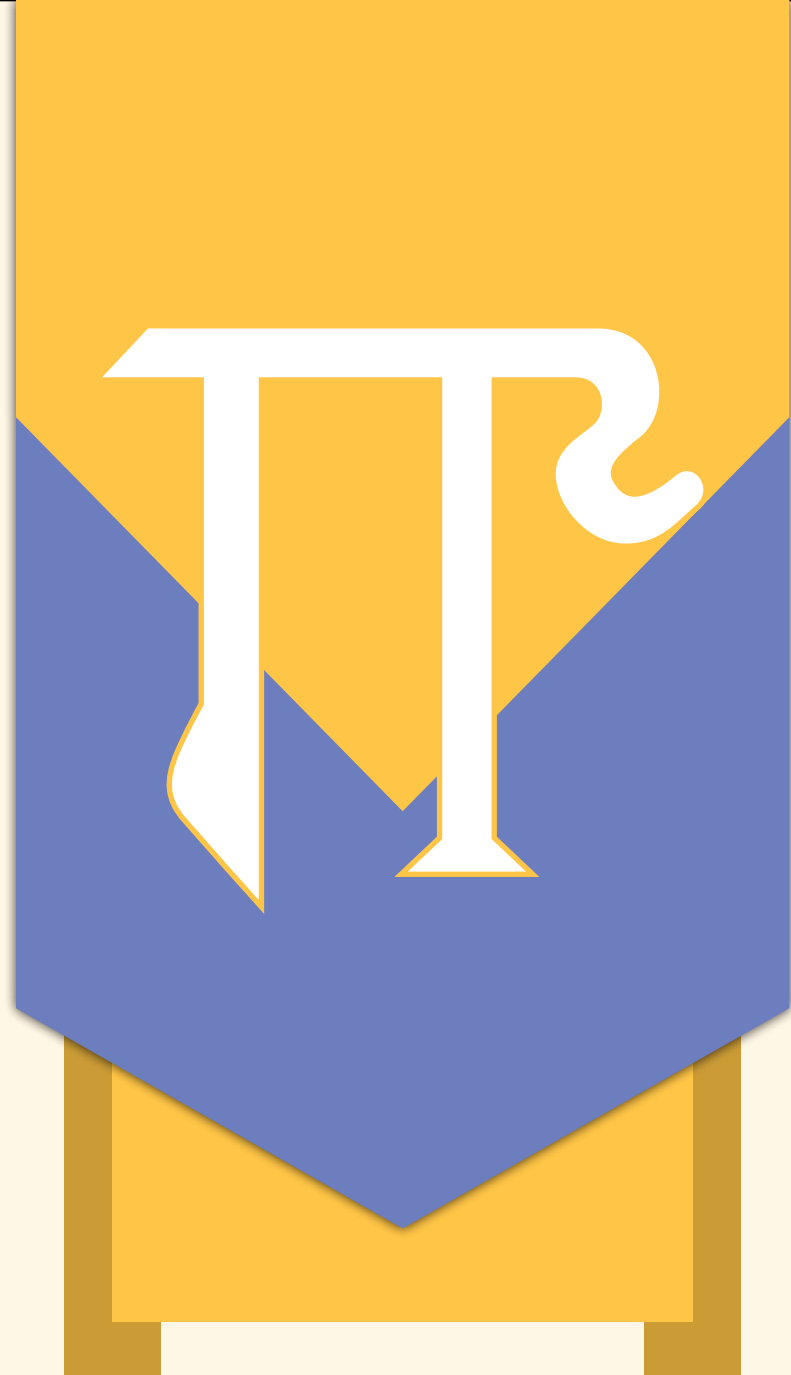
**Magic.** Arcturia possesses vast vaults of magical treasures and tomes of incredible power. Though they share many of their experimental techniques with thralls, they do not readily part with their more successful finished works. Spells they've invented themselves, and magic items with all manner of powers are at their disposal, to share with their most loyal servants.

**Equipment.** When deploying her underlings on especially dangerous tasks, Arcturia will often send them a small "care package" of supplies, which may include potions, scrolls, and even magic items for the task. Though she has little care for the trinkets themselves, an underling who fails to return non-consumable magic items to Arcturia may find himself being considered for all manner of new experiments.

## CONTACTS

Those who work for Arcturia often consider her to be aloof and quite distant. However, she loves to deal personally with their underlings—she just rarely does it in her true form. As such, any number of these contacts can potentially be replaced, from time to time, by Arcturia personally. These ruses are nearly perfect but can be let down by odd cases where a contact doesn't remember something the party said to them, or doesn't remember giving them a particular assignment.

**Catherine Reefmane.** Catherine Reefmane (LN female half-elf commoner) is a coach-driver around Waterdeep, recognizable for her coach pulled by two horses with turquoise-coloured manes. She drives her coach throughout the afternoon and well into the



night, and is one of the few carriage-drivers who treks out to the Field Ward. Though she gets little business there, she uses these off-beat travels to arrange meetings with other servants. She receives telepathic orders from Arcturia by way of sending.

**Isola Banceli.** Arcturia's favourite "cleaner", Isola (NE female rock gnome transmuter; see Appendix A) is of venerable age and was once granted a piece of Arcturia's research to study. Over the course of a century, Isola managed to hold her experiments in order and even innovate in some new and interesting ways. Arcturia has since embraced Isola as part of her inner circle and dispatches her to deal with particularly sticky problems, such as experiments out of hand, rogue apprentices, and rival magi. Arcturia has, over the years, developed a twisted affection for Isola, treating her like a daughter.

**Sullivan Kantobor.** A charming and flamboyant man, Sullivan used to run exotic-beast sideshows all along the Sword Coast before his talents for trapping strange crea-

tures were noticed by House Phylund, who recruited him into the fold. Arcturia has since struck a few deals to make his life easier by providing him with creatures from Undermountain. He isn't especially loyal to his patron, but would never defy her for fear of repercussion, and considers his life easier and better with her help. Sullivan is a Tethyrian human gladiator with these changes:

- He is chaotic neutral.
- He is proficient in Animal Handling (+4) and Performance (+5).

**Harley Rowantree.** A 157-year-old sun elf woman, Harley Rowantree has a strange secret. She was born a kenku, but dreamt of being a singer. Through Arcturia, she found her chance, and was transformed into the elf she now lives as today. She is strikingly, supernaturally beautiful, and has a voice that could enchant even the hardest heart. In return for these gifts, she pledges undying loyalty to Arcturia, never stepping out of line for fear that her beauty could be revoked. Though not a combatant, she serves Arcturia in other ways, as an informant and mouthpiece. Harley is a high elf **bard** (see Appendix B of *Waterdeep: Dragon Heist*) with these changes:

- She is neutral good.
- She knows the cantrip prestidigitation. Intelligence is her spellcasting ability for this cantrip (spell save DC 10).
- She knows Auran, Common, and Undercommon.

**Lurk.** What Lurk (**shadow assassin**; see Appendix A) once was is unclear, but what they are now is malleable and deformed. Their form is utterly amorphous, and though they can approximate a humanoid figure, the ruse is imperfect no matter how many times they attempt it, meaning they prefer to go hooded whenever possible and avoid being seen. Fortunately for them, they can resolve themselves, along with the enchanted clothing they wear, into an inky, fluid-like state, where they can slip through the tiniest crack, and easily be mistaken for an unusual shadow or a trick of the eye. They feel no remorse for what Arcturia has transformed them into, and perform their duties as a messenger, spy, and, when necessary, assassin.

## IMPORTANT LOCATIONS

Arcturia's domain is far beneath Waterdeep, but her reach extends outwards. While serving Arcturia you may visit any number of the following locations.

**Arcturiadom.** Arcturiadom is the laboratory in which she explores her strange magics and studies her craft. Full of mystical implements and traps to foil intruders, this floor of Undermountain is her domain, and here, she is all-powerful. Those who stumble in foolishly meet a swift demise, but the Doom is a common target for her rivals, as many believe she guards her phylactery there. Arcturiadom is described in detail in level 14 of *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast.

**Dweomercore.** Arcturia monitors Halaster's Undermountain mage academy closely, on the off-chance a student of some actual value happens to be produced by it. She's not above poaching from the old man if one does show exceptional talent for transmutation, and she often uses

the college as a practice space for those underlings of hers who have proven themselves able to handle her magics. Dweomercore is described in detail in level 9 of *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast.

**Maddgoth's Castle.** This castle in Undermountain, transmuted to be the size of an elaborate dollhouse, was created by Arcturia as a gift to Halaster, though he now takes credit for it. As he has little interest in the castle, Arcturia used to offer it as a safehouse to her underlings. That is, until Maddgoth moved in and claimed it. She wants him out, but refuses to give him the satisfaction of showing up personally. Maddgoth's Castle is described in detail in level 7 of *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast.

**The Yawning Portal.** Though Arcturia can still leave Undermountain, she doesn't like to range far, as her mind is not free of obsession with the dungeon. As such, when she does want to see the surface or visit thralls personally, this is where she does it—on the brink of the pit.

## ROLES

Those drawn to power are drawn to Arcturia. She is, by a wide margin, one of the most extraordinary magi of this or any era, and a substantial portion of the field of transmutation can be directly accredited to her. Being the apprentice of Halaster most active on the surface, she also commands no shortage of political power through deals made with various houses. As such, those who come to work for her often do so either unwittingly, through a proxy, or directly, as she takes on an identity, presents herself as a benevolent patron of the magical arts, and provides support in the party's quests. The initial favours she asks of them are usually quite benign, but sooner or later, she will likely need them to clean up the remains of an "experiment".

The Arcturia Roles table suggests positions you might fill in Arcturia's ranks and the backgrounds frequently associated with each role.

### ARCTURIA ROLES

| Roles      | Backgrounds  |
|------------|--|
| Messenger  | Charlatan, Entertainer, Far Traveler*, Outlander, Sailor, Urchin           |
| Recruiter  | Charlatan, Courtier*, Criminal, Entertainer, Folk Hero, Noble, Sage        |
| Apprentice | Cloistered Scholar*, Far Traveler*, Folk Hero, Hermit, Sage                |
| Guardian   | City Watch*, Criminal, Folk Hero, Knight of the Order*, Outlander, Soldier |
| Researcher | Acolyte, Cloistered Scholar*, Hermit, Noble, Sage                          |
| Cleaner    | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:



D = chapter 6 of the *Dungeon Master's Guide*  
P = chapter 8 of the *Player's Handbook*  
T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild  
X = chapter 2 of *Xanathar's Guide to Everything*

**Crafting a Magic Item (D, P, X).** Should an underling of Arcturia need ingredients from a rare animal to finish a magic item, Arcturia undoubtedly knows where to find the creature in question. She prefers not to do their work for them, but will often help point them in the right direction.

**Researching (P, X).** Those underlings who can successfully discover new insights into Transmutation, or the nature of shifting forms, become favored subjects indeed, and research, either in Arcturia's volumes or elsewhere, is a good way to achieve it.

**Selling a Magic Item (D, X).** Given the number of adventures who meet their end in her domain, Arcturia often has odd treasures here and there she's looking to get rid of. A servant who can help her sell them off can expect a cut of the profit.

**Sowing Rumors (D).** Arcturia is looking to grow her influence in Waterdeep and to do that, she needs some scandals to crop up and create space for her to work.

## AUNDRAL BLACKCLOAK

Aundra Blackcloak is the unsociable landlord of the God Catcher Tenements, a series of apartments built on the side of the eponymous walking statue.

Local broadsheets occasionally publish essays postulating Aundra's relation to the infamous Halaster Blackcloak of Undermountain. Some suggest that she is a distant descendant of his, and others propose she is actually Halaster in disguise. Aundra's letters to the editors, requesting they cease publishing such stories, were typically ignored. That is until Gaxly Rudderbust of the Waterdeep Wazoo woke up to find that any time he tried to speak, frogs would pour out of his mouth. This curse lasted for two whole months before he finally published a front-page article recanting such rumors. Ever since that event, no publisher in Waterdeep has dared approach the topic.

The truth is that Halaster once had a secret dalliance with Tasselgryn "Tas" Velldarn, an equally unsociable archmage of Skullport, and Aundra was the byproduct. Aundra was raised by Tas in Skullport with frequent excursions to Waterdeep and the surrounding countryside. Her father would come to visit approximately once a month, and Aundra has mixed feelings about her father. As one of the greatest mages of all time, she respects him. As one of the most twisted minds of all time, she pities him. In all, she is wary.

At a young age, Aundra showed a natural talent for the Art, as would be expected given her parentage. Tas schooled her appropriately but gradually realized that Aundra did not need to be taught to control the Weave. It was an inborn ability. Something about the magic of Undermountain gave her this gift.

Today, Aundra sees it also as a calling. She recognizes the danger Halaster poses to the world if he were to ever set his sights beyond Undermountain. She also recog-

nizes that Halaster's students are much more likely and urgent threats. As such, she has spent most of her adult life researching the many magical anomalies in and below Waterdeep. Her goal: prevent the horrors of Undermountain from leaking into the surface world, and in the inevitable circumstance that they do, send them back to where they came from.

Occasionally Aundra hires a little extra help to maintain her tenements or aid her magical research. That's where you come in.

**Allies.** Despite her abrasive nature, Aundra has earned the respect of Waterdeep's magical elite. Through working intimately with city forces to combat the terrors of Undermountain, she has developed both professional association and personal friendship with the following two mages:

**Elminster of Shadowdale.** Elminster is a legendary archmage and one of the few in the city Aundra believes to be more capable than herself. Elminster is the head of the City Guard, a position known as the Warden of Waterdeep. With a story intimately intertwined with many of the greatest cataclysms and adventures in all the Forgotten Realms, it wouldn't do Elminster justice to summarize his character to one paragraph. Suffice it for now to say this: when Elminster and Aundra get together, he usually wins as dragonchess, but she usually wins at poker.

**Vajra Safahr.** Vajra Safahr is the current High Wizard of Waterdeep, a position also known as the Blackstaff. She is in charge of Force Grey and the Gray Hands, special operatives dedicated to protecting the city. She also is the only person in the city with the power to control the great walking statues (or at least, what's left of them) when Waterdeep is in dire need. Knowing that her house and sole source of income might be uprooted at any minute in order to protect the city from great devastation, Aundra makes a habit of being friends with whoever the Blackstaff is at the time. She's decided it will lessen the emotional burden when the inevitable comes.

**Enemies.** With her research field of choice, Aundra is the natural enemy of almost any tyrannical denizen of Undermountain, and there are many of those. As a landlady, her only real enemies are increasing property taxes and aggressive competitors. The following individuals appear to be particularly dangerous foes of Aundra:

**Arcturia.** One of Halaster's greatest students, Arcturia is perhaps the most powerful and most twisted transmuter of all time. Aundra has thankfully uncovered and thwarted Arcturia's experiments and plans before, and she has no intention of stopping any time soon. This is a bug in Arcturia's machinations; what good is a magical experiment if you can't see it wreak havoc on the surface world?

**Gruthgar Hrimmel.** Landlords have a reputation for being bottom-feeding scumbags. This describes Gruthgar accurately. A particularly combative competitor, Gruthgar keeps pestering Aundra to purchase her Tenements and refuses to take no for an answer. Aundra wants to keep the property to ensure she has guaranteed access to one of the only intact walking statues, but also because she simply dislikes Gruthgar and would love to keep the property and her tenants out of his grubby, greedy hands.



## PERKS

With Aundra Blackcloak as your patron, you gain the following perks.

**Compensation.** Aundra pays for the work you do on her behalf. On average, she pays each member of your group an amount of gold equal to its level for each day spent on a mission.

**Housing.** As a landlady, Aundra can provide discounted or free room and board for your party. She typically does not offer this but may consider it if the party asks her.

**Information.** As the city's leading expert on Undermountain and other security threats, Aundra is a reliable source of information on the following topics: Undermountain and its denizens, the walking statues, and wild magic.

**Magic Items.** With an expansive collection of magical items, characters with 3 renown or more can ask Aundra to lend them any common or uncommon magic item that is not consumed upon use. If the item is lost, stolen, sold, or broken, the character must find a replacement, pay Aundra the value of the magic item, or lose renown.

**Spellcasting.** Aundra is an archsorcerer (see Appendix A). Characters can petition her to cast any spell from the sorcerer spell list, which she is happy to do if given at least 1 day of notice and if the character's renown with her equals or exceeds the spell's level. Characters must provide any material components that have a cost or are consumed by the spell.

## CONTACTS

With Aundra as your patron, you might frequently interact with any of the following:

**Aundra Blackcloak.** The woman, the myth, the legend, Aundra (CG female Tethyrian human archsorcerer; see Appendix A) is an unsociable old woman with a mysterious past. As a policy, she refuses to discuss her personal life with anyone but her closest allies. She owns the God Catcher Tenements, and by extension the walking statue they are built upon and has a reputation of being a stern but fair property owner. She prefers not to rent to adventurers; they have a nasty habit of dying heroically just before rent is due. Aundra ignores the magical restrictions on teleportation in and out of Undermountain.

**Ehput Fezim.** Aundra's handyman, Ehput (LN male Mulan human commoner) is a friendly immigrant from the eastern shores of the Inner Sea. Despite a limited formal education, while working for Aundra he has discovered a passion for 14th century DR Gnomish literature. He is particularly fond of the poetry of Saunterblugget Hampterfuppashire and is eager to recite Hampterfuppashire's sonnets and limericks to anyone who cares to listen.

**Tasselgryn "Tas" Velldarn.** Tas (CN female Tethyrian human archmage) is Aundra's mother and the proprietor of the Poisoned Quill, a forgery shop in Skullport. She remains good friends with Halaster and has tea with him about once a month, where she catches him up on the latest news and gossip. When they are together, Halaster and Tas act like an old married couple. Any time the characters visit Tas, there is a 5% chance Halaster is also there. You can



learn more about Tas and Halaster in *Waterdeep: Dungeon of the Mad Mage*. Tas ignores the magical restrictions on teleportation in and out of Undermountain.

## IMPORTANT LOCATIONS

Aundra, as a prominent landlady, owns many apartments. Aundra, being a quiet recluse, does not often leave the premises for extended periods of time. While you may be asked to visit other locations, adventurers serving Aundra Blackcloak will repeatedly return to at least one of two locations.

**The God Catcher Tenements.** One of Waterdeep's grand walking statues, the God Catcher is buried up to its waist at the intersection of Heard Lane and Sul Street in the Sea Ward. This series of apartment buildings climb up its exterior.

**The Poisoned Quill.** Tas runs an expert forgery and teleportation business out of this small shop in Skullport.

## ROLES

Aundra mostly keeps to herself but hires extra help from time to time. She prefers to find helpers from Waterdeep's government unemployment office; she finds those recruits tend to be hard and honest workers. Consider why your character may have been looking for work. Are you looking for your first job after moving out? Were you recently let go after 20 years in a comfortable office job? Were you ordered by the court to apply for work programs after your recent arrest? Aundra hires workers of all types.

The Aundra Blackcloak Roles table suggests duties you might fulfill for Aundra and the backgrounds frequently associated with each role.

### AUNDRAL BLACKCLOAK ROLES

| Roles             | Backgrounds   |
|-------------------|---|
| Errand Runner     | Criminal, Folk Hero, Guild Artisan, Inheritor*, Sailor, Urchin                      |
| Interior Designer | Acolyte, Clan Crafter*, Cloistered Scholar*, Guild Artisan, Inheritor*, Sage        |
| Rent Collector    | City Watch*, Criminal, Mercenary Veteran*, Outlander, Soldier, Urban Bounty Hunter* |
| Repairman         | Clan Crafter*, Folk Hero, Guild Artisan, Hermit, Outlander, Sailor                  |
| Tenant            | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Crafting a Magic Item (D, P, X).** Aundra encourages innovation and constructive activities. If you create a magic item for Aundra, she provides any required materials and keeps the completed magic item. If you create a magic item for your own use, she does not provide any materials but is pleased by your efforts and still grants you 1 point of renown for every 30 days you spend crafting magic items.

### BLACKCLOAK OR BLACKLOCK?

In the 2018 adventure *Waterdeep: Dragon Heist*, the landlady of the God Catcher Tenements is a sorcerer named Aundra Blackcloak. In the 2010 novel *The Godcatcher*, the landlady is a sorcerer named Aundra Blacklock with no relation to Halaster or Undermountain. The 2018 version is probably a typo, but because it is the most recent printed version, it is the only version for 5th Edition, and it has more interesting implications than the 2010 version, this product presents her as Aundra Blackcloak.

**Renovations.** The God Catcher Tenements sometimes need repairs or renovations after a tenant moves out. You can help with this, and Aundra provides any materials or tools required. At the end of every tenday of work, make a Strength ability check and consult the Renovations Outcomes table. Characters with proficiency in any of the following artisan's tools can add their proficiency bonus to their check, and can choose to make a Dexterity, Intelligence, or Wisdom check instead: carpenter's tools, mason's tools, painter's supplies, tinker's tools, or woodcarver's tools. These checks represent skilled and unskilled labor.

### RENOVATIONS OUTCOMES

| Ability Check Result | Outcome  |
|----------------------|--|
| 5 or below           | You cause damage or significantly delay the renovations. Aundra docks your pay to cover the costs. You do not earn any money this tenday.                    |
| 6-12                 | You work effectively, if not elegantly. At the end of the tenday Aundra pays you 2 gp.   |
| 13 or above          | You work with an impressive degree of skill and craftsmanship. At the end of the tenday Aundra pays you an amount of gp equal to your check result minus 10. |

**Research (P, X).** Aundra is, above all else, a scholar. Her preferred research topics include the history of Undermountain, the Spellplague, the Time of Troubles, the walking statues of Waterdeep, and advanced transmutation magic.

**Scribing Spell Scrolls (D, X).** Aundra can only prepare so many spells at a time, and having spare spell scrolls on hand lessens this burden. Characters who have spare downtime can scribe spell scrolls for her. The spells must be on both the sorcerer and the character's class spell lists. Aundra provides any materials required and pays 1 gp for each day spent scribing scrolls, but she keeps the complete scrolls.

## CHURCH OF LATHANDER

Your group acts in service to the deity of the morning, one of the most prominent deities within Waterdeep. Lathander, better known as the Morninglord, is a deity of many domains. He resides over creativity, dawn, renewal, birth, spring, and eternal youth. The Church of Lathander is a group dedicated to worshipping and following the Morninglord, ensuring that there is always another dawn. Scattered throughout Waterdeep are countless temples dedicated to the many deities of the countless pantheons, however few compare to the gem of the Castle Ward known as the Spires of the Morning.

One of Lathander's many tenants is to chase the betterment of oneself. This leads to many clerics looking inward to improve, or doing their best to guide others where possible along a similar path. Unlike other factions in the city, the group has no aspirations for control or expansion, they simply desire the opportunity to bask in the glory of the dawn.

Unlike many temples, the Church of Lathander is substantial enough to have their own military order known as the Order of the Aster. Paladins of Lathander naturally find

themselves dedicating themselves to the Aster, who vow to bring the righteous dawn down upon the machinations of evil deities or undead insurgencies. Still, the order remains loosely organized with only eighty members, many of which are often outside of Waterdeep carrying out their crusade against evil.

Members of this group are without question followers of Lathander, whether they have been worshipping out of a family tradition or have stumbled onto the path of the Morninglord, all are welcome down the path of betterment. Promotion through the ranks of the church is deliberate, considering many roles are lifetime appointments. There is an exception, however, for devout followers who conduct selfless and valiant deeds. They climb through the ranks far quicker compared to the average priest. Still, those who serve the interests of the clergy are promised to be rewarded by Lathander himself in this life or beyond.

**Allies.** The Church of Lathander has many allies, however, the most trusted are those that exist within the Spires of the Morning or take actions that directly assist the temple, such as the following groups:

**Order of the Gauntlet.** Lathander considered both Tyr and Torm to be close allies, however, his relationship with Helm involved resentment. Given the Order of the Gauntlet prides itself in a staunch dedication to enforcing justice, it often sees their goals align with the clerics of the Morninglord. In times of dire need, the Church of Lathander is ready to offer the healing power of the dawn to thwart evil at every turn beside the knights of the Order of the Gauntlet.

**House Cassalanter.** One of the richest families of all Waterdeep, the Cassalanter's have used their extensive wealth to make multiple donations to countless temples. The Spires of the Morning has been on the receiving end of the Cassalanter's philanthropy, leading to multiple statues commissioned in their name. Ultimately, the family is held in high regard by many of the church's members, which in turn sees them frequently attending the Spires of the Morning to witness the fruits of their generosity.

**Enemies.** Within Waterdeep, followers of Lathander's only true enemies are those they deem as heretics either by worshipping evil-aligned gods or spreading falsehoods about the Morninglord. Encounters with the following groups are not outright hostile, but often involve a clash of fundamental ideals:

**Cult of Shar.** Followers of Shar, the Mistress of the Night often skulk in the darkness to usurp the plans of Lathander however they can. While they do not have a temple within Waterdeep, devout cultists believe that corrupting or outright killing worshipers of the Morninglord will only please the goddess Shar. To this end, members of the church who see a black disk recognize it to be a foreboding warning that Shar, or at the very least her followers, are ever-present.

**Order of the Sun Soul.** Unlike followers of Shar whose mere presence is enough to feel in danger, followers of Lathander's grief with the Order of the Sun Soul is merely dogmatic. There exists a monastery dedicated to the Order of the Sun Soul who fervently believe that Amaunator, the god of order, law, the sun, and time, had become a



tri-partite deity encapsulated by Lathander, Selune, and Sune. The Monastery of the Sun Soul sits directly between the temples of the three aforementioned deities, much to the ire of the followers. The Church of Lathander views the preaching of the Order of the Sun Soul to be sacrilegious, but are powerless to otherwise intervene thanks to Waterdeep's laws.

## PERKS

With the Church of Lathander as your group's patron, you gain the following perks.

**Accommodations.** You can stay at the Spires of the Morning, enjoying the benefits of a modest lifestyle for the cost of a poor lifestyle. The rooms are comparable to those in an affordable inn.

**Dawn's Guidance.** If you watch the dawn for 1 hour each day for a tennday without interruption, you gain the abili-

“Even on the darkest of days, the Spires of the Morning still seem to glisten thanks to Lathander’s everpresent dawn.”

- Belleigh, librarian of Lathander

ty to cast divination as a ritual once without needing any material components. Following the casting of the spell, the Morninglord offers literal guidance through sunbeams of the dawn temporarily.

**Equipment.** Each member of your party has a holy symbol of the Morninglord, even if it isn’t needed for spellcasting. Each of you also has a book containing prayers, rites, and scripture of Lathander.

**Order of the Aster.** For particularly challenging tasks, members from the Church’s military order may be asked to assist the adventuring party. These reinforcements are typically a single knight or priest who is given a clear precise goal to carry out in your company. After the task is complete they return to the Spires of the Morning.

**Proficiencies.** Each member of your party gains proficiency in the Religion skill, if the character doesn’t already have it.

**Spellcasting Services.** In times of need, your group can appeal to the High Radiance for magical aid. A member of the Church of Lathander can petition high-ranking priests to cast any cleric spell, which they are happy to do if that character’s renown with the church equals or exceeds the spell’s level. The member must provide any material components that have a cost or are consumed by the spell.

## CONTACTS

The Church of Lathander is large and powerful in Waterdeep. Some of the many personalities you’ll interact while serving it are listed here.

**High Radiance Dalartzin Paragon.** The current highest role within the Spires of the Morning is held by Dalartzin Paragon, a drow who sacrificed her eyes in their devotion to Lathander. Viewed as quite the controversial figure, she stepped in following the untimely demise of the previous High Radiance. She’s quite the jovial character, freely joking in moments of privacy; otherwise, she maintains stoic professionalism. Dalartzin is never one to judge, and often urges followers down the path of self-improvement where possible. Dalartzin Paragon is a drow prophet (see Appendix A) with these changes:

- Dalartzin is chaotic good.
- She is blind and automatically fails any Perception check that relies on sight.
- She has these racial traits: She has advantage on saving throws against being charmed, and magic cannot put her to sleep. She has darkvision out to a range of 120 ft. She knows the dancing lights cantrip. She can innately cast these spells once per long rest; faerie fire and darkness. She speaks Common, Elvish and Undercommon.

**Belleigh Summercape.** Neatly tucked within the halls of the Spire of the Morning is an extravagant library dedicated to all the scriptures and diaries of Lathander and his most

prolific followers. The many tomes and books are under the inscrutable protection of Belleigh Summerscape. Often comedically described as having a sunny disposition, the only thing she cannot tolerate are those who damage the religious writings or treat them haphazardly. Belleigh is a lightfoot halfling priest with these changes:

- Belleigh is lawful good.
- She has these racial traits: She is Small, and her walking speed is 25 feet. She can move through the space of a Medium or larger creature. She has advantage on saving throws against being frightened. She speaks Common and Halfling.

**Mhaere Dryndilstann.** The eldest human member of the church is the well renowned Mhaere Dryndilstann (NG female Illuskan high priest; see Appendix A), in her prime she was known to heal wounds and deal damage in equal measure. Her life has been extended by magical means, thanks to the escapades of her husband and owner of the Yawning Portal, Durnan. Mhaere is the person to go to when heroes succumb to their wounds, capable of bringing the recently deceased back to life. She’s a woman of few words, but what she does say displays her unquestionable devotion and iron will.

**Jandar Ilbaereth.** One of the few wizards within the Church of Lathander is the renowned wizard Jandar Ilbaereth. He resides as a Dawnknight of the Order of the Aster, providing wisdom and guidance for the militant order of Lathander. His particular specialty lies within thwarting the efforts of Shar and her malicious followers. To the uninitiated, Jandar appears cold, calculating, and generally unflappable. Jandar Ilbaereth is a high elf diviner (appendix A) with these changes:

- Jandar is lawful good.
- He has these racial traits: He has advantage on saving throws against being charmed, and magic cannot put him to sleep.

## IMPORTANT LOCATIONS

The Church of Lathander is based out of a grand temple in the middle of the city. Adventurers and worshippers both frequent this holy site.

**Spires of the Morning.** There is a reason why the Spires of the Morning is said to be a wonder of Waterdeep. Situated in the Castle Ward, seven towering spires that glisten thanks to copper, gold, or silver gaps each and every morning as dawn reveals itself. The temple is substantial in its size, said to house more than 300 clerics. As such, there is only one temple to Lathander in Waterdeep, because little can compare to the wonder and concentrated faith that the Spires of the Morning allow.

Citizens of all walks of life are followers of Lathander, so while they may be heavily concentrated in the Spires of the Morning it wouldn’t be out of the question to discover a shop, tavern, or business operated by a devout follower of the Morninglord. The houses closest to the Spires are far more likely to belong to a follower for the obvious reasons. Telltale signs being what direction their upstairs windows



face, ensuring they get to experience each and every dawn.

## ROLES

The Church of Lathandar loves to encourage those seeking to begin a new day and dawn a new era of enlightenment in their lives. Persons who are delving into self improvement, philanthropic efforts, or seeking dedication to a good cause may very well begin worshipping the morninglord and align themselves with the Church of Lathandar. While clerics and paladins (or those endeavoring to become such) are the most common kinds of people who work with and within this faction, other creatures may be welcomed as well.

The Church of Lathandar Roles table suggests positions you might fill in the church and the backgrounds frequently associated with each role.

### CHURCH OF LATHANDAR ROLES

| Roles          | Backgrounds   |
|----------------|---|
| Recruiter      | Acolyte, Charlatan, Entertainer, Far Traveler*, Folk Hero, Soldier                |
| Guard          | Acolyte, City Watch*, Criminal, Mercenary Veteran*, Soldier, Urban Bounty Hunter* |
| Emissary       | Acolyte, Courtier*, Entertainer, Far Traveler*, Noble, Sage                       |
| Advisor        | Acolyte, Courtier*, Hermit, Knight of the Order*, Noble, Sage, Soldier            |
| Lay Worshipper | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Performing Sacred Rites (D).** First and foremost the Spires of the Morning is a temple, assisting the higher ranking clergy members in the Morninglord's sacred rites is said to directly seek the favor of the deity himself.

**Religious Service (X).** Countless rooms are dedicated to preaching the word of the Morninglord, particularly when welcoming newcomers into the temple of the dawn. You spend some time organizing your own religious service, which within the Church of Lathandar will not go unnoticed.

**Research (P, X).** Countless books within Belleigh's library contain words uttered by the Morninglord himself, or lead to discovering new ways to gain his attention. Perhaps spending countless hours scouring those books learns ways to better connect with your work.

**Missionary Work.** You spend the day spreading the good word of the Morninglord. Each day of missionary work

takes 8 hours. At the end of the day spent doing missionary work, the character must make a DC 15 Charisma (Persuasion) check. On a success, the Spires of the Morning sees a small influx of members over the coming days who speak your praise to the priests.

**Work (P, X).** Inside the Spires of the Morning, there is always work to be done, from organizing scrolls, replacing censers, or dusting the windows to let the sunlight best shine through. It offers modest pay that they encourage to be donated back to the temple, but that is never enforced.

## CITY WATCH

The police force of Waterdeep, the City Watch, aims to maintain peace in the streets, uphold the Code Legal, and catch criminals. A patrol usually consists of several officers from the ranks of the City Watch, but a dispatch sent to deal with particularly troublesome situations might also have a borrowed priest or mage from the appropriate guild in tow to lend a hand (as well as more officers) whereas those in the quietest parts of the city might only have a few persons on a route.

The City Guard is the main supplier of recruits for the City Watch, as many officers tend to serve in the army of Waterdeep before retiring to a position in the city's police force.

Select few say that the City Watch is more concerned with maintaining appearances than justice, as phrases such as "keep the blood off the streets" are common—meaning that criminals should not contend with each other in the public eye, where the disarray looks bad for the City Watch. However, as a whole, the City Watch is composed of good creatures and is one of the most trusted police forces in all of Faerun.

Members of the City Watch are called officers, and the Commander of the Watch reports to the Open Lord Laeral Silverhand. The main interest of the City Watch is to punish offenders and deter infractions to the Code Legal. Definitive evidence of a liable motive and illegal activity is required before the City Watch can take legal action against anyone, but that doesn't mean that they can't patrol suspicious public areas or keep a general lookout for shifty persons.

The headquarters for the City Watch is the Palace of Waterdeep. The City Watch has absolutely no authority beyond the walls of Waterdeep, and so never acts or even goes outside of the city. It has also been noted that they rarely go into the sewers.

Those who are known to be withholding evidence and/or knowledge of it from the City Watch are guilty of a crime in Waterdeep. "Hampering justice by concealing evidence" can result in a fine of up to 200 gp and hard labor for up to a tenday.

**Allies.** Enforcing justice in a place as large as Waterdeep is a massive job, and the City Watch often leans on the following:

**The Yawning Portal and Informants.** The Yawning portal sees all kinds and winds up calling for the City Watch frequently. The City Watch also knows that the tavern is rife with information, and so they are sure to maintain good relations. They sometimes ask for those who frequent the

tavern to gather information for them.

**Nobles.** The Code Legal is notably stricter when dealing with infractions against the nobles of the city, and the City Watch is particularly thorough when guarding and protecting nobles. Nobles also have access to networks of information, expensive supplies, and other useful resources, and so the City Watch does what it can to maintain good standing with them.

**Government.** Other branches of the Waterdhavian government frequently interact with the City Watch, and some members of the City Watch report to figures such as Larael directly.

**Enemies.** There will always be those who wish to work outside the law, or completely do away with it. Worse still, some wish to corrupt the law to solely serve their selfish purposes. Needless to say, the City Watch has many enemies, but the most obvious in day-to-day life are the three Cs:

**Corrupt Leaders.** Though the City Watch has only a few exceptions on their overall impressive record of just and fair leadership, they remain vigilant to ensure that such continues to be the case. “White-collar crime” is also not an unknown concept in Waterdeep, and so the City Watch watches over the upper class to ensure that corruption is weeded out as soon as possible.

**Criminals.** At the most basic level, law enforcement seeks to limit criminal operations in Waterdeep. Ideally, they would accomplish this by completely eradicating them entirely. More realistically, the City Watch opposes criminals and apprehends them whenever possible.

**Constructs.** Though not a true enemy according to most, the City Watch deems constructs as having no rights within the city of Waterdeep. In the eyes of the law, constructs are objects to be owned. Unowned automatic constructs, such as nimblewrights, (and extending even to warforged, should they ever appear) are legally considered equal to mud tracked in on someone’s boot. For legal purposes, a construct is defined as: anything demonstrating humanoid characteristics that does not, has never, and is not expected to ever require food, drink, and air.

## PERKS

With the City Watch as your patron, you gain the following perks.

**Supplies.** While this includes obvious armaments such as studded leather armor and clubs, it also includes less obvious items such as colored flags for those directing traffic, parchment, and ink for legal uses, magical whistles that can be heard by all creatures within 100 feet, and a Badge of the Watch when you reach the rank of a captain. Other magic items may be made available as well, depending on their relevance to an officer’s specific assignment.

**Greater Legal Requirements.** If anyone could accuse officers of anything, putting them on probation during the investigation of the accusation, certain officers would purposefully be framed for and accused of random crimes to keep them from working on important cases. This can still happen, but in an effort to avoid such, it takes more ev-



idence to bring an officer to court when compared to a civilian.

**Reinforcements.** Officers can request the aid of priests or mages (or sometimes both) if they show a plausible need for their help. Such a request is usually fulfilled promptly, or at least acknowledged quickly. See the priest and mage statblocks for details on their capabilities.

**Coverage.** Being a member of the City Watch is often a dangerous job, and Waterdeep wants all of its officers to be at the top of their game. If an officer is injured, Waterdeep is likely to cover all the expenses, regardless of time, place, or cause. If an officer proves to be abnormally accident-prone, careless, or aggressive, Waterdeep will usually end the officer’s service permanently.

**Reputation.** The City Watch of Waterdeep is a highly respected organization. Denizens of Waterdeep are likely to comply with your requests at the drop of a hat, provided that you do not put them in danger or ask them to go too far out of their way financially. Some citizens are even eager to be involved, considering activities with the City Watch to be

particularly noteworthy, and might even offer assistance for little or no compensation.

**Probable Excuse.** The law understands that expecting officers to completely avoid collateral damage is unreasonable. Officers who are guilty of offenses to the Code Legal are excused from punishment if it can be shown that the action was either an accident and/or completely unavoidable.

## CONTACTS

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Between constables, consultants, and criminals-turned-informants, adventurers serving the City Watch will meet a wide variety of interesting characters.

**Barnibus Blastwind.** A member of the Watchful Order of Magists and Protectors, Barnibus (see Appendix B of *Waterdeep: Dragon Heist*) is the investigator that reviews incidents involving infractions against the Code Legal that include uses of magic. He works very closely with Saeth Cromley on many of his cases. Barnibus has 10 renown with the City Watch.

**Saeth Cromley.** A (mostly) retired sergeant of the City Watch, Saeth (see Appendix B of *Waterdeep: Dragon Heist*) is a funny and personable guy who sometimes works with Barnibus Blastwind on unusual cases in Waterdeep. Many of the people in the City Watch view him as something of a local legend who could have achieved a higher rank, but enjoyed working “where the boots hit the ground”. His rank (sergeant with 25 renown) is often held in an emeritus-like state.

**Arvene Morrow.** Noted for her discerning eye honed by years of experience, Arvene (LG female mixed ethnicity human knight) is a middle-aged woman with a soft, even, and forward tone. She is known as an ideal trainer for new recruits, doesn’t sugar-coat her words, and is kind and honest about their work. Her sober level-headedness is legendary, and no officer has ever seen her panicked, enraged, or even upset. Calm and calculated, she might seem cold from a distance, but personal interaction will show you otherwise. Her rank (Sergeant with 35 renown) has come from decades of diligent work.

**Bogarte Locks.** A young detective, Bogarte (LN male tiefling guard) looks dashing in his tan trench coat, with his chiseled features framed by a leather fedora. This outfit isn’t approved, but he continues to wear it, though many suspect that he has received chastisement over it. Known for his distant personality and fanciful but jaded metaphors, Bogarte is a better writer than detective, but his superiors appreciate the accurate and detailed (albeit lengthy and narrative) reports. His portrayals have proved critically important and led to the capture of difficult criminals from two cases, earning him his rank (Constable with 10 renown).

**Christina Baristan.** A captain in the City Watch, Christina (LN female Tethyrian human veteran) joined the City Watch after serving in the City Guard. She is known for her friendly disposition and do-whatever-it-takes attitude. She was promoted to captain after some particularly incredible work where she was able to miraculously catch, convict, and imprison a small but horrific group of criminals that targeted children. She lives with her family in a three-story townhome in Trollskull alley, beside the North Ward bank

where her husband works. Her rank (Captain with 30 renown) makes her the leader of a watch station.

**“The Pair”.** Though these two have no special rank (both are lieutenants with 40 renown) Sherlock Bond and James Holmes are widely known as simply “The Pair”. Sherlock Bond (LN male Drow Gunslinger with Intelligence and Wisdom scores of 20) is an aloof marksman with eyes like an eagle who has rarely been known to miss either a mark or a clue. James Holmes (CG male mixed ethnicity human Gladiator with a Charisma score of 20) is quick both in wit and in combat, and stories say that he’s talked or fought his way out of seeming certain death multiple times.

**Prodigies.** Much to the chagrin of the officers involved, many younger people in Waterdeep are fascinated with the City Watch and will follow officers around to try and help. While they are usually just annoyances, some notable prodigies have been found this way. Most especially, the halfling brothers “Dick” Richard and Nimrod (LN male halfling commoners) as well as the gnome sisters “Pink” Pinkerton and Shamus (Both LN female gnome commoners). These two sets of twins have something of a rivalry and have actually solved a few minor cases almost entirely by themselves. Their parent’s sentiments about this are unknown.

## IMPORTANT LOCATIONS

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Adventurers serving the City Watch may frequent any number of locations in the city, including the following:

**Palace of Waterdeep.** This large, impressive structure is utilized for many official purposes here in Waterdeep, not the least among them as the Headquarters for the city watch. Many officers wind up visiting the palace for any number of reasons, including meeting partners for upcoming assignments, identify captured criminals, process legal documents, or similar activities. All reports eventually end up here as well.

**Watch Boxes.** These are small structures with one City Watch on Duty at all times. If the Watch Box is alerted, the officer on guard will send a message to the City watch to gather a force to investigate before heading in the direction of the issue.

**The City Watch Cache.** The City Watch is allowed to keep any materials it finds that cannot be traced back to legal owners. Partially due to the law, the City Watch does not entrust any of it to the moneylenders in Waterdeep. Instead, the City Watch has a building in the central portion of the Castle Ward where materials are kept until the owners can be found. If owners cannot be found, if the materials are from outside of Waterdeep, or if the materials don’t have a legal owner (Such as treasure taken from Undermountain) then the ownership transfers to the City Watch.

**The Dungeons of Castle Waterdeep.** Cells of varying size and comfort occupy the majority of the space in the dungeons. The most comfortable cells might have a stool, a table, a simple cot, a chamberpot, and the like, while the barest cells are simply earth or stone with bars across the opening. Some cells are also enchanted with antimagic fields to prevent any magic from being cast in the cells. The City Watch is charged with guarding the prisoners, enacting



punishment upon them, and supervising restitution such as hard labor.

**Main Courthouse.** The City Watch is not allowed to issue or carry out orders beyond a certain severity without the approval of the courts, which means that officers spend plenty of time discussing legal matters with judges, lawyers, and the like. Officers usually come here to either draft a warrant, present evidence for a case, or consult with legal professionals.

**Stations.** Built for function and not presentation, these simple buildings are usually tucked away in a back alley, and are easily identified by the green and gold lantern that is constantly magically lit above the main doors. Stations are always headed by an officer with the captain's rank, and commonly have a small office area, a holding cell, civilians reporting crimes, and officers coming and going.

## ROLES

People join the City Watch for any number of different reasons, but almost all of them carry the common thread of wanting to help others and keep Waterdeep safe. While the City Guard is more flashy and celebrated, most members of the City Watch have spent time serving there as well, making the City Watch even more respectable in the eyes of many.

Some might try to enter the City Watch as a way of obtaining personal power and gain, but the presence of fiercely good creatures and the City Watch's policy to always cover officers' mishaps inclines the City Watch to only select those creatures who are wanting to serve others.

The City Watch covers a lot of ground and employs people of many different strengths. Most of the City Watch has at least some combat training, and so they are usually identified by their specialties outside of that. Officers with similar specialties will often be paired together, and it isn't uncommon for members of the City Watch to have a few close compatriots that they work with on a daily basis.

The City Watch Roles table suggests positions you might fill in the Watch and the backgrounds frequently associated with each role.

### CITY WATCH ROLES

| Roles                  | Backgrounds  |
|------------------------|--|
| Civilian Specialist    | Acolyte, Charlatan, City Watch*, Entertainer, Folk Hero, Urchin                    |
| Crime Scene Specialist | City Watch*, Criminal, Outlander, Sage, Soldier, Urban Bounty Hunter               |
| Criminal Specialist    | City Watch*, Cloistered Scholar*, Criminal, Sage, Soldier, Urban Bounty Hunter     |
| Combat Specialist      | City Watch*, Criminal, Folk Hero, Mercenary Veteran*, Soldier, Urban Bounty Hunter |
| Legal Specialist       | Charlatan, City Watch*, Cloistered Scholar, Guild Artisan, Noble, Sage             |
| Publicity Specialist   | Charlatan, City Watch*, Courtier, Entertainer, Noble                               |
| Officer                | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

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X = chapter 2 of *Xanathar's Guide to Everything*

**Patrolling.** An officer's main responsibility is to patrol the city with other officers through routes and ensure that the Code Legal is being observed. An officer's routine response to infractions is: verbal request, verbal demand, physical restraint, physical immobilization.

**Court Duties.** This may be acting as a bodyguard for a judge, testifying to crimes that the witness has evidence for, testifying to the veracity of information, and more.

**Dungeon Tending.** The prisoners in Waterdeep's dungeons often have reparations to attend to, such as hard labor, that necessitate supervision from the City Watch. Flogging and other punishments are also carried out by the City Watch.

**Watching.** While patrols monitor the streets through mobile squads, there are some locations and persons that require constant surveillance. Noble estates, government buildings, watchboxes, and similar locales should always have an officer keeping watch and ready to send for backup at a moment's notice.

**Investigation.** Anyone who has tried to piece together the series of events from scattered pieces of evidence knows that extra minds are helpful. Officers who have shown a particular acumen for details, deduction, and reconstruction might be assigned to investigations. Even if they aren't assigned, their help would be greatly appreciated.

**Directing Traffic.** It's too easy for a civilian, especially the young and the frail, to get caught underhoof or be crushed by a wagon during the busier hours of the day. Some officers are asked to help direct traffic, and many more to volunteer.

## PROTECTORS OF THE SONG

Centuries ago, the goddess Eilistraee, a benevolent drow god, presented herself before the young drow warrior Qilue Veladorn, and asked her to lead an assault against the aberration god Ghaunadaur, gifting her and twelve other close companions of hers magical blades that sang in their hands as they fought. With them, the newly-anointed Protectors of the Song began an extended assault on cultists of Ghaunadaur, and with the favor of Eilistraee and a tendency of battle, successfully fought their way to the Pit of Ghaunadaur, a massive, underground shaft leading down into a cavern where Ghaunadaur's legions sprouted in countless numbers.

Once there, Eilistraee appeared to them again and told the Protectors of the Song of the great city that would once



grow on the surface, and the duty they would have to remain vigilant for all-time against the return of Ghaunadaur's forces. With that, the Promenade of the Dark Maiden was formed—both a home for the Protectors and an ancient vigil against their hereditary foes.

Centuries passed, and the Protectors carried on their fight, keeping their spirits high with music, revelry, and worship of Eilistraee, all of which often went hand-in-hand. However, Ghaunadaur didn't take defeat lightly. Rallying anew, Ghaunadaur and its disciples assaulted the Promenade on multiple fronts—one front coming from the Sargauth Level of Undermountain, and another ripping out of the Pit of Ghaunadaur simultaneously. Faced with an impossible choice, Qilue withdrew to the Pit, bringing her most powerful priests with her to attempt to seal it again. Short of time, she dove into the pit to fight off the tide of monstrosities, allowing it to be sealed behind her.

Though Qilue and her sacred blade were lost to the ages in that battle, her sacrifice was not in vain, and thanks to her, the Promenade still stands, restored by the efforts of a new generation of Eilistraee-worshippers, working along with the remaining members of the Protectors of old.

**Song and Revelry.** The Protectors of the Song pay worship to the Dark Maiden Eilistraee, a kindly mother to the drow who seeks to guide them toward compassion and joy. Her disciples place tremendous importance on “nurturing one's inner song” through revelry, and this goes doubly for those bold Eilistraeens who choose to live their lives underground, where moonlight can't reach them. The Protectors of the Song look after one another, as a lifetime of battle can destroy one's spirit. If a person has fallen to this fate, Eilistraeens often say that “the song has fallen silent within them”, and pull the disciple in question away from the lines of battle, often taking them to the surface to relax.

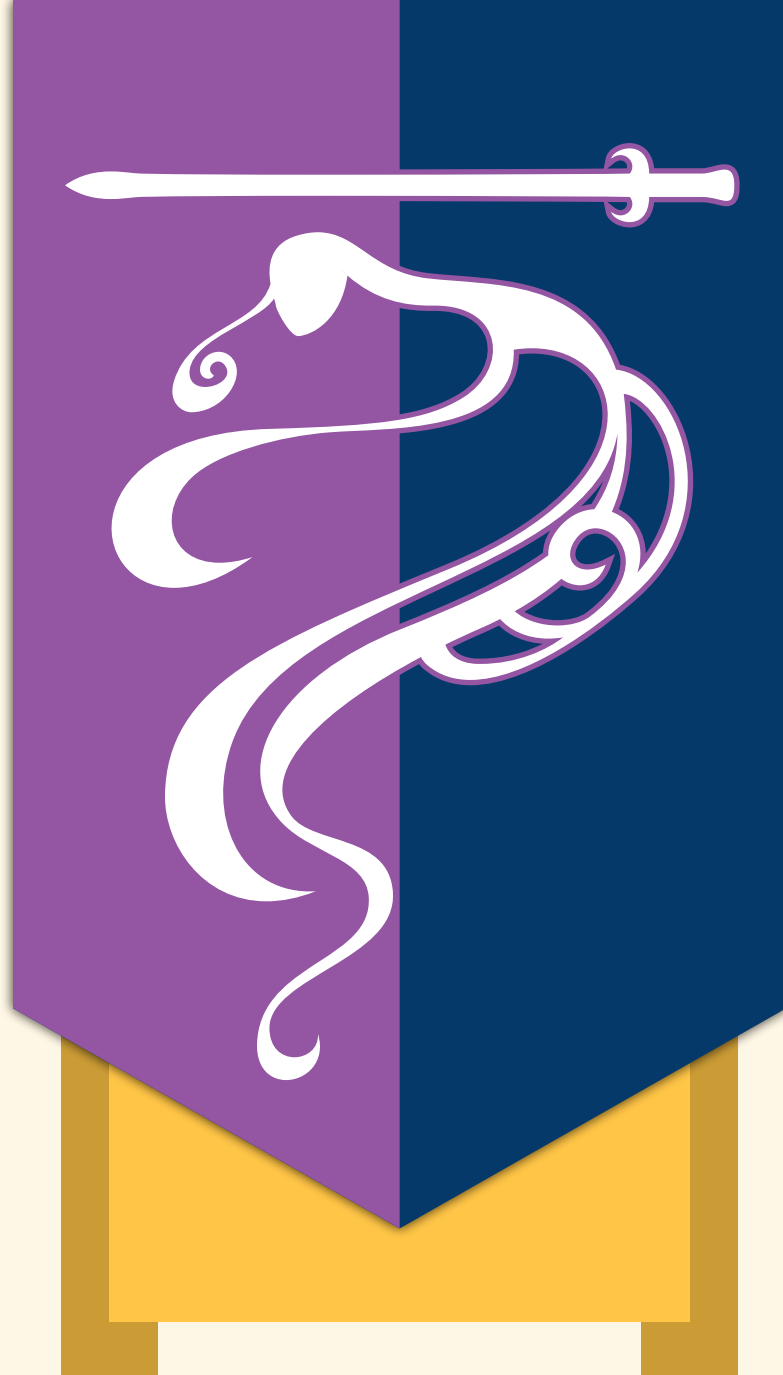
**Allies.** The Protectors of the Song have turned inward in the past century, hiding away to avoid the notice of Ghaunadans. As such, they have fewer allies now than in the past. Nonetheless, they haven't disappeared completely, and still maintain relations with some other individuals and factions of Waterdeep.

**Laeral Silverhand.** Before she died, Qilue had a very personal relationship with Laeral Silverhand, the Open Lord of Waterdeep. Laeral continues to favor the Protectors of the Song and aid their endeavors any way she can, including providing them with land in the North Ward to build The Dancing Haven, a surface temple for them.

**Temple of the Seldarine.** Though their worship is quite different, the Protectors of the Song and worshippers of the surface elven pantheon—formally known as the Seldarine—keep in direct contact and maintain friendly relations.

**Enemies.** The Protectors of the Song have gained many enemies over the years, having battled extensively for their cause. Most of their enemies originate in Undermountain or the Underdark.

**Cultists of Ghaunadaur.** The hereditary foes of the Protectors of the Song, Cultists of Ghaunadaur wish to bring their dark god's legions up through the Pit of Ghaunadaur, so they may rise and claim Waterdeep for their own. The Protectors of the Song are tasked with



guarding the Pit, to prevent this apocalyptic scenario.

**House Auvryndar.** Given its current weakened state, House Auvryndar does little to root out the corruption of cultists within their midst, meaning the Protectors of the Song have a strong interest in keeping them from getting any meaningful foothold in Skullport or the Sargauth Level, for fear their presence could lead to open war for the safety of the Promenade.

**Arcturia.** Fascinated as she is with changing forms, Ghaunadaur and its minions often catch Arcturia's interest. She frequently snatches them up from the Caverns of Ooze, experiments on them, then discards them wherever she sees fit. The Protectors of the Song are aware of this habit of hers and frequently find themselves blindsided by

abominations left behind by her.

## PERKS

With the Protectors of the Song as your patron, you gain the following perks.

**Divine Service.** In times of need, you can turn to worshippers of Eilistraee, either on the surface or underground, for assistance. So long as you are in good standing with the Protectors of the Song, an NPC priest can offer you spellcasting services for spells up to 5th-level at no charge, even covering the cost of expensive material components if your need is great. If anyone in your party can cast spells, other members of the faction may also ask the same of you, and refusing such a request without good reason may affect your faction standing.

**Equipment.** Each member of the party can take an instrument or holy symbol of Eilistraee, and a book of songs, prayers, and rites. Additionally, when undertaking especially dangerous missions for the Protectors of the Song, the Protectors of the Song may loan characters of 5th level or higher one of their singing swords. Treat a singing sword as a +1 greatsword with the Finesse property.

**Giant Lizard Taming.** The Protectors of the Song at the Promenade train giant lizards to use as mounts in the Underdark. Characters of 7th-level or higher who prove themselves to the Protectors may be allowed to raise and train a giant lizard to serve as a mount, and must spend at least 100 downtime days doing so to bond with it. An additional 150 days of training grants advantage on Strength (Athletics) checks to remain mounted on a giant lizard.

**Havens.** The Promenade of the Dark Maiden is one of the very few safe places in Undermountain, and those affiliated with the Protectors of the Song know the secret musics to play to access its passages. Additionally, any member of the party who needs it can find refuge in The Dancing Haven in Waterdeep. Either one of these is a safe place to rest.

**Proficiencies.** Each member of the party gains proficiency in either Religion or Performance, if they don't already have it.

## CONTACTS

With the Protectors of the Song as your patron, you might frequently interact with any of the following people.

**Elkantar Iluim.** A drow male and once Qilue Veladorn's lover, Elkantar (NG male drow champion) deeply blames himself for her death, having been fighting on a different front when she was lost to the Pit of Ghaunadaur. He has fallen into a deep depression as a result and now lives as little more than a warrior. Though he is among the most powerful warriors at the Promenade, many believe the song has gone silent within him. He refuses help and is often bitter to those who try to offer it.

**Flitterwhit Bonspar.** A messenger of The Dancing Haven, Flitterwhit (NG male forest gnome scout) has a natural knack for turning up in the right place at the right time. Though he's hardly the typical member of the Protectors, he's tamed a giant eagle named Sylph, whom he rides from place to place, making him an excellent asset for getting

word between members of the order.

**Ijrene Ahbruy.** Often perceived as soft and harmless, Ijrene (CG female drow champion) wears brightly-colored dresses and puts forth an air of kindness and compassion often mistaken for naivete—a mistake only made once. Ijrene is a dervish with a blade and a master of divine war-magics, both of which she uses in concert to embarrass those who underestimate her and dispatch those who threaten her. She's one of the oldest Protectors and was present when Eilistraee originally presented herself to Qilue.

**Trelasarra Zuind.** Though she has not claimed a formal title, Trelasarra (CG female drow gladiator) is the de facto leader of The Dancing Haven in Waterdeep. Having been the first to begin rebuilding the faith after Eilistraee disappeared during the Spellplague, she's always happy to help other Protectors on their way. She brings many radical new ideas into the fold, particularly in doing away with typical leadership hierarchies of most churches.

**The Umain Twins.** Duthar (CG male drow elite warrior) and Furia Umain (CG female drow elite warrior) are a pair of drow twins. Duthar is a male drow who was born female, and Furia is a female drow who was born male. The two of them fled their home in the Underdark together and were recruited by Elkantar into the fold. They are inseparable, and boundlessly loyal to the Protectors, particularly Elkantar, whom they worry about deeply.

## IMPORTANT LOCATIONS

Adventurers serving the Protectors may frequent any number of locations in Waterdeep, Skullport or Undermountain. Some of the most common haunts include:

**The Dancing Haven.** Standing in the North Ward of Waterdeep, The Dancing Haven is Eilistraee's most significant surface temple and the most likely place to meet Protectors outside Undermountain. Members of the order who show signs of losing their song from living underground are often transferred here for a change of scenery.

**The Pit of Ghaunadaur.** Located adjacent to the Promenade, the Pit of Ghaunadaur runs down to nearly the bottom of Undermountain, to the Caverns of Ooze. Here, Ghaunadaur's shapeless creations run rampant. The Pit is described in detail in *Skullport: Shadow of Waterdeep*, by Cassandra MacDonald.

**Promenade of the Dark Maiden.** No location is more important to the Protectors of the Song, as their duty to protect this ancestral home is their most vital drive. The Promenade itself is maintained by keepers, who live on location and include quartermasters, doctors, cooks, and cleaners. The Promenade is described in detail in *Skullport: Shadow of Waterdeep*, by Cassandra MacDonald.

**Skullport.** Though the Skulls prevent organized religion from sprouting in Skullport, the Protectors of the Song nonetheless move through the port town in secrecy, and investigate its goings-on, providing aid to skulkers and watching for signs of their foes' scheming. This city is described in detail in *Skullport: Shadow of Waterdeep*, by Cassandra MacDonald, and in *Waterdeep: Dungeon of the Mad Mage*, by Wizards of the Coast.

## PROTECTORS? PROMENADE? CHOSEN?

Across multiple writings, the Protectors of the Song have been called quite a few different things. In some works, they're referred to only by their home: the Promenade of the Dark Maiden. In others, they're referred to as Protectors of the Song. And lastly, they're sometimes referred to as the Chosen of Eilistraee. We use Protectors of the Song here for a few reasons. Promenade of the Dark Maiden is confusing as it could refer to either the locale or the people who live there. And Chosen of Eilistraee hardly tells the whole story, as nearly all of the original drow who were chosen by Eilistraee have since passed on—Iljrene being the sole exception. So, Protectors of the Song, it shall be!

## ROLES

With the trials and tribulations that the Protectors have suffered over the years, their numbers have been greatly diminished. Most good-aligned parties would find them easy to work with; they abhor slavery, and cherish freedom, while guarding the boundaries of the Material Plane against fiendish influence, particularly from Juiblex and Ghaun-aur. They're specialized toward fighting aberrations, and rooted out cultish behaviour on sight. In the past, everyone in the organization was a devoted servant of Eilistraee, but in more recent years, they've opened their doors to those with less devout beliefs, allowing those of other faiths to coexist among them.

The Protectors of the Song Roles table suggests positions you might fill for the organization and the backgrounds frequently associated with each role.

### PROTECTORS OF THE SONG ROLES

| Roles      | Backgrounds  |
|------------|--|
| Guardian   | Acolyte, Folk Hero, Knight of the Order*, Mercenary Veteran*, Outlander, Soldier |
| Priest     | Acolyte, Cloistered Scholar*, Entertainer, Hermit, Sage                          |
| Chronicler | Acolyte, Cloistered Scholar*, Entertainer, Folk Hero, Hermit, Sage               |
| Artist     | Acolyte, Courtier*, Entertainer, Folk Hero, Guild Artisan, Noble, Sage           |
| Messenger  | Courtier*, Entertainer, Outlander, Sailor, Urban Bounty Hunter*                  |
| Keeper     | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Building a Stronghold (D).** Eilistraee tends to discourage her followers from building traditional strongholds, preferring instead to tend clearings and create shrines celebrating the existing beauty in the world, rather than alter it. Nonetheless, she looks favourably upon those who tend such shrines.

**Carousing (D, X).** When the horrors of battle end, one must invite joy into their heart through revelry.

**Performing Sacred Rites (D).** Eilistraeans have a variety of sacred rites, many undertaken in the moonlight to give praise to the Dark Maiden.

**Religious Service (X).** The Promenade and The Dancing Haven are appropriate locations for services and offerings to Eilistraee. Training. The Protectors of the Song encourage their members to expand their skillset beyond simply war, as becoming strictly a warrior is a path to one's song going silent. As such, they can help find teachers for a wide variety of proficiencies, either underground or on the surface.

## THAR QUALNAAR, THE SALTWATER CITY

In Deepwater harbor, there is a community of underwater creatures known as Thar Qualnaar. The settlement is very old, older than Waterdeep. It was just an outpost used in wars until refugees fled there, drastically changing the soldier-to-civilian ratio. Thar Qualnaar was nearly destroyed about 125 years ago, but it has recovered almost completely since then, and the city itself still has a very militaristic culture. Material and magic were gifted to them by the Lords of Waterdeep to help them rebuild, as Thar Qualnaar provides a convenient buffer between the dangers of the ocean and Waterdeep.

The sections that make up the community of Thar Qualnaar are: a city by the same name, a relatively new village called T'Quession, and a few other outlying areas. Merfolk comprise the largest portion of the population here, followed closely by sea elves. Locathah, tritons, and some other elemental creatures such as water genasi, marid, and more can be found there as well. Emancipated constructs like freed nimblewrights might also gravitate towards Thar Qualnaar, as the law there tends to look on them a little more kindly, but evil creatures such as sahuagin, merrow, and sea hags are usually killed on sight.

Thanks to the merfolk, much of the City has been carved straight out of the rock that makes up the ocean floor in Deepwater harbor. Tritons and other peoples are responsible for any constructed buildings.

Many of the denizens of Thar Qualnaar, especially merfolk and tritons, serve Waterdeep as members of the City Guard. While most of these creatures actively patrol the waters and protect the area, Waterdeep considers any person who shows combat ability, provides their own equipment, and stands between Waterdeep and the dangers of the ocean as a part of the City Guard, even if they do not actively patrol. Those who do patrol, though, receive an extra monthly stipend of food, supplies, and 25 gp. Those who do not actively patrol are not entirely off the hook,



however, as anyone in Thar Qualnaar who receives City Guard pay is expected to help find and recover drowned bodies, spilled cargo, sunken vessels, and the like.

**Allies.** The underwater folk are more often than not a simple people, and many appreciate that. The people of Thar Qualnaar are not particularly well known, but they do have a few allies:

**Lord's Alliance.** The alliance has given the city supplies when needed and continues to support those who offer services. Many of the residents of Thar Qualnaar are employed by Waterdeep.

**Waterdeep Military.** Many denizens of Thar Qualnaar are members of the City Guard, defending Waterdeep from dangers that approach from the sea. The City Navy especially works very closely with Thar Qualnaar, and communicates with them more than they do the City Guard.

**Enemies.** Most of the people of the Saltwater City very much follow the notion of live and let live. But as some can't seem to abide by this simple rule, they do have some enemies, such as the following:

**Monsters.** The ocean depths are home to many unspeakable horrors. It is the duty of the Tritons to hold these at bay, and with the Tritons at the helm, warriors of Thar Qualnaar march into battle against these monsters wherever such do raise their ugly heads. Much of the conflict in Thar Qualnaar comes in the form of fighting off ocean monsters.

**Thieves.** The collection of treasure in Umberlee's Cache is legendary, and many threaten the entire coast when they come from both land and sea to see what they can get away with. These brigands might be a collection of sahuagin, a lone greedy marid, or anything number of other things. Rumor has it, that right before it drifted off to sleep, a Kraken swore that it would take the hoard when it awoke—preferring to wait until then to allow the value to increase. Most shrug this off as ridiculous; when was the last time anyone heard any kraken say anything like that? More to the point, when has anyone spoken with a kraken and lived?

## PERKS

With Thar Qualnaar as your patron, you gain the following perks:

**Exotic Creatures and Equipment.** Aquatic riding gear and water chariots are rarely seen by those who live on land, but Thar Qualnaar has many. Much smaller than normal chariots, water chariots are designed to carry one person each. The ideal beast of burden for these is a dolphin (as they are a manageable size with good temperament, and are very fast) but they can only hold their breath for 20 minutes at a time.

**Limited Interaction.** Because people of Thar Qualnaar rarely come very far into the city, most Waterdhavians simply know them as the tough hired warriors that protect Waterdeep from the ocean, and will just shrug them off as strange outliers. Thar Qualnaar, as a collective whole, has no group within Waterdeep that considers them to be an enemy. While you might not be welcomed into every situation, you can assume that most groups will be willing to give representatives the benefit of the doubt.

**Animal Reconnaissance.** Sea elves can communicate simple ideas with any beast that has an innate swimming speed, and several others (such as the awakened crab and the archdruid) can talk with any beast they please. While the obvious options are fish and other aquatic beasts, snakes are what Thar Qualnaar uses most often when spying on land folks. Few people think of snakes as aquatic animals, so while they can get in almost anywhere, they are rarely traced back to Thar Qualnaar.

**Compensation.** Those who receive payment from Thar Qualnaar are likely to be paid in the form of valuable underwater goods that the community has in surplus. Many of these items can fetch a good price in Waterdeep. Shells, ivory, coral, and pearls are among what you may expect to be compensated with when receiving payment from the Saltwater City. For the purposes of selling these items, each of the above mentioned goods are worth 100 gp each.



**Limited Spellcasting.** Many creatures in Thar Qualnaar possess limited magic. Water genasi can cast shape water, experienced genasi can cast create or destroy water. Triton can cast fog cloud, and experienced Triton can cast both gust of wind and wall of water. Denizens of Thar Qualnaar also tend towards oceanic druidry, and many of them can cast first and second level druid spells two or three times per day.

## CONTACTS

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With Thar Qualnaar as your patron, you are likely to meet some interesting characters, so you should expect to see at least some of the following:

**Chief Harric.** The current leader of Thar Qualnaar, Harric Oreevel (LN male merfolk gladiator) is a mighty merfolk chieftain. He is notable, not only for his strength, determination, and title, but because he genuinely listens when people give advice. Easily angered, but not quick to it, Harric's voice will slowly rise over several minutes until he is bellowing in rage. When he gets to this point, he often views trial by combat as the only option, but his advisor Narros usually keeps him from going that far.

**Governor Ni'saheensa.** Presiding over this small village, Ni'saheensa Elanar (CG female sea elf gladiator) is a free-spirited elf with an infectious laugh who just wants people to have a safe place to live out their lives. Luckily for her, T'question is a small collection of mostly good creatures and they require very little in the means of governing. She can most often be found gardening with her "subjects" (who are more like a group of friends) or playing with the young citizens of her village.

**Voice Narros.** Harric Oreevel's most trusted advisor, "the Voice of the Sunlit Shadows", Narros Helanlaar (LN male merfolk priest) curbs Oreevel's straightforward mindset with temperance and wisdom. He has saved Harric from constructing his own demise on multiple occasions, a fact that Harric both recognizes and appreciates, and they can usually be found together. Narros is dedicated to the preservation of all ocean life as a whole, but will usually profess to worship Eadro (The merfolk god of the sea) if pressed to answer.

**Trakagak.** An agent of the Emerald Enclave, Trakagak (CG male sea elf coastal warrior; see Appendix A) is an irritable young adult from Thar Qualnaar. Despite the chip on his shoulder, Trakagak has a noble heart and fights to protect the vulnerable and innocent. He is currently attempting to kick an old swearing habit, with moderate success at best. He doubles as both an Emerald Enclave agent and special consultant for the City Watch, Guard, and Navy regarding aquatic and natural matters. He has 10 renown with each of the following patrons: Emerald Enclave, City Watch, and Thar Qualnaar. Adventurers can usually find him in barracks on Deepwater Isle after work, or in taverns wooing lads and ladies on weekends.

**Razz.** An ancient druid, whose original race nobody knows, has perpetually taken the form of a giant octopus and lives in a massive underwater garden here in Thar Qualnaar. She seems a bit insane, but is kind to all those that she comes in contact with, calling everyone "dearie" in a grandmotherly tone. Razz has miraculously brought sever-

al warriors from the brink of death back to full vitality, and many assume that she wields terrible power yet unknown. Razz is an archdruid with the following changes:

- She is a 20th level spellcaster
- She can use the Change Shape ability an unlimited number of times

**Zelifarn.** Though Ahghairon's dragonward keeps Zelifarn (young bronze dragon) from entering Waterdeep, that does not stop him from collecting what he can from the ocean's floor! Zelifarn has been living and searching in Deepwater harbor and has recently found a particularly promising shipwreck that he is currently searching for treasure. A friendly personality, Zelifarn is still a dragon, and will definitely put his interests above the party's well-being.

## IMPORTANT LOCATIONS

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Adventurers serving Thar Qualnaar may frequent any number locations, including the following:

**The House of Inspired Hands.** The temple of Gond in the Sea Ward rests where Seawatch Street meets Shark Street. This odd mixture of working machinery and holy relics, where hustle and bustle meet quiet dedication, is the source of much fascination amongst the seafolk. Many of the denizens of Thar Qualnaar rely on strength or magic, and machinery is a wonderful concept to them. Recently, some of the leaders of Thar Qualnaar have been attempting to expand their horizons, and have been encouraging any who wish to do so to make themselves familiar with the House of Inspired Hands and see what they can learn.

**Deepwater Harbor.** Waterdeep's harbor is split into two portions: the Great Harbor, where trade and general traffic takes place, and the Naval Harbor, which is restricted to just the City Navy. The floor of the harbor slopes down southward and south of Deepwater Isle (a small island west of the shore) is a formation of sharp rocks known as the sea stacks. The water here is cold, but home to many creatures.

**Deepwater Beacon.** This underwater lighthouse stands at the cusp of Umberlee's cache and marks an unmistakable boundary before the sharp decline into the flooded caves. The building itself is also a storehouse and an armory, used primarily by those that patrol the area.

**Underwater Gardens.** On the harbor floor near the eastern tip of Deepwater Isle is a communally cared for and carefully cultivated garden of aquatic plants. Just beyond this garden is a wild forest of kelp. In central Thar Qualnaar, there is a large garden cared for by the archdruid Razz, who prefers the form of a giant octopus.

**Umberlee's Cache.** A series of dark trenches and flooded caves northeast of Deepwater Isle, these murky locations have had treasure deposited there for years, accumulating to an impressive amount. The treasure dropped is a tribute to Umberlee, and while many monsters guard the treasure, it has proved too much of a temptation for some. The denizens of Thar Qualnaar guard Umberlee's Cache, lest some incorrigible thief makes off with some of the treasure and incur Umberlee's horrible wrath. Umberlee's Cache radiates desecrated energy, but the negative forces are contained within, thanks to the magical light illuminating from the

Deepwater Beacon.

**Singing Bowl.** Sound actually travels better underwater than it does through air, and an awakened crab has gathered an impressive ensemble that performs in this hallowed-out portion of rock regularly. The result is a performance that you can feel as well as hear, with the entire bowl vibrating during the most intense crescendos. Other events, such as public speeches, take place here as well.

**Outcropping.** A small peninsula, jetting out south of the South Gate, is home to both the Queenspire and a small trading center. The Queenspire is a small temple dedicated to Umberlee and is a couple hundred years old. Just east of the Queenspire lies the small sea elf trading center. Many of the elves have no desire for the rigidity and chain of command that comes with being a part of the City Guard, and so they collect wares and sell them to anyone who is willing to venture out to their little outpost.

## ROLES

The area surrounding Thar Qualnaar is home to all types. Once a military outpost, refugees arrived in a sizable civilian body that completely changed the demographics overnight. Because of that, though the population tends toward simple lifestyles, just about every profession has a practitioner in Thar Qualnaar. Some of them also sponsor land folk to deal with business endeavors above the surface.

The Thar Qualnaar Roles table suggests positions you might fill for the city and the backgrounds frequently associated with each role.

### THAR QUALNAAR ROLES

| Roles      | Backgrounds   |
|------------|---|
| Merchant   | Clan Crafter*, Folk Hero, Guild Artisan, Inheritor*, Sailor                         |
| Performer  | Charlatan, Entertainer, Far Traveler*, Sailor, Soldier, Urchin                      |
| Warrior    | City Watch*, Criminal, Mercenary Veteran*, Outlander, Soldier, Urban Bounty Hunter* |
| Cultivator | Acolyte, Folk Hero, Guild Artisan, Hermit, Inheritor*, Outlander                    |
| Builder    | Clan Crafter*, Folk Hero, Guild Artisan, Sailor, Soldier                            |
| Scholar    | Acolyte, Cloistered Scholar*, Hermit, Sage  |
| Civilian   | Any   |

\*Found in the *Sword Coast Adventurer's Guide*.

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some

activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

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T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (D, X).** Thar Qualnaar has many opportunities to use your coin in exchange for a good time. An awakened crab who has lived in Thar Qualnaar for years has gathered an impressive musical ensemble that performs in the singing bowl as one of Thar Qualnaar's main attractions, for those who can abide an underwater performance.

**Cleaning.** Deepwater harbor is known for its incredibly clear water, and that doesn't happen on its own. In the same way that do-gooders on land might go for a walk and collect rubbish along their way, a common cultural activity in Thar Qualnaar is to venture out into the harbor and dispose of any litter while bidding good day to strangers, learning the newest gossip, complaining about demands at work, and the like.

**Escorting Merchants.** Many merchants coming and going from Thar Qualnaar know that there may be many dangers on their journey to or from their destination, including merrow, sahuagin, and sea hags. It is rare for a caravan to venture very far from home without being accompanied by warriors of some kind.

**Fishing and Hunting.** The kelp forests, underwater plains, and other surrounding areas near Thar Qualnaar provide ample hunting grounds to stalk, pursue, and otherwise hunt oceanic wildlife. Sea lions, sharks, octopus, eel, whale, and all kinds of fish can be found in and around these areas depending on the season.

**Guarding Umberlee's Cache.** Umberlee is known to be a particularly vengeful god, and so even though there are monsters lurking in the depths defending the treasure, those who live within Thar Qualnaar often patrol the hoard as if their lives depend upon it. Because they very well might.

**Sewer Scavenging.** The sewers from Waterdeep let out in Deepwater Harbor, and occasionally carry trinkets and legitimate treasure with them when they do. Things picked up here legally belong to the finder, and you can either keep it or attempt to return it to the original owner for a reward.

## VOLOTHAMP GEDDARM

Your group all are associated with, friendly, or directly work for the meddling, scholastic wizard known as Volothamp Geddarm. What can be said about the near-legendary figure of Volo that hasn't been said already? Well, depending on who you ask he is either an ever trustful deeply soft-hearted friend, or a liar, scoundrel, and all-around fiend. The Zhen-tarim in particular make efforts to censor Volo's Guide to the Moonshae, to deny the world of information about their true base of operations. Truly, Volo simply wants to uncover whatever secrets the world has to offer and spread them far and wide for all to learn.

There is no distinct uniform or emblematic way to denote fellow working for Volo. However, given his celebrity status

in Waterdeep, it would be safe to assume that most people have met or at least interacted with his vast series of written works. Working with Volo does have countless perks though, he is certainly a man of countless connections and friends in high places. Who knew that being friends with Elminster could be beneficial?

On any given day Volo can request a near-endless range of things to research, people to meet, or dangerous locations to dive headfirst into. Volo as a patron guarantees little other than adventure and excitement at nearly every turn. More often than not, the excitement is stumbled into and accompanied by a perpetual sense of danger.

**Allies.** Volo is naturally charismatic and has unquestionably contributed to spreading knowledge across Faerun. This lends itself to him making allies rather quickly, best represented by the following:

**Lords' Alliance.** When concerning matters that ensure the safety of the Sword Coast and beyond, Volo's adventures have led him to frequently interact with Laeral Silverhand and other leading members. Their relationship is amicable, where Volo is sparingly asked to step in to offer advice or share his niche expertise.

**Tym Waterdeep Limited.** The largest publishing business in all of Waterdeep, the Tym Waterdeep Limited gave Volo the opportunity to print his many scholastic discoveries and has made quite the tidy profit thanks to it. They hold a considerable amount of Volo's royalties and it is in their best interest to ensure Volo retains working with them. Members of staff occasionally carry out menial tasks or research to help Volo plan future expeditions.

**Enemies.** Unfortunately for all of Volo's good traits, his inflated sense of self-importance often leads to making an enemy for every friend he makes. He's often so focused on his research or intentions that he fails to see the impact of his actions. Some of the following groups have a distinct distaste for the scholar:

**Icwind Dale.** Volo's research has taken him all across the Sword Coast and beyond, writing informative and occasionally scathing reviews of countless locations. In Volo's Guide to the North, his numerous negative remarks and occasional falsehoods were met with outrage from all the denizens of the Icwind Dale. Many welcomed Volo into their homes, answered his question, and how does he repay them? Crude words and lies. To say that most people from Icwind Dale would give Volo the cold shoulder is putting it lightly.

**Adventurers.** In having a reputation for being the go-to source of knowledge for adventuring and monsters, Volo's tendency to occasionally embellish facts that proceed to be widely distributed has led to some unfortunate events at the expense of adventuring groups. Combined with Volo's constant hiring of adventuring groups to lead them into untold dangers has gained him an infamous reputation. A reputation that has led to a number of enemies. Well-traveled and well-armed enemies.

"Say what you will about Volothamp Geddarm, he's someone who stumbles into trouble headfirst and always comes out alive."

*-Justin Tym, Tym Waterdeep Limited owner*

## PERKS

With Volothamp Geddarm as your group's patron, you gain the following perks.

**Celebrity.** Thanks to his middling fame, Volo has connections throughout the city. With his permission, you can organize meetings with noble estates, high-ranking officials, or general people of note. Volo often attends the meetings himself to socialize, but occasionally he is preoccupied with other obligations.

**Equipment.** When carrying out a task for Volo, you can request the purchase of specialized tools, libraries, or other crafting space and equipment to use. The cost is halved for any equipment outlined in the Adventuring Gear table of the *Dungeon Master's Guide*. The maximum amount you can spend equates to 20 times your renown with him, which refreshes every month.

**Information.** Thanks to his vast research and collecting of writings, Volo can directly help in uncovering secrets or untold knowledge. If you can contact Volo, your group makes ability checks made to research lore covered by his work with advantage.

**Luxury.** Occasionally as a reward or if Volo is in a good mood, he decides to host you at a luxurious accommodation in Waterdeep. Such a stay typically lasts no longer than a tenday each year, during which you maintain an aristocratic lifestyle at no cost.

**Salary.** Volo tries his best to ensure any employees are paid well, providing an income of 1 gp per day to maintain a modest lifestyle. Unfortunately, Volo's royalties rarely increased to allow for it to increase beyond this, and there are times when he cannot even afford what he promises.

## CONTACTS

Volo has the incredible ability to meet almost everyone at least once in his life, but only a few individuals are recurring characters in his life story. Here are a few of them.

**Volothamp Geddarm.** The man himself, unlike other groups where contact to their patron is handled by countless messengers or assistants, Volo (see Appendix B of *Waterdeep: Dragon Heist*) proudly mingles with the adventurers himself. It is clear that he cares deeply for his friends, while occasionally making a fool of himself through embellishment.

**Elminster Aumar.** The friendship between Elminster and Volo is strained at best, considering most of what Volo does, says, and publishes never ceases to irk the old mage. Elminster (CG male Chondathan human archmage) has the rare privilege or curse of fact-checking and editing Volo's many publications. In the rare event that Elminster appears in Waterdeep (typically to conduct his duties as Warden of Waterdeep), he makes his presence known to Volo, to endure an evening of the scholar taxing his patient. Contact with Elminster should only be under dire circumstances or with those Volo truly trusts (renown exceeding 10), considering he often has to tend to imbalances in the Weave.

**Floon Blagmaar.** One of Volo's closest friends is a former gentlemen's club escort, the equally beautiful and dim Floon





Blagmaar (see Appendix B of *Waterdeep: Dragon Heist*). The pair met after countless nights of drinking in each other's company, which in itself leads to drunken escapades or endlessly meeting new people. Floon may call on the adventuring party for company, or divulge some of the scandalous secrets they've discovered.

**Justin Tym.** The current owner of the publishing house is Justin Tym (LG Waterdhavian half-elf commoner), overseeing the publication of Volo's countless books and ensuring the royalties are delivered as per contractual agreement. Justin as a point of contact often involves encouraging the party to chase Volo up on his current writing obligations or hint at monetarily successful areas to research. Despite being well past his prime, Justin has aspirations to pass the business down to his children.

## IMPORTANT LOCATIONS

Volo goes anywhere and everywhere, but the following are some of his most frequented destinations in the city.

**The Yawning Portal.** On any given hour of the late afternoon or evening, there is a high chance to find Volo carousing in one of Waterdeep's most renowned taverns, the Yawning Portal. A tavern with an open pit in the very center that leads to the dungeon-esque structure of the Undermountain. For Volo it ticks all the important boxes, offers rooms, filled to the brim with adventurers, and most notably a high chance of him being recognized and asked for an autograph. Whenever in Waterdeep Volo insists on staying at the Yawning Portal.

**Tym Waterdeep Limited Publishing House.** Tucked in the South Ward is the four-story warehouse that consists of both the offices and printing for Volo's many books. A special office is put aside for Volo to do his writing, but the scholar much prefers writing from the comfort of his room or during his many adventures. For Volo the publishing house is where he collects his revenue, being the sole source of income for his occasionally lavish lifestyle.

**Castle Waterdeep.** Whenever Elminster returns to Waterdeep, he summons Volo (and perhaps the adventuring party as well) to his office within Castle Waterdeep. Inside the castle exists a magical portal that connects Waterdeep to the city of Suzail, where Elminster calls home. The castle itself is heavily guarded, thanks to it being the seat of the city government and the City Watch.

## ROLES

While many see the pretentious Volothamp Geddarm as a hyperbolic, needy, and useless character, others note that he has his uses despite his flaws. While he may be a bit aggrandizing, he does not have the demeaning presence that many other confident people do. Creatures who admire him for his confidence may befriend him in an effort to learn to be more social, and those seeking to make a name for themselves may also invest in his company in hopes of recognition simply through proximity to such a well-known figure.

The Volothamp Geddarm Roles table suggests positions you might fill on behalf of Volo and the backgrounds frequently associated with each role.

### VOLOTHAMP GEDDARM ROLES

| Roles        | Backgrounds  |
|--------------|--|
| Associate    | Charlatan, Courtier*, Criminal, Entertainer, Folk Hero, Urchin                 |
| Researcher   | Acolyte, Cloistered Scholar*, Far Traveler*, Guild Artisan, Hermit, Sage       |
| Patron       | Folk Hero, Guild Artisan, Inheritor*, Knight of the Order*, Noble, Sage        |
| Mercenary    | Criminal, Outlander, Mercenary Veteran*, Sailor, Soldier, Urban Bounty Hunter* |
| Close Friend | Any  |

\*Found in the *Sword Coast Adventurer's Guide*.



## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

- D = chapter 6 of the *Dungeon Master's Guide*
- P = chapter 8 of the *Player's Handbook*
- T = chapter 4 of *Tasha's Crucible of Everything Else*, Volume 1, available on the DMs Guild
- X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (D, X).** Volo attributes a fair amount of his success to being well-liked and recognizable in Waterdeep. He offers to help the party make friends and contacts, taking them to all his usual hot spots.

**Relaxing (P, X).** Given he frequents taverns, in between expeditions Volo prides himself on knowing the best locales in the city to kick back and unwind.

**Research (P, X).** Volo is always on the hunt for what could be his next bestselling book, to that end he needs to conduct preliminary research to find out what secrets are worth uncovering. His current focus is spirits and specters, but any of the following topics in the Volo's Research table would suffice. See Chapter 2 of *Xanathar's Guide to Everything* for more on research.

### VOLO'S RESEARCH

| d6 | Topic of Research   |
|----|---|
| 1  | <b>Spirits and Specters.</b> His current work in progress requires substantial information about supernatural beings and alcoholic beverages in all their countless forms.  |
| 2  | <b>Publishing.</b> Volo has written and published countless books to inflate his own ego enough to believe he's the man to tell others how to achieve success like him.   |
| 3  | <b>Making Allies.</b> Considering himself a well-liked individual, Volo wants to support his anecdotal tales of making friends with some stories throughout history for what will be "Volo's Guide to Making Friends".  |
| 4  | <b>Monsters.</b> Volo's Guide to Monsters was a resounding success, what better to capitalize on it than to release "Volo's Guide to Monsters: Volume 2" with more of the lesser-known monsters.  |
| 5  | <b>Outer Planes.</b> Much of Volo's work has stuck to the material plane of existence, but there are endless possibilities for research by venturing to any other plane; from the Feywild to the Nine Hells (not that Volo wants to go running into hell just yet). |
| 6  | <b>Waterdeep Secrets.</b> Despite publishing Volo's Waterdeep Enchiridion, Volo is always on the hunt for interesting tidbits of information to publish if the guide is ever updated and re-released yet again.   |

**Selling Volo's Books.** Despite Volo's exaggeration of his wealth, the majority of his income stems solely from sales of his books. On occasion, he may request running events or spreading the word to boost sales of his many guides. Depending on how the character plans on promoting Volo's

book and upcoming signing event, they must make an ability check Charisma (Persuasion or Performance), Intelligence (History), or Wisdom (Insight). Consult the Volo's Book Selling table to see how much money is generated according to the total of the check.

### VOLO'S BOOK SELLING

| Check Total  | Earnings and Impact   |
|--------------|---|
| 5 or lower   | Zero earnings, plus Volo's book signings are entirely empty.  |
| 5-9          | Poor lifestyle for the week. Critics of Volo's attend his signings as an opportunity to argue.  |
| 10-14        | Modest lifestyle for the week. A decent turnout for Volo's next signing event.  |
| 15-20        | Comfortable lifestyle for the week + 25 gp. A decent buzz builds, where the signing takes up the good chunk of an afternoon.  |
| 21 or higher | Comfortable lifestyle for the week + 100 gp. Word spreads around all of Waterdeep, heralding Volo's book as a must-read. Queues run around the block for the signing event. |

## WATERDEEP WAZOO

The Waterdeep Wazoo is a broadsheet published and distributed across the breadth of Waterdeep. Far from the only such publication in the city, the Waterdeep Wazoo has become one of the city's most prominent newspapers in no small part through the hard work of its inquisitive and no-nonsense editor Gaxly Rudderbust.

An investigator at heart, Gaxly Rudderbust is uncompromising in his pursuit of truth. But, while getting to the truth is the main objective, Gaxly also isn't afraid to skirt the lines between rumors and fact, as long as the story is good, and the cause is righteous—or scandalous (though preferably both!). Gaxly is renowned and criticized for readily accepting anonymous tips and wholesale exposés, which he often publishes without any questions asked. Gaxly rejects this criticism, though, and points out that he always makes sure that the reader knows when postulations in the Waterdeep Wazoo are unverified and may prove false (albeit he does so only in fine print at the very bottom of the page).

The Waterdeep Wazoo employs a handful of scribes, print workers, and paperboys, as well as Gaxly Rudderbust's faithful assistant and ever-grumbling pessimist, the black dragonborn Skarn Darkfang. In addition to these regular employees, Gaxly is always cultivating his network of informants and freelancers as he seeks to show the true face of Waterdeep to his faithful readers.

**Allies.** The Waterdeep Wazoo is loved by none, but useful to many. Several entities in Waterdeep have a mutually beneficial relationship with the Waterdeep Wazoo.

**City Watch.** Gaxly regularly trades secrets and rumors with the City Watch, often dealing directly with sergeant Saeth Cromley. The editor will share any suspicions of wrongdoing with the sergeant (mostly to see if he can corroborate rumors) in return for reports on recent arrests and investigations. The two often meet for wine and spiced trout

at The Cliffwatch Tavern in the North Ward—meetings that often stretch far into the afternoon and sometimes even end up with the two sharing a bed in the inn’s upstairs.

**Bregan D’aerthe.** Although Gaxly does not know the mercenary leader’s identity, Jarlaxle Baenre of Bregan D’aerthe often uses the Waterdeep Wazoo as a tool to spread rumors across Waterdeep. Because of its usefulness, Jarlaxle will go out of his way to ensure that no harm comes to the newspaper. For his part, Gaxly highly appreciates the well-written and quite humorous exposés he receives—and publishes!—anonymously.

**Enemies.** A gossip-running newspaper run by an intelligent and ambitious truth-seeker is bound to have enemies—and indeed, the Waterdeep Wazoo has enemies aplenty, a fact which Gaxly takes great pride in!

**Waterdeep Nobles.** Lacking any semblance of reverence for the nobility, Gaxly has often stepped on the toes of Waterdeep’s powerful elite. The Waterdeep Wazoo is derided and thoroughly hated by most of Waterdeep’s noble houses—though that does not stop the nobles from religiously reading along for the newest raunchy rumors about their rivals whenever a new edition of the Waterdeep Wazoo hits the streets.

**Xanathar’s Guild.** Although the Xanathar is reportedly not a big reader (nor is most of its organization) the crime lord has heard of and holds no love for, the Waterdeep Wazoo. The newspaper regularly spreads rumors about the guild and the existence of a ‘great evil’ underneath the city. So far, Xanathar has not yet acted on these provocations, but at some point, Gaxly is bound to take things too far...

**Lords’ Alliance.** The members of the Lords’ Alliance have often found themselves at the sharp end of Gaxly’s venomous pen, and have little love left for the trouble-making newspaper. As a result, the Waterdeep Wazoo has begun running into issues with suppliers and distributors, who are being pressured by the powerful faction to cut business ties with the newspaper.

## PERKS

As an employee or affiliate to the Waterdeep Wazoo, you can expect access to the following perks.

**Compensation.** While the Waterdeep Wazoo is already quite successful, Gaxly is intent on making it the most prominent, respected, and widely circulated publication in Waterdeep. That means paying handsomely for good stories. As an employee or freelancer with the Waterdeep Wazoo, you can expect to receive 5 gp × your renown for smaller stories and 20gp × for bigger stories—or anywhere in between.

**Information.** Gaxly is a veritable fount of information and freely shares both hard facts and soft-spoken rumors with anyone who deigns to ask his opinion on a matter. Gaxly may not always hold the right answer, but he usually holds at least some half-right guesses and a good idea about how to figure out the rest.

**Connections.** While he is not exactly likable, Gaxly has a certain careless charm and the kind of sharp wit that draws in people. He’s on a front-name basis with a lot of Waterdeep’s most powerful people—from the Masked Lords and



down to the thugs in the street, if there’s someone you need to speak to, Gaxly will know where to find them, and how to get them talking.

**Resources.** The Waterdeep Wazoo isn’t swimming in gold, but whatever profits the newspaper does bring in, Gaxly throws right back into the newspaper. If you come to him with the promise of a good enough story, he’s willing to invest up to 50 gp in getting to the heart of it—or even more, if the story is particularly juicy. Gaxly also keeps varied magic items on hand that are a journalist’s best friends—potions of mind reading and spell scrolls of zone of truth.

## CONTACTS

As a freelancer or employee of the Waterdeep Wazoo, you are bound to have contact with either Gaxly or one of his

closest employees.

**Gaxly Rudderbust.** The editor-in-chief of the Waterdeep Wazoo personally handles most of the newspaper's affairs, in addition to being the primary writer. He instantly takes a liking to anyone who can provide juicy information and good stories—and just as quickly disregards anyone who doesn't continually show their resourcefulness. Galaxy is an Illuskan human **commoner** with these changes:

- He is neutral.
- He has proficiency in Insight (+2) and Investigation (+2).

**Skarn Darkfang.** This black dragonborn's foul mood is outdone only by his fierce loyalty to Gaxly. Though he will grumble endlessly about 'stupid humans' and curse vehemently in Draconic when someone spills a bottle of ink or carelessly ruffles his neatly organized papers, it's clear that Skarn (LN male black dragonborn commoner) takes great pride in his job as Gaxly's assistant. He often relays information (in a snarky manner!) about Gaxly's whereabouts or messages from the editor, when Gaxly is busy.

**Melyna Crestmoon.** This young half-elf is fiercely ambitious, resourceful, and absolutely fearless. She's always in motion, scribbling away on a piece or heading out to question the locals or spy on dark dealings. Melyna (CG female half-elf scout) is constantly getting into trouble with both the city officials and the city's criminals, but always seems to get clear by the skin of her teeth. She produces more than half the Wazoo's content and covers everything from noble dance parties to back-alley murders.

## IMPORTANT LOCATIONS

Snooping reporters can be anywhere. Your party is likely full of them. Here are a few locations parties serving the Waterdeep Wazoo are more likely to return to time and time again.

**Main Offices.** The Waterdeep Wazoo's main offices are on the corner of Immar Street and Stallion Street in Waterdeep's North Ward. The first floor consists of two rooms, in which two scribes work primitive printing presses imported from the Far East. Half-finished pages, drying paper, and bottles of ink are scattered across floors and tables. A narrow flight of stairs leads up to a large room, wherein Gaxly's assistant, the dragonborn Skarn, his apprentice, the gnome Nimphel, and the ambitious young half-elf Melyna work. At the back of the main room, a small door leads into Gaxly's cluttered and cramped office, from which another set of stairs leads up to the editor's personal quarters.

**Cliffwatch Tavern.** This picturesque—and incredibly expensive—tavern is a favorite with Gaxly, who wouldn't dream of having lunch anywhere else. It also happens to be one of the biggest cesspools of intrigue and rumors this side of the River Dessarin. A busy man, Gaxly will often take meetings here, sating both his appetite for fine food and fresh information simultaneously.

## ROLES

The Waterdeep Wazoo mostly works with "ivory tower" folks who have a tendency to remove the reality from the situation and not realize that actual people are being affected

in the stories and by their work. They aren't bad creatures, simply very focused, and often include those who have lived in Waterdeep and are well acquainted with the goings-on in the city. While not necessarily popular with everyone, the Waterdeep Wazoo always has something new to say and often stays in the limelight...an alluring byproduct that many can't resist.

Below is the Waterdeep Wazoo Roles table, which suggests positions you might fill, and the backgrounds frequently associated with each role.

### WATERDEEP WAZOO ROLES

| Roles         | Backgrounds  |
|---------------|--|
| Investigation | City Watch*, Courtier*, Criminal, Noble, Soldier, Urban Bounty Hunter*                           |
| Protection    | City Watch*, Criminal, Folk Hero, Knight of the Order*, Mercenary Veteran*, Urban Bounty Hunter* |
| Researcher    | Acolyte, Courtier*, Cloistered Scholar* Hermit, Sage   |
| Scribe        | Acolyte, Courtier*, Noble, Sage  |
| Informant     | Any  |

## SUGGESTED DOWNTIME ACTIVITIES

You can gain renown with your patron by participating in certain downtime activities, such as the following. Some activities direct readers to other sources for more information, using the following key:

D = chapter 6 of the *Dungeon Master's Guide*

P = chapter 8 of the *Player's Handbook*

T = chapter 4 of *Tasha's Crucible of Everything Else* Volume 1, available on the DMs Guild

X = chapter 2 of *Xanathar's Guide to Everything*

**Carousing (D, X).** A true journalist is always on the job, or so Gaxly insists whenever Skarn accuses him of spending too much time at the Cliffwatch Tavern. Frequent carousing—or gathering information, as Gaxly calls it—is almost a requirement for anyone working at the Waterdeep Wazoo.

**Research (P, X).** Some tasks require you to dive deep into musty tomes, old publications, and rumor-filled encyclopedias. Waterdeep has no shortage of such texts, and Gaxly will pay the usual 50 gp cost a week of research requires.

**Sowing Rumors (D).** Although some believe journalists mostly gather information, a big part of the job is also handing it out. Whether that's to incite a reaction from a subject, to figure out if a story is true or not, or simply to make the public curious about the Waterdeep Wazoo's upcoming front-page story, Gaxly often expects you to sow rumors at the various taverns and meeting places in the city.

**Work (P, X).** There's no shortage of work to be done at the Waterdeep Wazoo. From proofreading to handing out newspapers or working the printing press, a hard worker can earn 1 gp per day working at the Waterdeep Wazoo.

# CHAPTER 5: PATRONS IN DRAGON HEIST

Player factions can play an important role in *Waterdeep: Dragon Heist*. This chapter explains how to use each patron in this book as a player faction for that adventure. However, proceed with caution as this chapter contains spoilers for *Waterdeep: Dragon Heist*. If you are a player, leave this section for the DM's eyes only.

## PLOT HOOKS

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In the original adventure, you begin your adventure when Volo asks your party for help after seeing you hold your own in a bar fight. This chapter provides four new alternative plot hooks tied to each patron.

**Help Wanted.** In this version, Volo still comes to your party for help to look for his missing friend Floon Blagmaar. It assumes you did not get in the bar fight at the start of chapter 1, and that Volo either approached your party because of your patron, or approached your patron, who asked or assigned you to help him.

Skip the sections Tavern Brawl and Troll and Friends from chapter 1 of *Dragon Heist*. The party still receives the same information from the Meeting Volo section but may receive it in a different format, such as a note, a meeting with their patron instead of Volo, or some other medium.

**Where's Renaer?** In this version, Volo does not ask you or your patron for help finding Floon Blagmaar. For some reason related to your patron, your party is asked, assigned, or takes the initiative to search for the missing Renaer Neverember. Skip the sections Tavern Brawl, Troll and Friends, and Meeting Volo. The party can learn through their patron or other resources that Renaer was last seen at the Skewered Dragon in the Dock Ward.

Originally, Xoblob and the Skewered Dragon patrons remember a few details about Floon and Volo. They now also remember similar details about Renaer.

If the party rescues Floon, Volo may reward you with Trollskull Manor out of gratitude, even though he may not have sent you on the quest in the first place. If not, Renaer may give them the deed as a thank you, or you can use the A Home of Our Own plot hook below, or they may receive it from another source of your choice.

**A Home of Our Own.** In this version, you have access to Trollskull Manor because of some reason related to your patron, not because of a reward from Volo or Renaer. This can be used with the Where's Renaer and Dalakhar plot hooks, or with a custom plot hook.

Skip the A Good Deed section from the end of chapter 1. The party receives the deed through this alternative method instead.

**Dalakhar.** Originally, Dalakhar comes to the party with the Stone of Golorr because they famously had just rescued the kidnapped son of his employer, so surely they would be trustworthy to hold on to the powerful artifact for a few

days. In this version, the party does not rescue Floon or Renaer. This plot hook describes some other reason Dalakhar would come to your party or patron for help with the Stone.

Skip all of chapter 1. The party may have access to Trollskull Manor because of the A Home of Our Own plot hook, or another reason of your choice. The fireball scene and investigation of chapter 3 may need to be adjusted to fit this plot hook, depending on the patron.

## RECRUITING

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If you catch the interest of a potential patron, they may reach out to you to request your service or membership. Some patrons may even attempt to steal your loyalty from another! This section describes how patrons may communicate with prospective recruits. It corresponds to the "Joining Factions" section in chapter 2 of *Waterdeep: Dragon Heist* (p. 34-40).

## SAMPLE MISSIONS

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Characters who belong to factions in *Dragon Heist* are granted missions upon gaining a level, from 2nd through 5th level. This section provides examples of such missions for each patron. It corresponds to the "Joining Factions" section in chapter 2 of *Waterdeep: Dragon Heist* (p. 34-40).

## FACTION REINFORCEMENTS

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The main villain or villains of your adventure wait outside the Vault of Dragons to apprehend the party as they leave. If the characters have kept their group patron informed of their progress, you can have reinforcements arrive to help combat the villains or introduce a new element to the situation. This section describes such reinforcements and corresponds with the "Faction Reinforcements" section in chapter 4 of *Waterdeep: Dragon Heist* (p.97-98).

## GETTING TO THE LAIR

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The Xanathar's secret lair is well-hidden, but group patrons are well-informed. This section describes how a group patron can help a party find the lair. It corresponds with the "Getting to the Lair" section in chapter 5 of *Waterdeep: Dragon Heist* (p.101).



# AMCATHRA CONGLOMERATE

## PLOT HOOKS

**Help Wanted.** The Skewered Dragon is a member of the conglomerate, and its owner, a human man named Bab, reaches out to his superiors to help him get rid of this “Volo” character that keeps pestering him and his customers about a missing friend. Perhaps if you entertain his worries he’ll be quiet and stop bothering the customers.

**Where’s Renaer?** Renaer is old friends with many nobles, including the Amcathra kids. They were going to meet for lunch today but he didn’t show up, which is very unlike him, and so they contacted the party to investigate. At some point, “Renaer had mentioned that he was going to meet with a friend at a tavern in the Dock Ward the night before. The skewered dragon, I think it’s called.” is said.

**A Home of Our Own.** Amcathra recently acquired Trollskull Manor with the intent to spruce it up into a functioning tavern. They have turned the property over to the party to oversee its remodeling and operate the business.

**Dalakhar.** Oberon and Dalakhar have an odd history of bailing each other out of difficult circumstances. Dalakhar was trying to get the stone out of his possession and into Oberon’s circles as quickly as possible when he met his demise.

## RECRUITING

As the word “conglomerate” suggests, the Amcathra Conglomerate has many facets, one of which is a situational penchant for sending lovely documents of recommendation. When reaching out to the party, an official city courier brings an impeccably decorated and wax-sealed note on Amcathra letterhead. The letter is short, but beautiful, and reads as follows:

“House Amcathra could use adventurers like you. Protecting business ventures, serving the city of Amphail, and other valiant causes could lie in your future. If you are interested, please come speak with Kelemvor at the Amcathra Villa in the North Ward.”

## AMCATHRA CONGLOMERATE MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward   |
|-------------|--|---|
| 2nd         | “One shop’s shipment crates of groceries keep getting broken. We’re concerned it’s foul play from competitors. Keep watch every night for a tenday, and let us know if you see anything suspicious.”   | The cause of this issue is simply a well-meaning otyugh. The characters can catch the monster in the act by spotting it at night with a successful DC 12 Wisdom (Perception) check. Under Waterdeep law, otyughs are considered sapient enough to be people. Killing an otyugh brings characters the same legal consequences as killing a humanoid. Reward: Each Amcathra Conglomerate character gains 1 renown.  |
| 3rd         | “We currently have a contract with Jael for her to be the sole distributor of one of our finest lines of wine, Amphail Select. We’re interested in sharing these permissions with a few other potential distributors, but legally we can’t without her consent. We’ve discussed the matter with her, but she’s hesitant. Could you please discuss the matter with her?”  | Jael has concerns about how this would affect her business. A successful DC 14 Persuasion check calms her worries and excites her for the new prospects of how this exposure may increase demand. If characters fail, they must wait 30 days and gain a level before they can try again. Reward: Each Amcathra Conglomerate character gains 1 renown and 50gp apiece.   |
| 4th         | “Some of our competitors are cutting us off, seeming to know exactly what we are going to do, right before we put our plans into action. It appears that someone in our circles might be leaking information. Here is a list of three people who work for us that we’ve come to suspect, follow each of them for a day or two and report back your findings.”  | The first, Thiala, is an elf who goes to a grove of trees. She whispers secrets to the trees, but she is simply destressing. The second, Asgir, is a suspicious man with a nasty attitude. He associates with ruffians, but he never shares confidential information and simply likes to gamble. The third, Mia, is actually a disguised Lamia. Passive perceptions of 12 or higher will reveal that she gives everything a wide berth. Detect magic will reveal the spells she disguises herself with and uses on others. If discovered, she gets violent, fights to the death, and refuses to reveal her intentions. Reward: Each Amcathra Conglomerate character gains 2 renown.   |
| 5th         | “Between here and Amphail, a selection of the Blood Hawk Posse keeps assaulting travelers. As important citizens of both Waterdeep and Amphail, it is our duty to protect the roads between here and there. They keep escaping the City Guard—perhaps you can fare better? Amphail has a standing bounty on them, 100gp for each one of the six posse members you bring in, and double that if they’re alive.” | These brigands (3 scouts, 3 thugs, and 6 riding horses) are hiding in the hills halfway between Waterdeep and Amphail. A successful DC 15 Wisdom (Survival) check allows you to track them. When you find them, one is keeping watch while the others rest. A successful DC 15 Dexterity (Stealth) check is required to get within 120 feet of them (and every 30 feet closer) without raising suspicion. If they become suspicious, they remount and gallop away. If a brigand starts its turn within 60 feet of a character, their mount takes the Dash action. Otherwise, the mount takes the Dodge action and moves. Chase rules can be found in the DMG. Reward: Each Amcathra Conglomerate character gains 2 renown, as well as the gold mentioned. |



(once as a guest, twice as an uninvited thief, and four times as a beaten and bloodied prisoner) and knows exactly where to go within the sewers. Oberon will join the party in the lair if they have at least 5 renown with the House or if the party can succeed on a DC 17 Charisma (Persuasion) check. He is aware of the lair's general layout and the magical surveillance system. Alternatively, the party can convince Oberon to join them if they succeed on a DC 16 Charisma (Persuasion) check. If Oberon joins them, he looks forward to causing mayhem for the Guild and foiling their operations.

## ARCTURIA

### PLOT HOOKS

**Help Wanted.** The adventurers receive a package, marked with the emblem of transmutation—the sign of their patron, Arcturia. It contains a flask of alchemist's fire for each member of the party, and directions to be in the Yawning Portal at eighth bell tonight (the night the troll will attack). It also tells them to report back on anything they learn pertaining to the Stone of Golorr.

**Where's Renaer?** Catherine Reefmane pulls up alongside the party in her unusual carriage, and ushers them in. She is known to them as one of Arcturia's contacts on the surface. Once inside, she informs them of Renaer's disappearance, and tells them that he had information on the Stone of Golorr, which Arcturia is interested in. She fills them in on the circumstances of his disappearance including Floon being with him, and where they were last seen.

**A Home of Our Own.** Trollskull Manor was given to Sullivan Kantobor by House Phylund, as a thanks for his extended loyalty, and payment for his work in wrangling a mated pair of Displacer Beasts for breeding. However, he lives on the road much of the time, and as such, he doesn't mind allowing the adventurers to use it, so long as he's cut in on any commercial uses of the house.

**Dalakhar.** Dalakhar has been given directions by Renaer Neverember to bring the Stone of Golorr to the party. However, what he doesn't realize is that the one he thought to be Renaer was a body-double sent by Arcturia to get the stone into the possession of her underlings. Dalakhar.

### RECRUITING

Arcturia's preferred messenger on the surface is Catherine Seamane, a carriage driver. When reaching out to her underlings, she delivers messages to Catherine via sending. Catherine will then pull up alongside the recipients on the streets in her carriage, and inform them that the Lady of Shapes has paid for a luxury tour of Waterdeep on their behalf. Once they're in the carriage, she passes along the message and discusses further before taking them somewhere out of the way and dropping them off.

### FACTION REINFORCEMENTS

Oberon Amcathra (see Appendix A) arrives to aid the characters in any way they need. The DM determines why he comes: it was his own idea to come, his family asked him to come and he went willingly, his family asked him to come and he came begrudgingly, or some other reason. Regardless of his motivations, Oberon is irritable and surly.

### GETTING TO THE LAIR

Characters who are agents of House Amcathra can ask the house for aid in finding the lair. After some discussion, the House learns that Oberon has been there several times

## FACTION REINFORCEMENTS

Arcturia sends Lurk, an assassin with the Amorphous trait, to the party's aid. Lurk provides them with two palm-sized stones inscribed with an emblem of a worm. A character can use an action to throw one or more of these stones to the ground, which transforms into a grick alpha who understands and follows its summoner's verbal orders. The grick's form is unstable, and every hour, its current and maximum hit points are reduced by 3. When it reaches 0 hit points, it decays into a pale green sludge.

## GETTING TO THE LAIR

As Xanathar's lair is in Undermountain, Arcturia has little to no difficulty getting her underlings there. She has provided Isola Banceli with a set of sigils to create a teleportation circle, which can be activated to teleport the adventurers into the basement of the Guts and Garters. Before sending them, Isola informs them that the entrance to the lair is behind a false crate in the basement.

## ARCTURIA MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward   |
|-------------|--|---|
| 2nd         | "There's an urchin who's been following Catherine Reefmane's carriage all over the city. Figure out who this kid is, and who he's working for, but don't hurt him."  | The kid is an Illuskan human boy who crops up several times throughout the days, and can be occasionally seen taking notes in a notebook, and never follows the carriage into the Field Ward. If he's tracked or followed, he can be seen stopping by the God Catcher Tenements and dropping off his notebook in the mailbox. Characters who steal the notebook out of the box, or stake out the box to see Aundra Blackcloak coming to pick it up, can pass this information along to Catherine. Reward: 20gp per party member, and a single scroll of alter self.   |
| 3rd         | "A pack of six worgs escaped from House Phylund's stables, and they need help rounding them up. Sullivan Kantobor is busy for the time being, so he needs you to track them down and bring them home alive." | The worgs tore through the Undercliff Village, ripping up food supplies and attacking livestock, before fleeing into the countryside. A DC 13 Wisdom (Survival) check allows a player to track them down. Reward: for each worg brought back alive, House Phylund pays out 50gp.  |
| 4th         | "A site northeast of Waterdeep needs to be cleared, and prepared with a teleportation circle of a very specific design, depicted in this note. Arrive expecting a fight from its residents."                 | A centaur, two druids, and two dryads are attempting to establish a grove in a location with favorable magical currents in the Weave for creating a fey crossing. Their site can be tracked down with a DC 13 Wisdom (Survival) check. How adventurers choose to drive them off the land is up to them, but once done, they must make a DC 15 Intelligence (Arcana) check to create the circle. On a failure, the creature who attempted takes 2d4 force damage from backlash. Once the land is clear and the circle is made, the adventurers can report back to whomever gave them the job for their reward. Reward: 100gp each and a rope of climbing.  |
| 5th         | "An experiment in the Field Ward has gone on too long, and risks exposure. Dispose of the troublesome wizard, and her creations, and bring back any research notes you find."                                | An old stone homestead in the Field Ward, boarded up and only accessible by way of a locked cellar door around the back, houses the lab of a human transmuter (see Appendix A) by the name of Molly who's been using Arcturia's research to conduct all manner of experiments on animals stolen under the cover of night. The party must enter the lab surreptitiously, where Molly has four gricks caged up in cells (failed experiments), as well as an assortment of caged small animals, and a female kobold named Vindle. If she feels threatened, she unlocks the cage containing the Gricks and fights back. Reward: If the adventurers put a stop to her experiments, destroy the evidence, and collect her research, they receive 150gp each from whomever delivered them the request. |

Before sending them, Isola also offers to transmute them into rats as part of the spell, enabling them to appear without drawing attention. A creature transformed in this way can change back with a flick of their tail, no action required. The transformation lasts 1 hour or until ended.

## AUNDRAL BLACKCLOAK

### PLOT HOOKS

**Help Wanted.** Volo is aware that Aundra has a knack for scrying, spying, and otherwise finding things. He comes to her to ask what she can do for him, and some simple divination magic confirms that his friend is indeed in need of help. Aundra is currently working on something that requires her constant attention, and so is not willing to go herself, but she takes pity on Volo and directs him to the party.

**Where's Renaer?** Renaer was working on something (the details are up to the DM) with Aundra, but he missed his last reporting session and she wonders what has happened to him. Something is interfering with her magic when she tries to scry on or otherwise detect him, and she suspects that he has gotten himself into some trouble. She tells the party that he is likely being kept prisoner, but she doesn't know much else yet.

**A Home of Our Own.** Many years ago, Aundra bought the property, thinking of branching out beyond just the God Catcher. She eventually decided against it, but never got around to fixing it up or selling the place. It's not doing her any good just sitting there, so she gives it to the party with the understanding that at least a small portion of it will be kept available to her if she ever needs it for something.

**Dalakhar.** Dalakhar was actually not bringing the artifact to the party. He was bringing it to a contact that lives in the God Catcher Tenements, but got attacked. The fireball occurs at the base of the statue, and Aundra is rather put out about this and asks the party to investigate. She knows that the City Watch means well, but she suspects they could use the extra help.

## RECRUITING

Aundra contacts adventurers that catch her interest the same way she would contact any other Waterdavian; she magically appears unannounced on balconies or rooftops after dark. Upon arrival, Aundra knocks on windows until a party member comes out to speak with her. She then introduces herself, explains that she could use the help of capable hands like themselves. If any party members agree to help Aundra out with a task, she leaves a stone of sending with them for them to stay in contact.

## FACTION REINFORCEMENTS

Aundra (CG female Tethyrian human archsorcerer; see Appendix A) arrives and aids the characters as best she can. A gifted negotiator, the party has advantage on any Charisma (Persuasion) checks made to influence Aurinax while she is present.

### AUNDRA BLACKCLOAK MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward   |
|-------------|---|---|
| 2nd         | "I'm concerned there may be cultists using my statue as a secret base. Keep watch at night and tell me if you see anything suspicious. I don't mind if they're there, I just want to make sure they're paying me rent if they are."   | Nightly, anyone keeping watch makes a DC 18 Wisdom (Perception) check. If characters don't take shifts, or rest during the day, they don't benefit from a long rest that night. On a success, characters see figures slinking about the statue. Once the party detects them on three different nights, Aundra is satisfied and deals with the cultists herself. These cultists are described in <i>Dragon Heist: Forgotten Tales</i> , available on the DMs Guild. Reward: Each character with Aundra Blackcloak as their patron gains 1 renown.  |
| 3rd         | "I'm conducting some research on areas of unstable magic, like the one in the Court of the White Bull in the Trades Ward. Take this tiny magical contraption there and press this button three times, then bring it back. It'll record all the magical information I need. Be quiet about it, though. I think it's still illegal to use magic items there." | Characters must take the contraption, a lighter, to the court mentioned. A creature can use its action to activate the lighter, igniting a flame for 1 round that sheds dim light within 5 feet. If used in the Court, an effect from the Wild Magic Surge table in chapter 3 of the <i>Player's Handbook</i> occurs, potentially alerting nearby City Watch. Aundra arranges the quick release of characters who were arrested for using the contraption. Reward: Each character with Aundra Blackcloak as their patron gains 1 renown.  |
| 4th         | "One of my more eccentric residents unexpectedly disappeared months ago after a deal with a loan shark went sour. The City Watch just closed the investigation, so that means I can finally have you clean out his apartment. Go do that. Keep a look out for dangers, though. He was always a paranoid fellow."  | The apartment reeks of sulfur and is filled with detritus. It takes 8 hours to clean, and there's a chest in the bathtub. This chest is secretly a mimic. The bathroom is also entirely filled by a gelatinous cube, which does nothing unless disturbed (such as by characters walking into the bathroom, unaware of its presence). If killed, both can be safely washed down the tub's drain. Reward: Each character with Aundra Blackcloak as their patron gains 2 renown.   |
| 5th         | "Apparently another landlord in town has been plotting to accuse me of tax fraud, so I will be arrested and he can purchase the God Catcher. His name is Gruthgar Hrimmel. Go sneak into his office and see if you can dig up any dirt on him. Two can play this game."   | Characters can enter with a successful DC 15 Dexterity check made with thieves' tools to pick the lock, or a successful DC 15 Strength (Athletics) check to break in. Characters who spend 1 hour searching the office can make a DC 13 Intelligence (Investigation) check. On a success, they discover Gruthgar's own tax fraud. If they succeed by 5 or more, they also discover that Gruthgar murders disagreeable tenants and pays the Zhentarim to dispose of evidence. Reward: Each character with Aundra Blackcloak as their patron gains 2 renown. Each character also receives a 100 gp reward from Waterdeep if they discover Gruthgar's murders. |



## GETTING TO THE LAIR

Aundra has powerful magic at her disposal, and divination magic can work wonders, but divination magic especially can be unpredictable and even deceptive if it is used too often in a short amount of time. Aundra can divine the location and the path to the lair, but she needs at least 1d4+1 days in order to discern it. If the party provides a member of the guild, Aundra may also be able to use magic to coax the answers out of them, without the time constraints mentioned above.

## BREGAN D'AERTHE

### PLOT HOOKS

**Help Wanted.** Quietly following along with the drama surrounding the Stone of Golorr, Jarlaxle realizes the importance of Lord Dagult Neverember's son, Renaer. Not ready to reveal all the details to everyone just yet, Jarlaxle sends the characters to seek out Volo and see about finding his friend Floon—who was last seen in company with Renaer Neverember.

**Where's Renaer?** Jarlaxle may also send the party directly out to find Renaer Neverember, skipping the intermediary links. The cunning dark elf rogue realizes that being close to Renaer may be the key to finding Dagult Neverember's hidden cache of dragons.

**A Home of Our Own.** Jarlaxle has purchased multiple properties across Waterdeep and intends to cement his foothold in the city by planting agents, underlings, and allies in them all. Who better to fix up and move into the old Trollskull Manor than a party of resourceful adventurers—best of all, Jarlaxle can make it look like he's doing them a favor, instead of the other way around.

**Dalakhar.** Erroneously believing that Bregan D'aerthe might be the closest thing to a potential ally Dagult Neverember has in the city, Dalakhar seeks out the party to give them the Stone of Golorr. The idea is simple—offer Bregan D'aerthe a piece of the treasure if they help retrieve it and bring it back to Neverwinter. Unfortunately, the untimely fireball brings an end to Dalakhar's plans.

### RECRUITING

Bregan D'aerthe recruitment is described in *Waterdeep: Dragon Heist*.

### BREGAN D'AERTHE MISSIONS

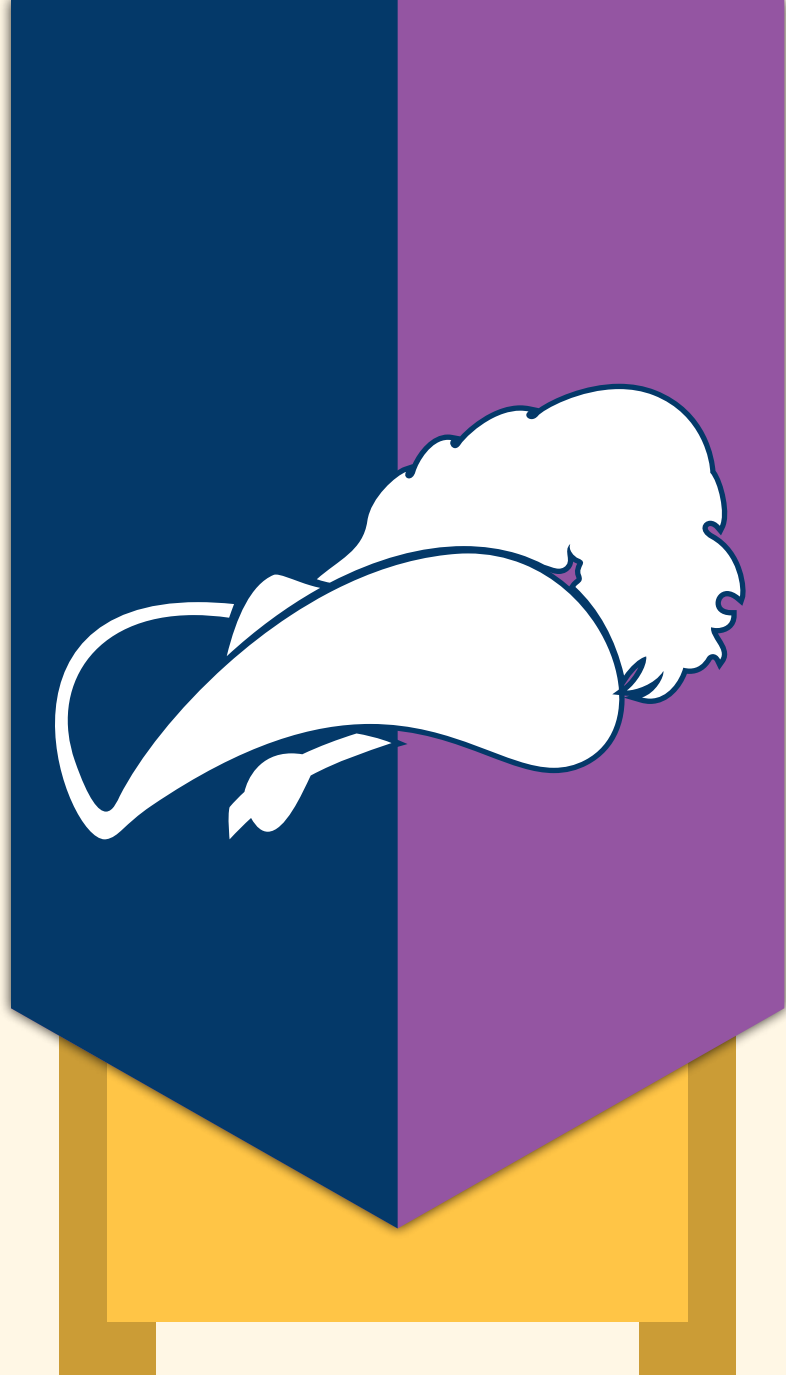
Bregan D'aerthe missions are described in *Waterdeep: Dragon Heist*.

### FACTION REINFORCEMENTS

Bregan D'aerthe reinforcements are described in *Waterdeep: Dragon Heist*.

## GETTING TO THE LAIR

Bregan D'aerthe aid is described in *Waterdeep: Dragon Heist*.



## CASSALANTER BANKING SERVICES

### PLOT HOOKS

**Help Wanted.** Volo saw the party carrying out some of their banking duties and assumed that they must be responsible and capable if they work for a bank, especially knowing how strict the Cassalanter are. He also hopes that they will befriend him and help him fund his books, or at least get him a good loan.

**Where's Renaer?** Renaer publicly accused the bank of proposing an impossible contract to a person in duress, and set a court date to bring the bank to justice. However, Ren-

aer never showed, which is extremely unusual for him. He hasn't been seen since, and the bank is afraid that people will start to think that maybe the bank brought him harm in some way. The bank wants to find him and clear their name.

**A Home of Our Own.** The Cassalanterers own the property known as Trollskull manor, but they are not currently doing anything with it, and they hope that a renovated tavern will increase property value in the area. The Cassalanterers aren't particular though, and as long as the party benefits the neighborhood and increases the value of the vacant property nearby, they will be just as happy.

**Dalakhar.** Dalakhar noticed that the party worked with the Cassalanterers vaults, but had heard that they were not close friends with the Cassalanterers (who he suspects of being after the cache) and so he wanted to approach them to see if all that was true. If he found such to be the case, he planned to open a secret vault with an unnamed item without ever involving the Cassalanterers, hiding the stone right under their nose.

## RECRUITING

The Cassalanterers reach out to the party via a servant who delivers a message from Willifort. They are invited to tour Cassalanter Villa, and Willifort plans to read their minds if they accept. If he discovers that the party knows anything particularly interesting, he will prolong the tour to pry into their minds. If he continues to find noteworthy things that will take more mind reading than he has time for during the tour, or if he just thinks that they are a good fit, he will extend the offer to work for Cassalanter Banking services.

## FACTION REINFORCEMENTS

Someone personally close to the Cassalanterers always accompanies reinforcements on particularly important assignments, so that the Cassalanterers have a trusted first hand account of the ongoings. The usual arrivals are Willifort and 1d4 guards, often with a getaway carriage. Willifort is a devious mind reader, so the party has advantage on Charisma (Deception) checks while he's with them, and he can tell the party the surface thoughts of nearby creatures.

### CASSALANTER BANKING SERVICES MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward  |
|-------------|--|--|
| 2nd         | "There is what seems to be a particularly profitable deal that the other party continues to "think about". Discover and resolve his hesitations, if there are any, and convince him to take the deal. The investee is listed simply as "Jack" and lives in the "Godcatcher".   | A young father wants to start an academy for young detectives, but his wife is unsupportive. He also has a criminal record, and while it is long resolved, he is afraid that parents won't be willing to trust their children's education to "an ex-convict". The husband is home with the children from morning till evening, when the wife returns from work. Every other evening, he volunteers with the City Watch. The wife requires a DC 12 Charisma (Persuasion) check to be convinced, whereupon the husband gets cold feet and requires a DC 10 Charisma (Persuasion) check. Reward: Each Cassalanter Banking Services character receives 1 renown. |
| 3rd         | "A property on Trollskull Alley is being auctioned off in a large estate sale. Please be in attendance as either a guard, a bidder, or as an encouragement those gathered."  | Those who are guards protecting the crowd will be on the lookout for pickpockets and such, while those who are encouraging the crowd should wander from person to person trying to get people to buy or bid. Bidders are also planted by the bank to increase prices, and must succeed on a Wisdom (Insight) check against another bidder's Charisma (Deception) or Charisma (Persuasion) check in order to see if the bidder is willing to bid again. Reward: Each Cassalanter Banking Services character receives a day's pay and 1 renown.  |
| 4th         | "A debt needs to be collected from a particularly difficult character. All attempts of diplomacy have been in vain, and the City Watch has failed to apprehend them. Your payment will be 20% of the amount collected. See the North Ward Branch manager for details."   | The "character" is a green hag in disguise. The party needs three DC 15 Intelligence (Investigation) checks to find her hideout. She has been using the money to buy ingredients, and while she no longer has the money, she does have several potions. She will attack or flee from anyone who tries to apprehend her or her concoctions, but will use or leave them if she thinks her life is in danger. Reward: Each Cassalanter Banking Services character receives 1 renown. The party also receives a potion if they recover at least five, or 20% of the value if it's known.   |
| 5th         | "The bank is sponsoring a caravan, and the City Guard doesn't want to escort them all the way to and from Amphail, saying that it is too long and far for the guard to provide protection, especially when the bank has means to provide it. Protect the goods on your way to Amphail, and protect the profit on your way back." | A caravan of traders have been buying and selling with Thar Qualnaar are taking goods to Amphail. They do not expect to have any trouble along the way, but the bank wants to ensure that all goes well. Reward: Each Cassalanter Banking Services character receives payment for each day on the road and 2 renown.   |

## GETTING TO THE LAIR

Lord and Lady Cassalanter know the way, but they are busy with other matters and will direct you to Willfort if you ask them, saying that it is “complicated to explain”. Willfort can give you general directions, but has never been there himself and has only been told how to get there once or twice—he considers his directions passable, but not optimal. His advice is to find a member of the Xanathar Guild and see if you can bribe them into leading you, take to the sewers and ask for Nihiloor (“You should be able to contact him eventually”) or else find Noska Ur’gray or Thorvin Twinbeard and force them to reveal its location.

## CHURCH OF LATHANDER

### PLOT HOOKS

**Help Wanted.** After trying every friend or ally, Volo finds himself running out of options to find someone to help investigate the disappearance of Floon. In a desperate last ditch effort, he ventures to the Spires of the Morning to have a fateful encounter with Dalartzin Paragon who agrees

to help. She in turn seeks out the adventuring party to offer them an opportunity to impress.

**Where’s Renae?** During Dagult Neverember’s role as the Open Lord of Waterdeep, the Spires of the Morning were burned to the ground and proceedingly rebuilt in under a year. So when news of Renae’s disappearance reached the followers of Lathander, they felt compelled to investigate. The heroes being the best option due to their adventuring skill set, far better than any lone priest.

**A Home of Our Own.** Instead of Volo providing the deed to Trollskull Manor, the deed was donated to the Spires of the Morning after the previous owner passed away. Dalartzin Paragon sees it fit to provide the heroes somewhere to live for them to do as they please with, plus should the adventuring escapades continue it puts the Spires of the Morning at a lower risk.

**Dalakhar.** The rock gnome seeks out the Spires of the Morning, hoping that giving the Stone of Golorr to the high ranking members would ensure its safety. Perhaps Dalakhar is a passing associate of Dalartzin Paragon, who mentioned the party’s efficacy during one encounter.

### CHURCH OF LATHANDER MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | “The Argent family are expecting a new birth, it falls to the followers of Lathander to conduct a blessing ritual. I’d be delighted if you could go as representatives.”  | The Argent family live within the North Ward, having a long history of joining the Order of the Aster. In order to complete this request, the group must successfully assist a priest in enacting a ceremony spell. However, the heavily pregnant aasimar has few curious requests and superstitious beliefs to complicate matters; such as fetching cooked seagull to eat and the feather of a gryphon. They must also gather 25 gp worth of powdered silver, which the priest provides the gold for. Reward: Each character gains 1 renown.  |
| 3rd         | “Things have been exceedingly tense concerning the Order of the Sun Soul. I’d like to offer a parlay and a donation as a gesture of good faith. Take this to the Monastery of the Sun Soul.”  | Abbott Hanor Kichavo (LN male Tethyrian human martial arts adept) welcomes the group into his monastery to engage in a peaceful conversation and talk about the praise of Amaunator. The meeting however is cut short as a drow gunslinger (see Appendix B of Waterdeep: Dragon Heist) emerges to try and kill Abbot Hanor. Bregan D’aerthe is hoping to frame the Church of Lathander and inciting violence between the two temples. If the attempt is thwarted, the drow attempts to promptly flee. Reward: Assuming Hanor isn’t slain, eases the tension between the two temples. Each Church of Lathander character gains 1 renown.  |
| 4th         | “The sewer-dwelling Xanathar Guild are said to be collecting the dead. Find where they are storing the bodies so that they may be put to rest. We cannot tolerate them being used to create undead. Such abominations of life must be destroyed.” | First the party must discover when and how the bodies are going missing. Under the cover of night, a group of three kenku have been sneaking into morgues or graveyards to snatch bodies and deliver them into the sewers. Mena Grimbones (CE female lightfoot halfling acolyte) has been using a stolen necromancer’s spell book to raise the corpses in a ritualistic manner. The apprentice necromancer has an ogre zombie and three zombies in cages. She’ll release them all to cover her escape back into Xanathar’s lair. Reward: Each Church of Lathander character gains 2 renown. Each party member who participated receives 100 gp.  |
| 5th         | “A priest of Selune has gone missing, I fear in my heart that this is the work of the Cult of Shar. See the priest is returned safely and force any skulkers in the shadow to shrivel in the might of the dawn.”                                  | At the House of the Moon, a gang of cloaked figures broke in to kidnap a high ranking priestess. They were witnessed heading towards Mount Waterdeep. Underneath the Lady Dreaming walking statue of Waterdeep exists a makeshift temple to Shar, the doggess of darkness and caverns. Four cultists have delivered the aging priestess, Feluna Moonstar (NG female Illuskan werecat (werewolf)) to the Dark Justiciar Eradrsi (CE female Chultan human blackguard). Feluna is to be sacrificed as part of a ritual to allow the cultists to join the cult of Shar. Reward: Each Church of Lathander character gains 2 renown. Dalartzin Paragon bestowns a charm of vitality (see “Supernatural Gifts” in chapter 7 of the Dungeon Master’s Guide) on each member who helped defeat the cult of Shar. |

## RECRUITING

If one or more characters are faithful followers of Lathander, Dalartzin Paragon goes out of her way to invite the entire adventuring party to meet her inside the Spires of the Morning. She sends a pair of priests to deliver the open invitation without a set deadline. During the meeting, Dalartzin attempts to gauge how devout the adventuring party are towards the Morninglord. If they prove sufficiently faithful, she invites them to participate in their first mission, after which they are welcomed into the Spires of the Morning. Dalartzin Paragon continues to be the primary contact for the party, except for when she has other obligations at which point Mhaere Dryndilstann is in her stead.

## FACTION REINFORCEMENTS

Dalartzin Paragon sends Mhaere Dryndilstann (NG female Illuskan high priest) accompanied by two priests and two knights from the Order of the Aster. If the Casalanter are the main villain, the clergy members briefly hesitate thinking the family is too good to enact something so evil.

## GETTING TO THE LAIR

Characters who are members of the Church of Lathander can learn the location of Xanathar's Lair from Jandar Ilbaereth thanks to his scrying magic. He knew an entrance existed, but could not scry its exact location. Thankfully, members of the Order of Aster discovered a secret staircase in the sewers of the Castle Ward while patrolling for Shar cultists. Jandar can send a knight or priest to guide them directly to the staircase.

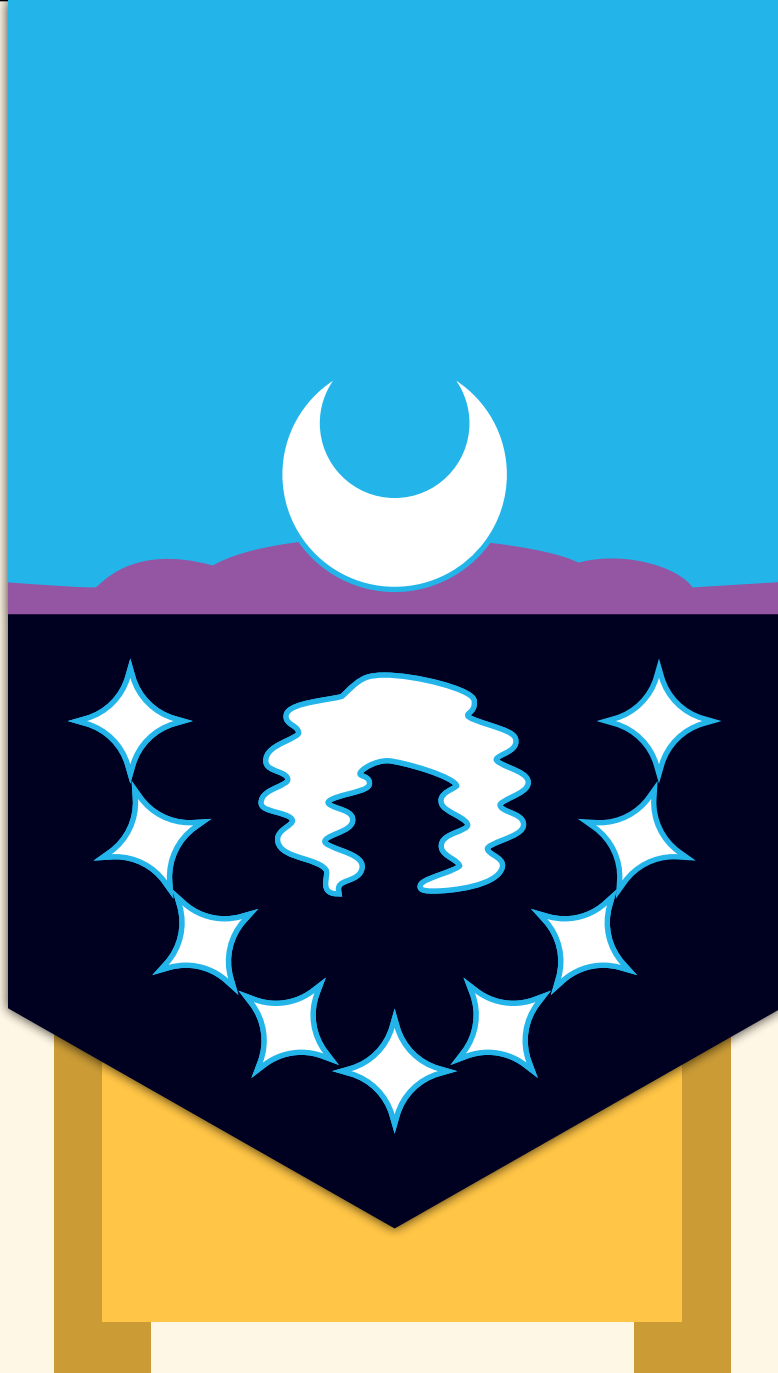
If any member of the party has at least 5 renown with the Church of Lathander, the member from the Order of Aster will accompany the party inside Xanathar's Lair. Receiving ongoing guidance from Jandar's scrying from within the Spires of the Morning, about patrolling movements or the Xanathar's last known location.

## CITY WATCH

### PLOT HOOKS

**Help Wanted.** Volo has a friend that has gone missing, and so he approaches the famed and lauded police force of Waterdeep to see if they are aware of his friend's demise and to request that they "fulfill their duty to the citizens" and search for his friend. Volo's approach is a mix of heaping praise onto the City Watch and subtly demanding that they do something.

**Where's Renaer?** Renaer is widely known amongst the city guard as something of a model citizen, though perhaps a bit too wild for some of them. Several of them know him personally, as he has worked closely with many of them in investigating crimes and chasing criminals. He isn't currently working with any of the City Watch though, and so nobody realized that he had gone missing until now.



**Home of Our Own.** A gang was recently ousted from the property. They had bought the property and then pretended to abandon it to relieve any suspicions of criminal activity within it. When the City Watch finally tracked them back there, Waterdeep gave them the building (the City Watch has a claim on all ownerless property reclaimed by the city anyway) as a thank you. The City Watch doesn't want to put the effort into fixing it, but don't want to lose it either, so they offer it to the party.

**Dalakhar.** Lord Neverember had many people in his political machine that would pull strings to accomplish his will. One of these was an officer in the City Watch who had a name similar to one of the party members. Because of this, Dalakhar falsely believed that that specific minion of Lord Neverember had settled into Trollskull manor.



## RECRUITING

The City Watch has patrols that go through every part of town, and so many invitations are simply personal conversations that come from whatever officers are going to be nearby. Persons who the City Watch is looking to employ are requested to come to the offices in the Palace of Waterdeep, where the prospective officers are given a tour of the facilities and a small promotional presentation, which focuses on portraying the City Watch in a positive light. Common topics include: the respect and reputation that come with being a part of the City Watch, the greater legal requirements needed to bring an officer to court, and especially the City Watch's coverage policy.

## FACTION REINFORCEMENTS

Backup in the City Watch is quick and effective, especially if you are on patrol. Officers usually either use the nearest watchbox (every watchbox has some means of sending messages) or employ their own means. You can request any number of reinforcements, and that number (or as many as are available if there are not that many) of veterans and/or knights will arrive as quickly as they can.

## CITY WATCH MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward   |
|-------------|---|---|
| 2nd         | "There's a well-meaning youngster who shows up to "help patrol" but has proven to be accident prone. We need her to stop following us. Her father works at the Yawning Portal, but nobody's had the heart to tell him because they both speak so highly about us and her "adventures" with us."   | This youngster, "Pollyanna", is looking for strong female role models. Her mother is gone, and her affectionate father is busy with work. Both he and Pollyanna (LN Tethyrian human commoners) require a DC 12 Charisma check before they will realize that she is in danger. Female characters have advantage on Charisma checks with Pollyanna, and she will accept them as her new role models if they succeed. Reward: Each City Watch Character gains 1 renown.  |
| 3rd         | "Here's an odd case for ya, we got a horse thief who steals horses within a day of when they've been bought. They're very sly, because nobody ever sees 'em coming or going! How they can sneak around with something as big as a horse is beyond me, but we've tried standing guard with detect magic and sensed nothing, so it isn't that."                           | There actually is no horse thief. The perpetrators are two druids with nondetection masking them. One druid turns into a horse, while the other druid sells the "horse" to an unsuspecting victim. Once the "horse" is alone, it turns into a tiny beast and escapes to begin the process again. The perpetrators are druids with these changes: They are neutral. They have access to the wild shape ability outlined in the Player's Handbook. A successful DC 14 Intelligence (Investigation) Wisdom (Perception) or Wisdom (Survival) check will lead the party to clues. If the druids are caught, they surrender willingly. Reward: Each City Watch character gains 2 renown. |
| 4th         | "Keep this one quiet. Some of our officers have been disappearing, and divination magic tells us they're dead. Most of them were kind folks who were known to frequent taverns and brothels to get away from lonely lives at home. The reward is 1,000 dragons if you can solve the case before it happens again, but every person who has tried has also disappeared." | Taverns will confirm the deceased's patronage, saying that they mentioned strange dreams. Brothels will also confirm the deceased's patronage, mentioning that they were demonstrations of "Cassandra's Curse". Enemies of Cassandra (NE female drow) have clients that become increasingly violent in private. Cassandra worked for a brothel until her employer and the City Guard both denied her protection from an abuser. She has secretly allied with a succubus and is now piloting torment and death through it. She denies any involvement. Killings (one every 1d4 days) won't stop until the succubus is destroyed. Reward: 1,000 gp minus 100 gp for every new death.  |
| 5th         | "There's a gang hiding out in a warehouse across town. Capture them and take them to cells to be questioned. One of them is an undercover officer, he'll help you out. He told us to expect several thugs to be present when we arrive."  | The gang is based in a warehouse similar to the Zhent hideout in chapter 1 of Waterdeep: Dragon Heist. Successful DC 12 Dexterity (Stealth) checks allow the characters to enter unnoticed, giving them the element of surprise. There are 12 thugs present, including the undercover officer. Reward: Each City Watch character gains 2 renown and 10 gp for each captured thug.   |

## GETTING TO THE LAIR

The City Watch has some inside agents who have been trying to learn the ins and outs of the Xanathar's guild and find ways to the lair. They've mostly been working slowly, so as not to arouse suspicion, but they are close enough that they can crack down on it and figure it out. The code words that the City Watch usually uses with its undercover officers are "Silverback" to refer to officers, and "Cold" to refer to secret actions or items. Silverback refers to the silver whistle that the City Watch carry, and cold is simply a common descriptive word that is rarely attached to items. Someone who goes to try and find undercover officers had best know these words if the officer is going to remain undercover.

# CULT OF ASMODEUS

## PLOT HOOKS

**Help Wanted.** Volo remembers meeting the party on the fateful night that he lost track of his friend in the Southern Ward (Volo can either be mistaken, or the party may have been on their way to/from some ritual in the area at that time) and he asks them to look since they are obviously more familiar with the area than he is.

**Where's Renaer?** Renaer is a Harper, and was the next target on the cult's hit list. He has suddenly gone missing, and the cult is worried that he has mobilized a force to oust them and has gone into hiding while it plays out. They send the party to find him, and if they can, pry secrets from him and kill him.

**A Home of Our Own.** The cult has noticed that Edvaldo Baristan has not been participating in the occult practices recently, and his wife Christina seems to be wavering as well. The cult asks the party to monitor them and their three children (who are unaware of their parent's devil-wor-

shipping) and encourage them to stand fast, as Christina is an administrator in the city watch and a valuable asset in dismissing charges.

**Dalakhar.** Dalakhar knew that the Cassalanters have a bank, but had also recently heard some disturbing rumors about devil worship. He had heard that a new band of adventurers had begun socializing with the Cassalanters and he hopes that they have access to the bank vaults, but are new enough that the Cassalanters have not initiated them into anything untoward. He planned to see what their involvement was and to see if they could be trusted to store the Stone of Golorr.

## RECRUITING

When recruiting, the cult sends an imp with a simple message. The imp approaches in a mundane form and says "Glory and gold await you. Meet at the windmill tomorrow at midnight," before turning invisible and hurrying away. If the characters go, they are met by Gysheer Omfrey, a female human cultist. She asks "Do you know what awaits you?" expecting "Glory and gold", or similar confirmation. She then leads them to the upper room of the windmill, where

## CULT OF ASMODEUS MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward   |
|-------------|---|---|
| 2nd         | "The City Watch stumbled upon a scene before we had time to clean up what we were doing. Luckily nobody was caught, but we need to shift the blame to someone else quickly, before we endanger everyone and the entire organization."   | The cult has the rest of a concoction that was used in the crime, a written plan of attack, and possessions from victims. Plant this somewhere to connect someone else to the crime. A successful DC 12 Wisdom (Insight) will reveal who would be plausible, and a DC 12 Dexterity (Sleight of Hand) check will allow you to place some of the evidence directly on the person. Reward: Each Cult of Asmodeus character gains 100 gold pieces and 1 renown.   |
| 3rd         | "Someone has leaked rumors about us to the press! An expose was submitted to Gaxly today. Our inside man convinced him to wait until tomorrow to publish it. It's your job to make sure that when Gaxly goes into work tomorrow, there's no trace of it left."  | You can break into Gaxly's office, lunch hour or after hours is best. Getting in or out unnoticed requires a successful DC 15 Dexterity (Stealth) check. Once inside, a DC 15 Intelligence (Investigation) check is required to find the exposé and rearrange things as they were before. A roll of 12-14 allows you to find it, but not rearrange things correctly, leading Gaxly to suspect foul play and write his own expose from memory—which reduces your reward by half. Reward: Each character who contributes gains 120 gp.  |
| 4th         | "Loreloth tells us that Fel'rekt Lafeen has been snooping around and acting suspicious. If it was anyone else, we might let it play out, but those blasted drow already seem to know too much. Time for them to have an accident."  | Hunt down Fel'rekt Lafeen (See Appendix B of <i>Waterdeep: Dragon Heist</i> ) and kill him. A successful DC 18 Wisdom (Survival) or Wisdom (Perception) check is required to track him down or spot him, so perhaps set a trap of some kind instead. The party can keep anything from him as additional compensation. Reward: Each Cult of Asmodeus character gains 1 renown and 100 gp.  |
| 5th         | "A barbed devil somehow contracted a fit of madness, stole a cloak of the bat, and escaped our control. The devil hides during the day, and appears in our people's homes at night to kill servants and otherwise terrorize residents. We've been able to keep it quiet thus far, but if it is seen visiting members, it could compromise the entire organization." | Find the barbed devil, which hides in the City of the Dead during the day. Each day, there is a 75% chance that the devil is hiding in an interdimensional pocket of a major mausoleum, rendering locate creature and other such spells useless. It sneaks out at night, terrorizes cultists, and polymorphs into a bat to flee from pursuers or when it has just enough time to return to the City of the Dead before daybreak. Reward: Each Cult of Asmodeus character gains 2 renown and 250 gp. If the mission is complete within 48 hours, they're allowed to keep the Cloak of the Bat as well. |

they are met by a few others in street clothes, and two figures in deep red cloaks. There is a brief meeting where the cloaked figures ask for anyone interested to bring proof that they are willing to push themselves to their utter limits, holding nothing back.

## FACTION REINFORCEMENTS

When the Cult of Asmodeus sends reinforcements, it often comes in the form of three cult fanatics and/or three cultists, usually led by Victor's doppelganger servant Willifort Crowelle in his usual tiefling disguise. Willifort is a devils mind reader, so the party has advantage on Charisma (Deception) checks while he's with them, and he can tell the party the surface thoughts of nearby creatures.

## GETTING TO THE LAIR

The route to Xanathar's lair is known by the highest ranking cultists, but it is complicated to explain, and Lord and Lady Cassalanter are preoccupied with Founder's Day. Unfortunately, the other two members who know are currently on a mission to Undermountain. Asking others in the cult will get you nowhere, Lord and Lady Cassalanter are the only ones available to tell you, and if you ask them they point you towards Williort. Willifort can give you general directions, but has never been there himself and has only been told how to get there once or twice—he considers his directions passable, but not optimal. His advice is to either wait until someone else is available to tell you, take to the sewers and ask for Nihiloor ("You should be able to contact him eventually") or else find Noska Ur'gray or Thorvin Twinbeard and force them to reveal its location.

## EMERALD ENCLAVE

### PLOT HOOKS

**Help Wanted.** While conducting preliminary research for Volo's Guide to the City of the Dead, Volo learns that the Enclave (who tend the grounds of the cemetery) has eyes and ears everywhere in the city due to its robust network of seagulls, rats, and horses. If anyone can find Floon quickly, it's bound to be the Enclave.

Volo postulates that "given the violence in the streets as of late, perhaps the Xanathar Guild was involved?" This is a baseless claim. Although it is true, Volo does not know so and is just trying to sensationalize his plea. A successful DC 15 Wisdom (Insight) check reveals this deception, but that he truly is concerned for this friend.

**Where's Renaer?** The Enclave is concerned that a secret cell of mind flayers in the city has been abducting civilians and replacing their brains with intellect devourers. Their rodent network reports a recent mugging and kidnapping in the Dock Ward, near the Skewered Dragon tavern.

If the party has difficulty ascertaining where the kidnapped victims (Floon and Renaer) have gone, the DM may determine that the rats have since

At the DM's discretion, the rodents may have followed the kidnappers to the Zhent safehouse and can lead the party



there. The party then has a swarm of rats on their side. This swarm has an Intelligence score of 10 and can understand common.

**A Home of Our Own.** A philanthropist donated the property to the Emerald Enclave to use as they see fit. One enterprising Enclave member suggested they bestow the property to a group of spirited Enclave members (your party) to turn into a flora-and-fauna-themed bar to promote creature welfare and balance with nature. Although the Enclave suggests this theme for a tavern, they do not require the party to pursue that particular vision with the property.

**Dalakhar.** Dalakhar is aware of many enemies of the Xanathar Guild, but none that are more fundamentally against everything the guild stands for than the Emerald Enclave. He brings the stone to your party, known Enclave members, with a note explaining where he got it from and that he hopes you can keep it safe for a few days while he lays low. Sadly, this note was written on paper and likely incinerated in the fireball.

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## RECRUITING

Emerald Enclave recruitment is described in *Waterdeep: Dragon Heist*.

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## EMERALD ENCLAVE MISSIONS

Emerald Enclave missions are described in *Waterdeep: Dragon Heist*.

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## FACTION REINFORCEMENTS

Emerald Enclave reinforcements are described in *Waterdeep: Dragon Heist*.

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## GETTING TO THE LAIR

Emerald Enclave aid is described in *Waterdeep: Dragon Heist*.

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# FORCE GREY

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## PLOT HOOKS

**Help Wanted.** Volo knows of the elite military prowess that is Force Grey (“I could join them myself, but then I wouldn’t have time for my books!”) and has come to its ranks looking for help. The party has likely heard of Volothamp Geddarm, as he continually asks members of Force Grey for details about the dangers they face. The members of Force Grey who know him best, though, recognize that he partially asks because he wants to make sure that they are okay.

**Where’s Renaer?** Vajrah Blackstaff is close friends with Renaer, and he has suddenly gone missing. She has already used some of her other resources, but they have come back empty handed, and she is admittedly starting to get a little worried. She requests that the party dedicate their focus to finding Renaer, as they are too unproven to be sent on any official missions.

**A Home of Our Own.** Trollskull Alley is known for being a strange neighborhood with odd inhabitants, and many foreigners coming and going through the area. Surprisingly, Force Grey does not have any of its members living there—and so they buy Trollskull Manor at a low price, request that the party fix it up, and ask them to keep an eye on the surrounding residents. Force Grey will even let them live there rent-free while they do so, and will give them 10% of the turnaround profit when they sell it.

**Dalakhar.** Dalakhar has friends within Force Grey, but they are in Undermountain on an excursion. In the most recent conversation that he had with them, they mentioned a band of adventurers that were new to town, but showed a lot of promise. They told him where he could find them, and he figured that they would prove to be a perfect fit for the safekeeping of the Stone of Golorr, as few people knew them and they seemed to be a capable lot.

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## RECRUITING

Force Grey recruitment is described in *Waterdeep: Dragon Heist*.

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## FORCE GREY MISSIONS

Force Grey missions are described in *Waterdeep: Dragon Heist*.

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## FACTION REINFORCEMENTS

Force Grey reinforcements are described in *Waterdeep: Dragon Heist*.

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## GETTING TO THE LAIR

Force Grey aid is described in *Waterdeep: Dragon Heist*.

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# HARPERS

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## PLOT HOOKS

**Help Wanted.** Volo knows all too well that rules and regulations can get in the way of action. He appreciates the efforts of the City Watch, but since they have so many legal restrictions and are preoccupied with the rising gang wars, he thought it more effective to approach the Harpers. He already has a good relationship with the organization as a whole, and also hopes to garner a friendship with these adventurers in particular, both as a resource for his books and just for friendship’s sake.

**Where’s Renaer?** One of the Harpers’ more outstanding members, Renaer Neverember, has gone missing. Casual investigation and attempts to reach out have all been fruitless, and so the Harpers are mobilizing a squadron to put finding him (and rescuing him if need be) as their foremost task.

**A Home of Our Own.** Murgo, a tailor in Trollskull Alley and secret agent of the Harpers, has had an influx in customers recently and would appreciate some more help at his shop. Extra hands around the shop will also give him more time to work with the Harpers, a fact that they recognize. As such, the Harpers have bought Trollskull Manor and will allow the party to live there rent-free if they help Murgo with whatever Harper or tailor errands he might need assistance with.

**Dalakhar.** Believing that he could blackmail Renaer with an event from Renaer’s younger days, Dalakhar knew that Trollskull Manor had recently passed into the hands of the Harpers and thought that Renaer was there visiting with his friends. Dalakhar knew that he was being followed, but he had already checked the Neverember estate and many of the taverns and feshalls, and was running out of places to go.

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## RECRUITING

Harper recruitment is described in *Waterdeep: Dragon Heist*.

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## HARPER MISSIONS

Harper missions are described in *Waterdeep: Dragon Heist*.

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## FACTION REINFORCEMENTS

Harper reinforcements are described in *Waterdeep: Dragon Heist*.



## GETTING TO THE LAIR

Harper aid is described in *Waterdeep: Dragon Heist*.

# HOUSE AUVRYNDAR

## PLOT HOOKS

**Help Wanted/Where's Renaer?** The innkeeper at the White Ribbon, Seren Rees, invites the party to stay in the Spider Room. This is code for a meeting. When they arrive, Seren explains to them that Renaer Neverember has gone missing, and spies within the Zhentarim have confirmed the involvement of the Black Network. It's also believed he may have valuable information about an artifact of great value, and may consider sharing this information with his rescuers, meaning finding him would both foil the Zhents

and grant House Auvryndar a lead on a valuable treasure. He was last seen with Floon Blagmar around the Skewered Dragon—finding Floon may help to find Renaer.

**A Home of Our Own.** After a grisly unsolved murder within its halls has left many people afraid to go near the building, a House Auvryndar has managed to snatch up Trollskull Manor at vastly-reduced price, and wants the adventurers to turn it into a serviceable business to help secure House Auvryndar's future in the city.

**Dalakhar.** Dalakhar heard of the party foiling the Black Network once in the past (either a true story of their exploits, or a rumor put in his head by House Auvryndar) and is hoping he can rely on them to help him escape the city with the Stone of Golorr.

## XXX MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | "Plant this brooch of Lolth in the quarters of Sister Elspeth, at the Dancing Haven in Waterdeep."  | One or more members of the party must infiltrate the acolytes' bedchambers at the Dancing Haven, the temple to Eilistraee in town, and plant a brooch of Lolth among the possessions of Sister Elspeth (CG female drow acolyte of Eilistraee), somewhere she won't find it. Elspeth herself is working in the temple, and has her bedroom key, but she shares the room with three other acolytes. Reward: Once the deed is done, the adventurers can claim a reward of 20gp each from their contact.   |
| 3rd         | "One of our contacts has dropped off an important parcel in the City of the Dead. At midnight, enter the Vestera Mausoleum, and open the niche for Gilbeth Vestera. Bring that package to the White Ribbon. Ensure you are not followed." | Occasional guard patrols move through the City of the Dead, but it's unlikely the party will encounter any trouble from them unless they do something to draw attention. When they arrive, roll a d6. On a 1-2, a cloaked visitor is leaving the mausoleum as they arrive, and the niche is unlocked and disturbed when they get in. On a 3-4, they catch the visitor as they're taking the parcel from the niche, and they immediately attempt to flee. On a 5-6, no one is present at the monument, and they can make a DC 13 Dexterity check with thieves' tools to unlock it, or a DC 13 Strength check to pry it open. In this case, the visitor arrives as they're opening it. The visitor is a Zhentarim spy who was also sent to acquire the parcel. This parcel was actually a Zhent dead drop, which House Auvryndar sought to intercept, but it's unlikely the party will believe his story if they catch him. The parcel contains an ordinary-looking dagger, and a vial of wyvern poison. The dagger has a hidden compartment that can store a dose of poison to deliver it with a strike. Reward: Upon returning the parcel to the White Ribbon, the party is awarded 30gp and a vial of drow poison each (Poisons detailed in Chapter 8 of the <i>Dungeon Master's Guide</i> ). |
| 4th         | "One of our operatives, Nizra Fydelforn, has been taken captive by the Xanathar Guild, and is being taken to Skullport for interrogation. They'll be transporting her through the sewers—ambush them and get her back safely."            | Four Xanathar thugs and a human veteran named Kris have taken Nizra, a drow spy captive, and are planning to deliver her to Xanathar so she can have her brain replaced with an intellect devourer. The Guild has markings throughout the sewers that they use to denote their trails—a character who notices them can make a DC 16 Intelligence (Investigation) check to interpret them. Characters with proficiency in Thieves' Cant make this check with advantage. On a success, if the party makes good time, they may be able to intercept the group's travel and set an ambush ahead of time, or pretend to be Xanathars. Reward: When Nizra is free, the adventurers can claim a reward of 50gp each from their contact. Additionally, Kris has four paper birds on her person.  |
| 5th         | "A City Watchperson named Marrick Grunn has been causing trouble for our operatives. He lives in the Southern Ward and patrols the Dock Ward at night—disappear him, but don't make it look suspicious."                                  | Marrick Grunn is a half-orc veteran—a sketch of him is provided to the party, for the sake of identification. He lives in a small home in the Southern Ward, and when patrolling the Dock Ward, travels with three guards. The party has a great deal of latitude in how to deal with this, assuming they're willing to get their hands dirty. Reward: So long as Marrick is handled quietly and without drawing attention to House Auvryndar, each adventurer can claim a reward of 150gp from their contact, who also gives the group a suit of +1 studded leather.  |

## RECRUITING

House Auvryndar prefers to recruit drow, and half-elves with drow lineage, but will take an interest in anyone who seems like they may make a promising emissary for rebuilding the house, particularly those who worship one or more Dark Seldarine gods. They will be invited to the White Ribbon, and Seren Rees offers them the Spider Room, where they can talk privately.

## HOUSE AUVRYNDAR MISSIONS

| Party Level | Mission Brief | Mission Requirements and Reward |
|-------------|---------------|---------------------------------|
| 2nd         |               |                                 |
| 3rd         |               |                                 |
| 4th         |               |                                 |
| 5th         |               |                                 |

## FACTION REINFORCEMENTS

House Auvryndar sends two drow elite warriors (Vnix and Kez) to the party's aid when they go to secure the vault. Most importantly though, they are there to ensure the party's loyalty and prevent them from taking more than their designated cut.

## GETTING TO THE LAIR

House Auvryndar knows the Xanathar Guild has a sewer passage they use to reach their lair from the surface, and is certain they've marked the trail in some way, but the party will need to find said trail themselves. A party who successfully navigates this passage reaches area X1 in the Xanathar Guild.

Apart from that, House spies have confirmed that the lair connects to the Guts and Garters in Skullport, and can escort the party through Undermountain to reach Skullport. By this route, the party will have to disguise themselves as guild members to get inside, and reach area X5 through the passage.

## PHYLUND MONSTROSITIES, INC.

### PLOT HOOKS

**Help Wanted.** Volo during his research for *Volo's Guide to Monsters* occasionally sought out aid from House Phylund for the finer details. Over the meetings Urto and Volo became close friends, so if he believes that Volo could use assistance in the form of an adventuring party Urto happily lends a hand.

**Where's Renaer?** House Phylund has never interacted with Renaer Neverember, however, word travels quickly among noble households. It occasionally pays well to make allies of those in high places, which is why when Urto and



Emile hear of Renaer's disappearance they are curious enough to invest into finding him, if only for the social status of being the house that brought him to safety.

**A Home of Our Own.** Outside of the successful trading of beast hides and trained animals, occasionally patrons show their gratitude by offering deeds or precious gemstones to House Phylund. The deed to Trollskull Manor was one such transaction, and what better way to reward members of house staff than with a place to call home. In exchange the party is expected to occasionally host some of the more hostile captures, a small price to pay.

**Dalakhar.** It is well documented that the richest nobles purchase watchspiders (see Perks) to protect their belongings or household, so who better to ensure the protection of the Stone of Golorr than with the house that trains and breeds watchspiders. Dalakhar cuts through Trollskull Alley on his way to the Phylund Family Estate.

## RECRUITING

House Phylund looks for members who can handle the fiercest of creatures, which naturally lends itself to adventurers. Rangers or druids are particularly sought after. If the party includes one or more likely recruits, the characters' residence is sent a letter inviting them to come visit the Phylund Family Estate. The letter reads as follows:

To whom it may concern,

We at House Phylund are always seeking to expand our retinue in the shape of capable hands, beast masters, and the like. It has been brought to my attention that you would be an ideal candidate. To that end, I'd be delighted if you would accompany me at the Phylund Family Estate to discuss matters further.

I guarantee the encounter will be beneficial for us both.

What you fear, we master.

Emile Phylund

Emile Phylund greets the adventurers, providing a tour and explanation for what House Phylund stands for, what they look for in those who join, and ultimately what the character can benefit from joining. If they agree to join, Emile Phylund directs the party to be introduced to Roz Fana who provides them with their first mission. From this point on, Roz becomes the characters' initial point of contact for House Phylund matters.

After the characters complete two missions for Roz, all correspondence is directed from Emile Phylund as she asks them to conduct tasks of greater importance for House Phylund. Roz is still present for each meeting, but she directs the party's attention to Emile when asked for further details.

## FACTION REINFORCEMENTS

If House Phylund has been kept up to date with the chase for the Vault of Dragons, they send Grim Coppercage and Yasyl Despvir to reinforce the adventures. Yasyl is accompanied by three watchspiders (giant spiders; see Perks) who they command to prevent the party's enemies from escaping. If Roz wasn't confronted about being a Emerald Enclave spy, she emerges with a swarm of rats and one of House Phylund's freed beasts to prevent House Phylund from collecting the gold.

## PHYLUND MONSTROSITIES, INC. MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | "We've heard reports of a talking cat, pets like that can fetch a fair price. Find it, talk to it and if you can, convince it to join us. To be sold to the highest bidder."  | Characters can find Maurice an awakened cat with a successful DC 13 Intelligence (Investigation) check. Maurice immediately flees, requiring a series of DC 10 Dexterity (Acrobatics) or Strength (Athletics) to keep up with the agile beast. Once caught up, Maurice happily talks with the party. She has no intention of giving up her freedom, unless they can promise she'll be just as free at the Phylund family estate. Reward: Each character associated with House Phylund gains 1 renown.  |
| 3rd         | "Urtos has requested a particular beast to be delivered to the Field of Triumph. However, he was explicit in ensuring the beast's identity is kept secret. Something about giving the gladiators an unfair advantage. The covered cart is outside, don't keep him waiting." | A cloaked cage contains a live basilisk, who is prepared to use their petrifying gaze on anyone who peeks inside. In truth, the cage's lock has been tampered with (by Roz) allowing it to escape as it is carried through the street. Thankfully the cart is equipped with numerous tools to recapture the beast. If the basilisk was captured and delivered, the party are invited to enter the Fields of Triumph to battle the very same beast they delivered. Reward: Each character associated with House Phylund gains 1 renown. Any character who was petrified is cured thanks to a greater restoration spell.   |
| 4th         | "The Phylund legacy is marred for as long as the Hunting Lodge my grandfather built is in the clutches of demonic beasts. I ask you, venture to the Phylund Hunting Lodge are clear out everything."  | Ardeep Forest is roughly a day's travel outside of Waterdeep and as expected it is rife with beasts of all shapes and sizes. As for the hunting lodge, much of it has fallen into utter disrepair, however lurking in the keep are 3 gnolls, 2 gnoll hunters and a gnoll pack lord. It seems the Red Wizard vacated the lodge in a hurry. Reward: Each character associated with House Phylund gains 2 renown. Safely liberating the Hunting Lodge sees each character rewarded with 5 pp and a spell scroll for a 1st or 2nd level spell.   |
| 5th         | "Urgent! The worst has happened, not only have some untamed beasts broken from our cages but we've been betrayed by none other than Roz!"   | Roz (CG female lightfoot halving druid) has freed a pair of owlbeats. Revealing herself to be a spy for the Emerald Enclave, she seeks to free every captured beast at the Phylund family estate. She demands that House Phylund change their ways to cease profiting from the capture and deaths of innocent beasts. Convincing Roz to stand down requires a character to succeed on a DC 18 Charisma (Persuasion) check, alternatively there may be other peaceful solutions before they're forced to battle. If the owlbeats are slain, Roz surrenders immediately where the Phylund's insist she is arrested. Reward: Each character associated with House Phylund gains 2 renown. |



## LORDS' ALLIANCE

### PLOT HOOKS

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**Help Wanted.** Volo comes to the leadership of the city because he knows that they have eyes and ears all over Waterdeep. He is quickly referred away from the leaders and to the party instead. Volo is more than a little affronted that he was so quickly cast aside, but he does still need help, and so he comes to the party to ask for their help. He may arrive at any time of the day or night.

**Where's Renaer?** Renaer is a distant cousin, but close associate, to a high ranking member of the Lords' Alliance. A message is sent to the party to investigate his sudden disappearance and report back with their findings.

**A Home of Our Own.** The Lords' Alliance recently discovered that the property had been obtained by the previous owners through legal but fraudulent means. The property had been so badly damaged in the time that it was owned by its most recent owners that when the Lords' Alliance returned it, the rightful owners offered to sell it back for a fraction of its worth. Smelling a deal that would help boost the economy of Waterdeep the Lords' Alliance accepted, and they have now turned it over to the party to fix it up.

**Dalakhar.** As a trusted person of lord Neverember, the previous leader of the Lords' Alliance, Dalakhar was trying to get in touch with them to pull some strings and ask for some favors.

### RECRUITING

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Lords' Alliance recruitment is described in *Waterdeep: Dragon Heist*.

### LORDS' ALLIANCE MISSIONS

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Lords' Alliance missions are described in *Waterdeep: Dragon Heist*.

### FACTION REINFORCEMENTS

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Lords' Alliance reinforcements are described in *Waterdeep: Dragon Heist*.

### GETTING TO THE LAIR

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Lords' Alliance aid is described in *Waterdeep: Dragon Heist*.

## ORDER OF THE GAUNTLET

### PLOT HOOKS

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**Help Wanted.** Volo reports the disappearance of Floon to the Order of the Gauntlet. Knowing his old friend was something of a lip-service member of the Church of Tyr, he wonders if maybe he stumbled in drunk from off the street and they had taken him in, but no such luck. The party is called to the church to help with the investigation.

**Where's Renaer?** Renaer supposedly had information about Zhentarim activity in the city, and was supposed to

### GETTING TO THE LAIR

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There are two ways for groups associated with House Phylund to learn of an entrance to Xanathar's lair. If Roz Fana is still friendly with the adventuring party, she mentions having encountered an awakened rat who told her about a secret staircase in the Castle Ward sewers. This is half true, Roz was told by an awakened rat but this is because the Emerald Enclave informed her.

Alternatively, Yasyl Despviir occasionally roams the sewers in search of lost watchspiders. On one particular visit she discovered a secret door leading to a staircase. She happily shows the heroes to the secret staircase and even offers to join them with two watchspiders (giant spiders; see Perks). If either spider is reduced to below half its starting hitpoints, Yasyl retreats with them to ensure their safety.



meet with Knight Captain Ingrid Highwind to share said information, but never turned up. Highwind fears that Renaer may have been silenced by the Zhents, and needs someone to investigate.

**A Home of Our Own.** Tina Toffel, a business owner in Trollskull Alley, purchased Trollskull Manor with money from her old adventuring days and hoped to turn it into a home she could pass down through her family for the years to come, but doesn't have the money to fix it up. She's happy to part with it, so long as characters promise that her children will always be welcome there.

**Dalakhar.** Terrified of the Zhentarim and hoping to get the Stone of Golorr into safe hands sooner rather than later, Dalakhar turns to the adventurers, as he figures there's no safer place for it than the church. He chooses to meet with the party in a public place for fear that the Zhentarim may realize what's happened if he goes to a specific church to deliver it.

## RECRUITING

Order of the Gauntlet recruitment is described in *Waterdeep: Dragon Heist*.

## ORDER OF THE GAUNTLET MISSIONS

Order of the Gauntlet missions are described in *Waterdeep: Dragon Heist*.

## FACTION REINFORCEMENTS

Order of the Gauntlet reinforcements are described in *Waterdeep: Dragon Heist*.

## GETTING TO THE LAIR

Knight Captain Ingrid Highwind knows a Harper spy who's aware of the secret entrance into the Xanathar lair through the Castle Ward sewers, but can't meet with them personally for fear of drawing too much suspicion. The spy, a tiefling woman named Silver, arranges a meeting with them in the Dock Ward and gives them directions. If the party doesn't take steps to be subtle about this, it's possible the meeting is interrupted by Xanathar spies who try to take out Silver before she can speak.

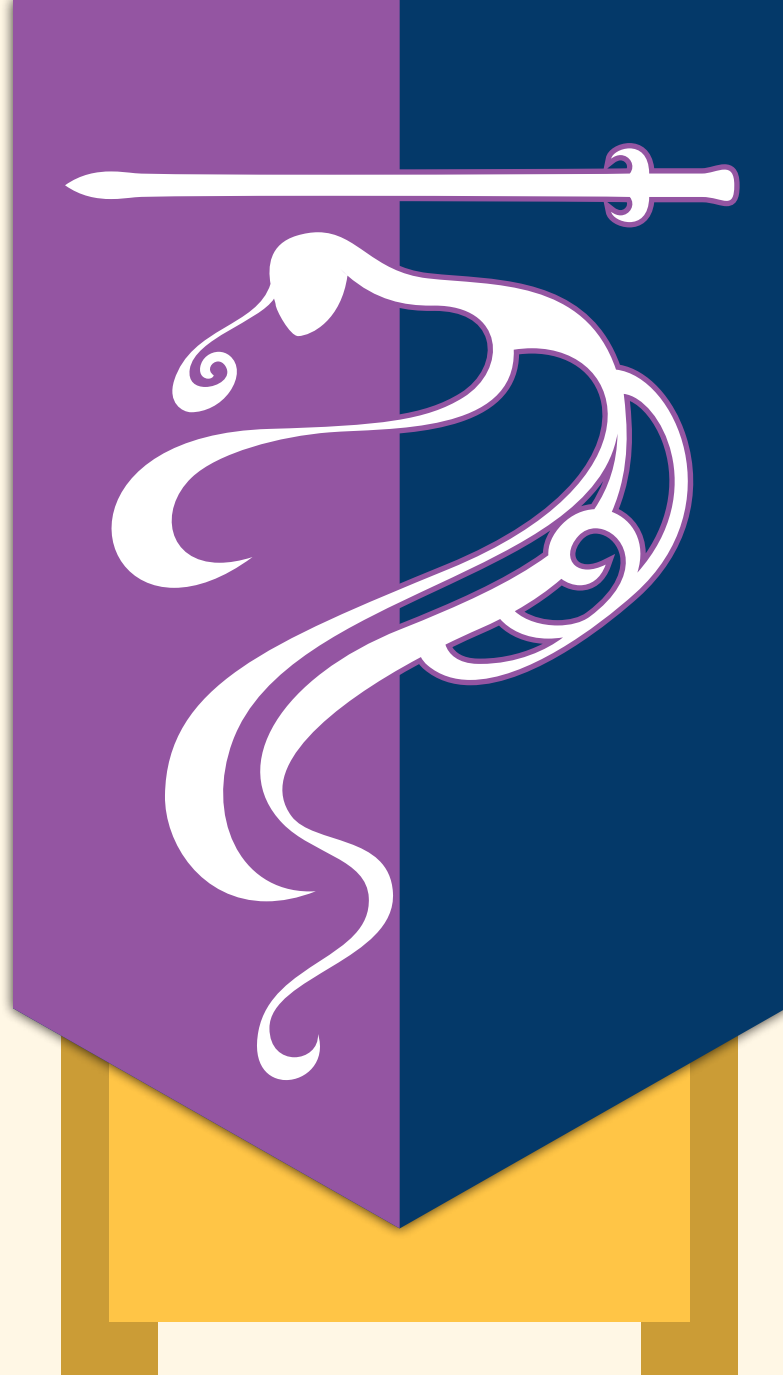
If anyone in the party has a renown of 4 or higher, they can request aid from the Order, who will send along 2 knights and a priest.

## PROTECTORS OF THE SONG

### PLOT HOOKS

**Help Wanted.** Neesa, a female drow and acolyte of the Protectors of the Song, was performing and revelling some nights ago with Floon Blagmar at the Skewered Dragon. He got quite drunk, so Neesa decided to check up on him in the morning, only to find him missing without a trace. She now worries for Floon's fate, and wants to see him returned.

**Where's Renaer?** A male drow named Verx drags himself down to the Dancing Haven with a jagged stab wound in his gut, and falls unconscious. If treated and awoken, Verx tells the story of how he saw what he believed to be



someone being kidnapped, but when he tried to alert the guards, he was bashed across the head, stabbed, and left for dead. The kidnapping he saw was that of Renaer Neverember, and he remembers it being near the Skewered Dragon.

**A Home of Our Own.** The Protectors of the Song used tithes from the Dancing Haven to purchase Trollskull Manor, hoping to turn the tavern into a house of mirth and revelry, in worship to their goddess. However, as of yet, they lack the funds to get it up and running, and thus provide it to the party, so long as they can get it operational in the process.

**Dalakhar.** Dalakhar attempts to entrust the party with the Stone of Golorr due to the Protectors of the Song's reputation for good will and effective secrecy. He believes the church's resources can protect it without drawing attention

to its presence.

## RECRUITING

The Protectors of the Song tend not to proselytize and recruit as actively as other factions—those who are meant to join the Protectors are sent to them by Eilistraee, who usually acts through visions and messages in dreams. They only accept the faithful, but unlike many other drow groups, they aren't race- or gender-specific—anyone with the song in their heart can join the Protectors.

## FACTION REINFORCEMENTS

When needed, the Protectors of the Song can deploy a drow elite warrior named Faizel, accompanied by a rock gnome priest named Melody, who attempts to avoid combat and save those who look to be at risk of death, whether friend or foe. They obey the party's order to the best of their abilities, but refuse foolhardy directives.

## PROTECTORS OF THE SONG MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | "Pamphlets depicting a violet eye have been going up all over the city, a symbol often associated with Ghaunadaur. Tear them down whenever you see them, and find out who's been posting them. Some of the businesses in the Dock Ward around where they've been put up may have more information. Find out what you can, but don't confront them yet." | There are about a dozen of these posters on noticeboards around the city. One of them is on the noticeboard inside a dive bar in the Dock Ward called Skinny Trout. The bar owner can tell them that it was put up by one of his regulars, a Tethyrian human woman named Melania. Reward: If they can find out who she is and where she can be found, they can bring this information back to the Dancing Haven, who will give them 10gp each for it.  |
| 3rd         | "Prior to an upcoming performance, Nessa has received anonymous threats against her life. She doubts the veracity of the threats, and wants to perform regardless. Go along and keep an eye on the crowd, watch for anyone suspicious, and intervene to protect her as needed."   | The party can go to the performance, and should keep a low-profile so as to not draw attention. Any character with a Passive Wisdom (Perception) of 13 or higher spots a shady humanoid sneaking away from the show during the performance. This spy either tries to get into the kitchen and poison her meal for the night, or hides in her dressing room to assassinate her. He is carrying two doses of wyvern venom. Reward: If the players thwart the attempt on Nessa's life, they receive 30gp each from the church. If they also manage to bring back the spy for questioning, the church also offers them a single scroll of tongues.   |
| 4th         | "A druid's grove outside Waterdeep has been attacked by drow, and changed into a foul site of some strange ritual. Travel to the site, drive off its assailants, and destroy the ritual circle—disturb the natural beauty of the space as little as possible in the process."   | The party can find their way to the circle in question with a DC 15 Wisdom (Survival) check. When they arrive, six drow and a drow elite warrior have been stationed here to guard the site, and ritualistic symbols have been painted on several trees. Once the drow have been defeated or driven off, the symbols can be destroyed safely with a successful DC 13 Intelligence (Religion or Arcana) check, to unmake them little-by-little. Failing this check, or destroying them recklessly, still gets rid of them, but they erupt, dealing 2d4 necrotic damage to creatures within 5 feet, and destroying the trees they're on. Reward: Once all five symbols are destroyed, the party can receive 50gp each from the church for their services. If the Protectors go to visit the site and find that no trees were destroyed by the symbols, they also offer the party a ring of jumping as a reward for their excellent work. |
| 5th         | "A grey ooze cropped up in town last night. Though it was subdued by the guard, many of us suspect the hand of Ghaunadaur's cult is involved in its sudden appearance. Track it back to its source in the Dock Ward, and deal with whomever may have created it."   | If the party travels to the scene where the grey ooze was fought, they can find traces of it remaining in the streets, where its presence corroded the ground. The trail leads to the sewers, where the players can track it through with a DC 15 Wisdom (Survival) or Intelligence (Investigation) check. The trail ends at a barred sewer pipe that connects to a house in the Dock Ward. They can get into the house any number of ways, but inside, 4 cultists, a cult fanatic, and a mage are scattered throughout the one-storey house, the cellar of which also has a black pudding in it, under the cult fanatic's control. Reward: If the cultists are dealt with, the Promenade provides them with 100gp each, and a necklace of prayer beads (contains three beads: Blessing, Curing, and Smiting).   |

## GETTING TO THE LAIR

The Protectors of the Song know the location of the Xanathar Guild lair, but only in the context of how to get there from Skullport. They can strike a deal with operatives from the Temple of the Seldarine to get information on the secret passageway in the Castle Ward sewers, if it's not already known.

# THAR QUALNAAR, THE SALTWATER CITY

## PLOT HOOKS

**Help Wanted.** Volo has heard of certain sea creatures being able to speak with seagulls. He recognizes you as agents of Thar Qualnaar and asks you to find his friend, who was last seen in the Southern Ward. On an unrelated topic, mostly after Floon is safe, Volo also begins talking about writing a book about the underwater horrors (“Catchy, eh?”) near Waterdeep. He shows up periodically afterwards to both thank them for their service and to pester them for information.

**Where’s Renaer?** Renaer has recently been giving the leadership of Thar Qualnaar advice, updates and other intel about Waterdeep. It was going well, but he suddenly stopped meeting with them, and it’s not like him to do so without either an explanation or an apology. Harric is convinced that they “offended some land folk culture nonsense”, but Narros doesn’t think so. Regardless, both are wondering what happened to him.

**A Home of Our Own.** The leadership of Thar Qualnaar wants to establish more of a presence inside the city of Waterdeep itself, and so they were already looking for properties that might be able to support a Thar Qualnaar business farther inland. When they saw that this sizable manor was for sale at such a low price, they jumped at the opportunity. When Volo learns this, he also comes by even more often than before to try and learn more for his books.

**Dalakhar.** Dalakhar had heard that more and more people were becoming aware of the enormous cache of treasure here in Waterdeep, and so he was looking for a new place to hide the Stone of Golorr. Outside of Waterdeep seemed like a good option, and so he was on his way to the party to see if they would be suitable and willing to take it to Thar Qualnaar.

## RECRUITING

When Harric is impressed by individuals, he sends a coastal warrior (See Appendix A) to find them, request their presence, cast water breathing on them, and invite them to accompany him (Harric) on whatever recreation he may be pursuing that evening. This usually involves pit fighting and sparring, but can also include some gambling, carousing, or relaxation, especially if he sees that his guests are not

## THAR QUALNAAR MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | “The City Guard has just reported a sea elf washed up dead on the shore. Go quickly and retrieve the body, then bring it back so that we can identify it and inform their family and friends.”  | The sea elf is actually a malenti (see the sahuagin entry in the Monster Manual) and it isn’t dead. The sahuagin baron has 4 points of exhaustion and no trident. It is unconscious when they find it, but awakens with physical contact and attacks the first thing it sees that it can reach. Reward: Each Thar Qualnaar character gains 1 renown.   |
| 3rd         | Zelifarn approaches the party and says “Avast me hearties!” with a wink. He gets a little more serious as he says “I’ve been having something of a disagreement with a marid from a little farther out to sea. I’d like to keep it non-violent, would you care to accompany me and act as mediaries?”   | The marid does not respect the party, but will put on a facade, posing riddles and asking “rhetorical” questions to corner the party into siding with it before the conversation even begins. A successful DC 15 Wisdom (Insight) check will reveal its intentions. Following this, the marid will only compromise with Zelifarn after three successful DC 12 Charisma (Persuasion) checks. Those who provided the riddle’s answer or detected the marid’s intentions have impressed it and make their Persuasion rolls with advantage, while those who interrupted or insulted it do so with disadvantage. Reward: Each Thar Qualnaar character gains 2 renown. |
| 4th         | “Last night, a citizen of Thar Qualnaar outlined plans to steal from Umberlee’s Cache. She wasn’t sober, but it was a well thought out plan, which means that she’s probably been planning it for a while. Her name is “Mari” and she’s been acting strange for a year or so. We’re afraid she might be influenced by magic. Find out what’s wrong and stop her.” | Mari is a gullible locathah coastal warrior in the City Guard. Another guard lied to her, saying that she had broken a (nonexistent) protocol punishable by imprisonment, and is blackmailing her for 20 gp a month. A passive perception of 12 or more will reveal that Mari’s appearance and living situation don’t match her full pay. She hides her “mistake”, claiming “I’m just bad at managing money”. A DC 18 Charisma (Persuasion) check will convince her to share the truth. Reward: Each character who contributes gains 150 gp.   |
| 5th         | “A ghost ship has docked in the harbor and the city guard has asked us to deal with it. The crew are apparently good natured, but also attack anyone they find. I don’t understand it, go see what you can find out.”   | The ship has souls from a foreign war that were cursed to wander the seas until they were each defeated in one-on-one combat. They don’t kill, as that would decrease their chances of being released, but they always demand fights. The crew are witty and fun, led by an undead assassin. The party can try to defeat them personally, or can try to convince them to act as guards, protecting Umberlee’s Cache, Waterdeep, etc. Reward: Each Thar Qualnaar character gains 2 renown, and 200 gp when the ship is no longer a public nuisance.   |

particularly combat-inclined. If he likes their company, or comes to respect their abilities, Harric will invite them to work for Thar Qualnaar. Harric is particularly accepting of compliments when he is not busy with official work, and any character who gives him several sincere compliments on their first night around town with him will gain 1 renown.

## FACTION REINFORCEMENTS

Thar Qualnaar has many warriors who are willing to come to your aid if summoned. Trakagak (CG male sea elf coastal warrior; see Appendix A) leads a group of 1d4 sea elf druids.

## GETTING TO THE LAIR

Thar Qualnaar leadership has known how to get to Xanathar's lair for some time, but has never had particular use for this information. Thar Qualnaar gets a (comparatively) large crowd from members of the Xanathar Guild exchanging carousing, gambling, and pit fighting. The collective wholes of Thar Qualnaar and the Xanathar Guild usually interact on a mutually beneficial unspoken rule of tolerance, as the two offer very different environments and services, but in their own ways are both operating outside the law of Waterdeep. While many individuals might privately (or even openly) butt heads, there are also those who actively work together. You can talk with Chief Harric or Voice Narros, or if you know some people who are inclined towards that kind of company, you could just ask them directly.

## VOLOTHAMP “VOLO” GEDDARM

### PLOT HOOKS

**Help Wanted.** This is a little self-explanatory, why does your patron want you to help Volo out? Well, your patron is Volo. He certainly has his best interests in mind.

**Where's Renaer?** Volo asks the party to directly look out for his dear friend Renaer, as opposed to the lovable himbo that is Floon. Volo runs in many social circles, over-hearing of Renaer's disappearance and wanting to assist are well within his day to day activities.

**A Home of Our Own.** As a gift for saving their friend, Volo suggests that, as the group's patron, turning the Trollskull Manor back into a profitable business (perhaps named Volo's Drinking Hole) would be lucrative for both them and him. Alternatively, he could provide them the deed under the explicit pretense of documenting all supernatural activity.

**Dalakhar.** Few people are better associated with adventurer's than Volo, making him or his associates prime candidates for Dalakhar to seek the party out in order to deliver the Stone of Golorr. Perhaps, Volo's rocky reputation is why the rock gnome goes to the heroes instead of the self-proclaimed celebrity himself.



### RECRUITING

Prior to the events of *Waterdeep: Dragon Heist*, Volo tries to contact any bold adventurers, people of high social stature, or unique individuals because he now occupies most of his days with meeting new people. The following parchment would be delivered to their place of residence or hand delivered by a courier. The message reads:

Well met!

If you are reading this it means you have been designated as a person of interest by the legendary author, adept wizard, and explorer—Volothamp Geddarm. I make it my personal obligation to meet with the budding movers and shakers of Waterdeep, so consider this an invitation to join me at the Yawning Portal for a drink or three.

Volothamp Geddarm



Volo welcomes the party with open arms, conversing over his many escapades and plans for future books. Volo could float the idea of working for or with him, but appears mostly aloof on the topic. Should the party agree to work for Volo, he becomes their main contact throughout the adventure.

## FACTION REINFORCEMENTS

Volothamp Geddarm and Renaer Neverember emerge with the company of two Harper swashbucklers (see Appendix B of *Waterdeep: Dragon Heist*). Renaer's bloodline and Aurinax's lack of knowledge of his animosity with his father grants advantage on their Charisma (Persuasion) checks to negotiate or calm with the dragon.

## GETTING TO THE LAIR

Having written Volo's *Waterdeep Enchiridion*, he knows a number of secret entrances that lead directly into Xanathar's Lair, the most notable being a secret staircase in the sewers of the Castle Ward.

Volo describes the staircase in detail but doesn't accompany the party, as who in their right mind would willingly

go dredging through the sewers? Not Volo, that's for sure. He does however know about Xanathar's pet fish and, more importantly, how fiercely protective the beholder is of it. Volo says that he overheard that fact one late evening when conversing with Mirt the Moneylender, before proceeding to wishing the party the best of luck in their endeavors.

## WATERDEEP WAZOO

### PLOT HOOKS

**Help Wanted.** Gaxly's old drinking buddy, the infamous Volothamp Geddarm, seems to have misplaced one of their friends. Gaxly has promised Volo that he will see if he knows somebody that can provide some aid—and hey, who knows, maybe there's a good story in there somewhere.

**Where's Renaer?** Rumors have it that the son of the former Open Lord Dagult Neverember has gotten himself into trouble. Any piece that has the word Neverember in the headline is sure to be a best-seller, so Gaxly is keen on getting all the details. Seems like it could be a dangerous job, though, as Gaxly has an inkling that the Xanathar's Guild may be involved, so he wants someone who can defend

## VOLOTHAMP GEDDARM MISSIONS

| Party Level | Mission Brief   | Mission Requirements and Reward  |
|-------------|---|--|
| 2nd         | "We have means to celebrate! Our dear friend Floon has returned to us safely, all thanks to you. We have an evening of carousing and you aren't to miss it!"  | Volo and Floon have planned a tavern crawl that weaves across Waterdeep to offer a wide array of beverages. After leaving a tavern, characters who have been drinking need to succeed on a Constitution saving throw (DC 10 + 2 for each tavern visited after the first) or become poisoned. Unfortunately, history seems to repeat itself as 4 zhentarim thugs emerge to get revenge for thwarting their plans. Reward: Each character associated with Volo gains 1 renown.   |
| 3rd         | A telegram from Justin Tym arrives, reading: "Volo has spoken highly of you all. As his publishing manager, I need you to 'encourage' him to write more for his newest specter-based book. Rumor on the street is that on a misty night, heading to Ruid's Stroll is a guaranteed way to encounter a ghost. We're due mist tomorrow." | Beside the Caravan Court in the Southern Ward exists Ruid's Stoll, where on foggy nights a ghost emerges to pass through people and deliver secrets. Volo happily accompanies the party to encounter Ruid (NE male human ghost). Anyone Ruid passes through must succeed on a DC 15 Wisdom saving throw or suffer 2 (1d4) cold and 1d4 (1d4) psychic damage. If they are successful, they learn one true, full answer on a topic decided by the DM. Upon learning a secret or slaying the ghost, Volo is compelled to investigate ghosts more closely. Reward: Each character associated with Volo gains 1 renown. Each party member who participated in a successful ghost sighting receives 20 gp. |
| 4th         | "Ho! Perfect timing, I was just about to leave for a book signing and well... they can occasionally be rowdy affairs. Would you mind accompanying me as protection? I guarantee there won't be trouble, but better safe than sorry."  | The signing starts smoothly, but is quickly interrupted by a gaggle of bruised halflings. The Halfling Hamper is a group of adventurers consisting of a bard (see Appendix B of <i>Waterdeep: Dragon Heist</i> ), berserker, priest and spy. They storm into the book signing having suffered as a cost of believing Volo's <i>Guide to Monsters</i> as complete truth. They demand gold from Volo, who implores the adventurers to solve matters either through negotiation or, if it comes to it, battle. Reward: Each character associated with Volo gains 2 renown.  |
| 5th         | "My closest and most dearest friend, Elminster, is back in Waterdeep! He's asked to meet him in Castle Waterdeep, specifically requesting I bring you all along and well. He tends to be partially grouchy when kept waiting."  | Elminster is back within Waterdeep due to reports on Manshoon's activity. He is setting up a trap that Manshoon will be unable to resist stepping into, but he needs the heroes to assail it while he tends to other matters. Manshoon's simulacrum (see Appendix B of <i>Waterdeep: Dragon Heist</i> ) arrives as planned in the outskirts of Waterdeep, but is unable to leave because of Elminster's preparations. He fights to the death. Reward: Each character associated with Volo gains 2 renown. Elminster also provides an uncommon potion or spell scroll to each party member as compensation.   |

themselves looking into it.

**A Home of Our Own.** In a drunken fit of excitement, Gaxly Rudderbust decided to purchase the deed to the Trollskull Manor with his good friend Volothamp Geddarm. Volo wanted to use the haunted building as research for a book, while Gaxly Rudderbust always had a boyhood dream of owning a tavern. Since then it has been nothing more than an unwanted expense—which he’s happy to pawn off to someone else.

**Dalakhar.** Gaxly has heard whispers that one of Lord Dagult Neverember’s agents is in Waterdeep—a gnome by the name of Dalakhar. Gaxly doesn’t have all the details, but it would seem that this rock gnome is either carrying something valuable or looking for something valuable, and if Lord Neverember is involved, there has to be a big story in there somewhere.

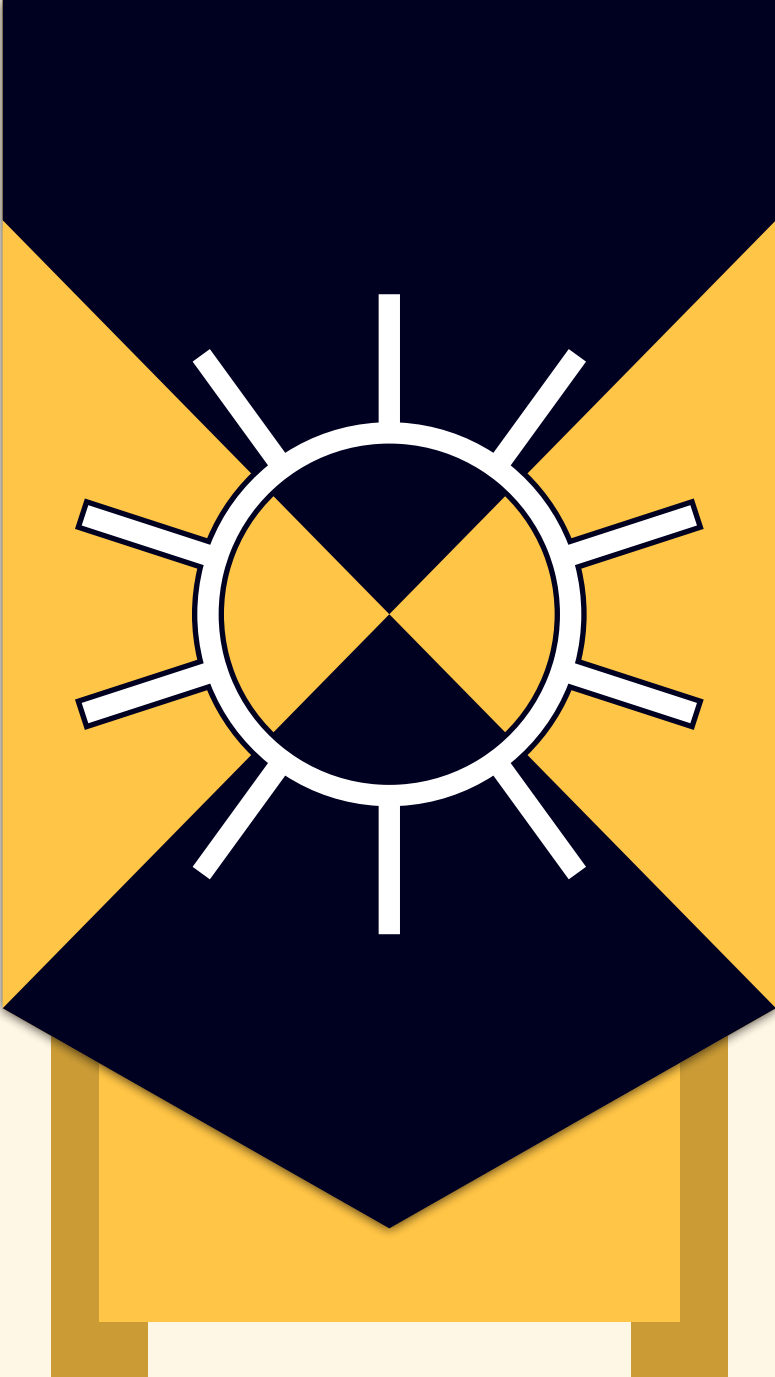
## WATERDEEP WAZOO MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward   |
|-------------|--|---|
| 2nd         | “I have managed to secure an exclusive interview with Davil Starsong, an infamous adventurer and member of the Zhentarim. He wants to explain the Zhentarim’s recent troubles with the watch. He’s reportedly a civil enough person, but even so, I want to send someone who won’t be intimidated. So, head over to Yawning Portal and speak with him—and don’t let him just spin his story uncontested, yeah?”  | When the characters arrive at the Yawning Portal, Yagra Stonefist leads them up to Davil, who greets them with a wide smile. He goes ahead to explain how his branch of the Zhentarim are law-abiding citizens and it is an unruly branch of the Zhentarim—not even truly Zhentarim at this point—who’s gotten themselves entangled with the Xanathar’s Guild. He attempts to paint a picture of his Doom Raider Zhentarim as a benevolent, civil, and job-creating organization that works for the benefit of Waterdeep and its citizens. If pressured about involvement in illicit money-lending schemes, shakedowns, the production and sale of poisons and other illicit substances, he admits only what he has to, and only in the vaguest of terms. If the characters pressure him enough, he may cut the interview short with a brusque: “I think you have what you need, yes?”. Reward: If the characters simply record Davil’s flowery picture, the resulting fluff-piece isn’t worth more than 10 gp to Gaxly. If they put the screws in and make him squirm, they’ll receive 1 renown and 50 gp. |
| 3rd         | “There’s been a string of murders down by the Dock Ward. Nighttime murders, elves and half-elves primarily. It would be the scoop of the month if the Wazoo could be the first to report the next murder—or even the identity of the murderer, should we be so lucky! Oh, yeah, and report it to the watch, of course...”  | If the characters head down to the Dock Ward in the night, they will eventually spot the drunken half-elf sailor Helder (bandit), leaving the Muleskull Tavern and being ambushed by Soluun Xibrindas (drow gunslinger; see Appendix B of Waterdeep: Dragon Heist). Reward: If the characters intervene and catch or kill Soluun, they receive 1 renown and 10 gp. If they simply observe the murder and can report the identity of the murderer to Gaxly, who can then publish a piece about the event before letting the watch know, they receive 50 gp instead.  |
| 4th         | “My sources in the City Watch tells me that there’s a big bust going down in the Dock Ward tomorrow. A mid-level Xanathar’s Guild operative has caught the watch’s attention. Head down to Presper Street and get me the scoop—but don’t get involved!”  | If the characters stake out Presper Street the next day, it won’t be long before a squad of six City Watch guards show up to knock down the door of a two-story building. The guards funnel in, but quickly come rushing back out, pursued by a beholder zombie, who’s already slain or incapacitated half their number. While the remaining guards fight with the beholder in the street, a dark shape slips out the door and heads toward a nearby alley. Nelbric (NE tethyr mage) helps scribing and researching for the Xanathar. If the characters stand by, he gets away and the guards are decimated, leaving the beholder zombie to continue its rampage until more guards arrive. Reward: A good account of the story earns the characters 2 renown and 50 gp.   |
| 5th         | “I think I have the scoop of the century! Apparently the evil master of the Zhentarim, Manshoon himself, has taken up residence in Kolat Towers. Even better, he supposedly has dealings with some of Waterdeep’s masked lords. Before I report these rumors to the City Watch, we really should have them confirmed. So I want you to check out the Kolat Towers and see if you can find out what’s going on—and bring back any proof of ties between the Zhentarim and Waterdeep’s rich and powerful!” | Since the story is of such great importance, Gaxly freely lets the characters lend (and keep) a handful of potions of invisibility, a hat of disguise, and a scroll of pass without trace. The characters can infiltrate Kolat Towers as per the descriptions in Chapter 8 of Waterdeep: Dragon Heist. Reward: If the characters confirm that Manshoon and the Zhentarim are indeed holed up in Kolat Towers, they receive 2 renown and 100 gp from Gaxly. If they also retrieve the ledger found in Manshoon’s study, they receive another 100 gp from Gaxly, who giddily prints a massive exposé on the revelations.  |

## RECRUITING

Gaxly Rudderbust makes a point out of knowing about any interesting people in Waterdeep and the party is certain to get his attention quickly. Whether he’s told about them by his friend Volothamp Geddarm, hears about them from his contact and occasional lover Sergeant Saeth Cromley, or picks up the rumors from elsewhere, Gaxly Rudderbust likely shows up either at their residence or at their favorite drinking hole.

While charming and high-spirited, Gaxly is also straight to the point. He lets the characters know face-to-face that he thinks they’re just the sort of inquisitive and resourceful people “the finest, most respected, and most persistent publication in Waterdeep” needs—so why not continue doing



ascertain the identity of the fabled Xanathar—would easily be the feature of the year. Gaxly suggest the characters seek out Noska Ur'gray at The Hanged Man in the Dock Ward, and either sign up for the tournament, or stealthily follow him as he returns to the Xanathar's Lair.

## XANATHAR GUILD

### PLOT HOOKS

**Help Wanted.** One of the Xanathar contacts has heard word that a friend of Volo's has gone missing. Word on the street is, the disappearance might be tied to the Zhents. Sticking it to the Black Network and scoring a favor with Volo at once sounds like a good deal right about now, just don't let him know who you work for.

**Where's Renaer?** Renaer Neverember has been taken by the Zhentarim, and apparently has some very important intel that Xanathar would prefer didn't make it into their hands. Get him out of there before he spills it!

**A Home of Our Own.** Trollskull Manor was an old Xanathar gambling den way back in the day that got busted up by the Watch. Since then, however, it's become city property, and no one's wanted it. The Guild has managed to reacquire it at a bargain and wants to see it restored to its former glory.

**Dalakhar.** A few Xanathar Guild operatives have been getting close with Renaer Neverember in hopes of winning the favour of folks in high places without revealing their nature. As a result, word has got to Dalakhar about the party being friends of the Neverember family, giving him some faith that they may be able to secure the Stone of Golorr temporarily.

### RECRUITING

The Guild's recruiting strategy is often described as "direct." They consider all of Waterdeep and Skullport their turf, and small-time criminals caught poaching are dragged in by the Guild. If the offender seems to have some guts, the Guild may consider taking them in. The consequences of refusal are often implied. Other times, the Xanathar guild recruits higher-class individuals by slowly making deals with them under the guise of legitimate business, until before they know it, the mark is taken in with the wealth and prosperity of working with organized crime.

### FACTION REINFORCEMENTS

The Xanathar Guild can send a pack of 4 thugs, led by Nar'l Xibrindas and his grell attendant, to the party's aid so long as they remain in Xanathar's good graces. Nar'l, however, is a Bregan D'aerthe spy, and will betray his comrades in a moment of vulnerability if he sees a chance to secure greater wealth for his faction.

### GETTING TO THE LAIR

Unsurprisingly, it is very easy for members of the Xanathar Guild to get to the Xanathar Guild lair. For the most part, any member of the Guild can ask another member for an escort to the passageway. Members in bad standing may find themselves being apprehended for "disciplinary action" when they arrive.

what they do while writing about – or at least informing Gaxly of—their experiences and earn some extra gold while doing it?

### FACTION REINFORCEMENTS

Gaxly isn't a fighter himself, but he knows where they can be hired. If the characters are in need of aid as they come out of the Vault of Dragons, Gaxly sends Melyna Crestmoon (CG female half-elf scout) alongside three hired human veterans. Melyna Crestmoon fights bravely and fearlessly, but the mercenaries flee when reduced to half hit points or less.

### GETTING TO THE LAIR

In a chance meeting with some sordid sources in a Dockside Tavern, Gaxly heard a rumor that the Xanathar's Guild is organizing a gladiatorial tournament. An inside scoop from the Xanathar's Lair—that would perhaps even

# ZHENTARIM (DOOM RAIDER BRANCH)

## PLOT HOOKS

**Help Wanted.** Davil Starsong wants the Zhentarim to continue and make allies out of Waterdeep most influential, what better way to befriend Volo than to help return his dear friend safe? He asks that the party ensure that they are explicit in saying they represent the Doom Raiders.

**Where's Renaer?** The Doom Raiders caught wind of Manshoo's plan to kidnap Renaer, while not knowing his true intentions, standing idle simply isn't an option. Davil Starsong points out a warehouse in Candle Lane claimed by Manshoo's Zhentarim, suspecting that Renaer would be held there.

## XANATHAR GUILD MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward   |
|-------------|--|---|
| 2nd         | "We're having a little celebration, at a house in Two Flasks Alley. We suspect Zhents might try and crash it, so we want some security on hand. A couple people to stand by at the door and inside, that's all."   | Players can be stationed either inside watching the crowd, or at the doors checking invites. New arrivals are asked "How many eyes does Xanathar have?" The correct answer is "As many as there are stars in the sky". The celebration is a party of gambling, drinking, and carousing, and includes a Zhentarim prisoner having their head shaved while the crowd cheers and mocks him. During the party, a pair of Zhentarim spies will try to get in and spring their comrade once the Guildsmen are sufficiently drunk. They may try this by faking an invitation at the door, or just by sneaking in. However, they will try to lift the manacle key off of a Xanathar veteran in the crowd, undo the Zhentarim prisoner's bindings, and escape into the night. Reward: If this is prevented and the night goes off smoothly, the party receives 10gp each for their trouble.  |
| 3rd         | "Monica, the blacksmith at the Silver Stirrup in the Field Ward, owes 200 dragons to the Guild, which she's been lax about paying back. Give her a chance to pay up, but if she doesn't, send her a message. Break something. Glass or bones, doesn't matter. No killing."                       | When they arrive, Monica insists she can have the money soon, and offers 30gp as a show of good faith. She promises she'll have more, and even offers to fix up the party's gear, if they'll just let her have a little more time to cover the debt. Reward: If the party finds a way to square her debt, or sends a "message" about being late on payments to the Guild, they receive 25gp each.   |
| 4th         | "A couple of small-time burglars robbed Southwest Jewellers in the Southern Ward, and got away clean. Thus far, they haven't paid a cut to the Guild. Investigate the theft, find the culprits, and show them that no criminal in Waterdeep operates without paying dues to the Xanathar Guild." | How exactly they go about investigating is up to them. Southwest Jewellers is run by an elderly Illuskan man named Rudi. He's reluctant to talk about what happened to anyone who doesn't appear to be part of city services. He was robbed in the night, the burglars picked the lock and let themselves in. He awoke and heard someone downstairs, and came down to see three people, all wearing white masks. They stole quite a few high-value pieces, including a gold-and-emerald amulet worth 500gp. He recognized the voice of an old apprentice of his, a moon elf named Linnea, who used to frequent the Yawning Portal. The three burglars are two spies, and Linnea, a veteran. They will be trying to fence their goods, which is one method by which to find them, but players can also ask around at the Yawning Portal to find out more about Linnea. Reward: Characters who successfully drag Linnea and her two allies back to the Guild earn a cut of the proceeds, in the form of 100gp each worth of various stolen jewellery. |
| 5th         | "Meddling adventurers are holding one of ours hostage in a house at the Field Ward. Pay them a visit, get our ally back, and make an example of the troublesome fools."  | Ott Steeltoes is being held prisoner in the basement of the house, trapped in iron bands of bilarro and guarded by a veteran, a mage, a priest, a druid, and a gladiator. Whether they sneak in, talk their way in, or kill their way in, all that matters is that Ott Steeltoes is returned. If desperate, the adventurers might put Ott to the blade and try to negotiate with him as a hostage. Reward: If the adventurers return Ott Steeltoes, they receive 100gp each, and the iron bands of Bilarro used to restrain him.  |

**A Home of Our Own.** As payment for successfully assisting the Zhentarim, Davil Starsong provides the party with the deed to Trollskull Manor. It was collected from someone who was indebted to Istrid Horn's illegal lending business. He suggests it could be renovated to a profitable business, a Zhentarim safehouse, or a combination of the two.

**Dalakhar.** The Stone of Golorr would be at risk in the hands of most people, but delivering it to a group experienced in delving into lich lairs would be safer than nothing. Dalakhar seeks out the adventuring party in hopes they can deliver the stone straight to the Doom Raiders without directly interacting with the Zhentarim himself.

## RECRUITING

Zhentarim (Doom Raider branch) recruitment is described in *Waterdeep: Dragon Heist*.



## ZHENTARIM MISSIONS

Zhentarim (Doom Raider branch) missions are described in *Waterdeep: Dragon Heist*.

## FACTION REINFORCEMENTS

Zhentarim (Doom Raider branch) reinforcements are described in *Waterdeep: Dragon Heist*.

## GETTING TO THE LAIR

Zhentarim (Doom Raider branch) aid is described in *Waterdeep: Dragon Heist*.

## ZHENTARIM (MANSHOON BRANCH)

### PLOT HOOKS

**Help Wanted.** It would be utterly foolish for Volo to willfully approach those who work for Manshoon, however for him to do so unknowingly is far more in character. Seeing that they are capable fighters or overhearing their escapades, Volo believes a group of unscrupulous individuals would be better suited to scour the underbelly of Waterdeep for his dear friend. It could be that Volo mistakes the heroes to be part of the Doom Raiders or at least their branch of the Zhentarim.

**Where's Renaer?** It was Manshoon's plan to kidnap Renaer that was initially ruined by the Xanathar Guild. The party are sent directly to the warehouse as reinforcements, in hopes to clear up the bloody mess. When they uncover Renaer, he believes them to be saviors. It falls to the party to either pretend to be Renaer's allies or kidnap him to be delivered to Urstul. If they fail to find Renaer, there are still clues leading to the Xanathar's controlled sewers where Floon can mention how he saw Renaer hide within the warehouse.

**A Home of Our Own.** The Gralhunds cannot afford to have both Urstul and the adventurers operating out of their villa, so they procure the deed to Trollskull Manor as a temporary safehouse. It is a reward for the heroes clear ambition to thrive within the Black Network.

**Dalakhar.** The Black Network could hear word of the rock gnome's intentions to deliver the Stone of Golorr to safety and send the party to intercept him, only for the events of Chapter 3 to unfold. Alternatively if the party rescued Renaer under the false pretence of being his friend, Dalakhar would still believe that the Stone of Golorr should be delivered to them.

### RECRUITING

Much like the Doom Raiders, the Zhentarim under Manshoon attempt to contact any evil-aligned or morally ambiguous characters, especially if they show to possess any form of magical ability. A onyx coloured flying snake delivers an unsealed envelope to one character late at night. The message reads:



“Want power? Seek control? Waterdeep can be ours for the taking, only if you're bold enough to claim it. Come to the Gralhund villa at midnight.”

Urstul Floxin meets the party members outside the Gralhund villa, inviting them inside to discuss business. During the meeting he shares the following information:

Urstul works for a very powerful individual whose identity he is magically compelled not to share.

The Zhentarim have started to infiltrate the Xanathar Guild, are tracking down the identities of the Masked Lords of Waterdeep, and have reason to believe a vault of dragons exists within the city.

His invitation to join is both a sign of peace and a threat, he doesn't accept being rejected kindly.

Characters who agree to join are given their first mission

(see the Zhentarim Missions table). Those who reject are escorted roughly out of Gralhund Villa, where if they ever disclose the meeting to the City Watch or any other faction, Urstul sends thugs to silence them before going to kill them himself.

After the first two missions are completed, the events of the Gralhund Villa Bloodbath unfold. It becomes impossible to contact Urstal Floxin or the Gralhunds, due to them being in hiding, arrested or dead. At this point any one of Manshoon's lieutenants makes themselves known to the adventuring party, taking responsibility for issuing them orders and reporting directly to Manshoon.

## FACTION REINFORCEMENTS

If Manshoon isn't the main villain, his simulacrum arrives joined by two of his lieutenants: Vevette Blackwater (CE female Tethyrian human swashbuckler) and Agorn Fuoco (NE male Turami human bard). The trio are accompanied by a further three thugs.

## GETTING TO THE LAIR

For Manshoon's grand plans to overthrow Waterdeep, the Xanathar is nothing but an ongoing nuisance that is best eradicated. While it hasn't been his focus, he's focused enough to discover possible vulnerabilities of the beholder and its lair. Zhentarim spies have in fact successfully infiltrated Xanathar's lair, allowing them to quickly guide any member who seeks entry. They point to a secret staircase in the sewers of the Castle Ward that leads directly to the Xanathar's Lair.

Manshoon's extensive intel also informs the adventuring party of the existence of the Dream Nullifier and the Xanathar's unhealthy obsession with their pet fish. He is happy to share these secrets with any character that has 4 or more renown with his branch.

## ZHENTARIM (MANSHOON BRANCH) MISSIONS

| Party Level | Mission Brief  | Mission Requirements and Reward  |
|-------------|--|--|
| 2nd         | "Outside there is a cart. Deliver its contents to Thrakkus the butcher in the Field Ward. Give him this pouch, no questions asked."  | Urstal hands over a pouch of coins to deliver the cart filled with three corpses to Thrakkus to be disposed of. Arriving at the butcher's shop, Thrakkus asks for help in discreetly carrying the corpses inside after which he requests payment. Reward: Each character associated with the Zhentarim gains 1 renown and a free meat pie from Thrakkus.   |
| 3rd         | "In exchange for letting us use their villa, the Gralhunds are making demands. Give them the identity of one Masked Lord of Waterdeep, that'll shut them up. For a while at least."                          | There are countless Masked Lords of Waterdeep; including notably Mirt the Money-lender. An alternative is Ord Artemel, a noble house who earned their riches through money-lending but have recently fallen on hard times. Ord became a Masked Lord after his father's passing. See the downtime rules for "Espionage," in this patron's Suggested Downtime Activities in chapter 2 of this book, to assist the party in discovering the identity of a Masked Lord of Waterdeep. Reward: Each character associated with the Zhentarim gains 1 renown. The Gralhunds also provide 10 pp for the entire party to split on a job well done.   |
| 4th         | "The Gralhund Villa Bloodbath is making our allies uneasy. Seek out Amath Sercent in Yellow-spire, do what it takes to appease her. I suspect that as a follower of Bane, she'll demand a show of conquest." | Amath Sercent is questioning if the Black Network truly has control of the situation. In order to placate her followers, she demands a black sapphire worth 5,000 gp. She points to a noble household in the Castle Ward associated with the Jewelers' Guild, who only has between 1d4 + 3 guards. Amath recommends striking terror into the owner of the sapphire before they hand it over, to ensure it'll be the perfect offering to Bane. Reward: Each character associated with the Zhentarim gains 2 renown. If the sapphire was given in terror, she provides 500 gp to be shared among the party members.  |
| 5th         | A sending spell from Manshoon arrives: "Skeemo Weirdbottle is a double agent of ours, the Doom Raiders are after him. See him safely returned to Kolat Towers. Failure will not be tolerated."               | Unknown to Skeemo Weirdbottle, Ziraj the Hunter has been sent to kill him in his shop and make it appear like an accident. As the heroes arrive, Ziraj is trailing them from the rooftops waiting for an opportunity to kill the traitorous gnome. Skeemo can cast fly or great invisibility to help the party in sneaking him out of his shop. Failing the mission results in the party being excommunicated from the Zhentarim on top of Skeemo's death (which isn't too much of a loss). Reward: Each character associated with the Zhentarim gains 2 renown if Skeemo is safely escorted to the Kolat Towers. In addition, killing Ziraj the Hunter rewards the party with his +2 leather armor and oversized longbow. |

# APPENDIX A: FRIENDS AND FOES

Several personalities from this book use stat blocks not found in the *Monster Manual*, *Waterdeep: Dragon Heist*, or another referenced title. Those stat blocks are listed here.

## ARCHSORCERER

Archsorcerers are powerful spellcasters with innate magical ability. Aundra Blackcloak, the landlady of the God Catcher Tenements, is an archsorcerer.

## ARCTURIA

Arcturia is likely the most powerful transmuter in the history of the Forgotten Realms. She abides in Undermountain and can serve as a group patron. She is a lich, with these changes:

In addition to her walking speed, Arcturia has a flying speed of 60 feet and can hover.

She can cast the alter self spell at will and uses the following list of prepared spells:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*  
1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *enlarge/reduce*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *slow*

4th level (3 slots): *blight*, *polymorph*

5th level (3 slots): *animate objects*, *telekinesis*

6th level (1 slot): *disintegrate*, *flesh to stone*

7th level (1 slot): *reverse gravity*, *teleport*

8th level (1 slot): *feeblemind*, *maze*

9th level (1 slot): *true polymorph*

## ARCHSORCERER

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 135 (18d8 + 54)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 17 (+3) | 16 (+3) | 15 (+2) | 20 (+5) |

Saving Throws Con +9, Cha +11

Skills Arcana +9, Persuasion +11

Damage Resistances damage from spells

Senses passive Perception 12

Languages Common and any one other language

Challenge 17 (18,000 XP)

Proficiency Bonus +6

**Spellcasting.** The archsorcerer is a 18th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *acid splash*, *friends*, *message*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *chromatic orb*, *ray of sickness*, *witch bolt*

2nd level (3 slots): *knock*, *misty step*

3rd level (3 slots): *counterspell*, *tongues*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (3 slots): *animate objects*, *telekinesis*

6th level (1 slot): *mass suggestion*

7th level (1 slot): *teleport*

8th level (1 slot): *dominate monster*

9th level (1 slot): *meteor swarm*

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

**Magical Supremacy (3/day).** The archsorcerer can choose to have advantage on an attack roll, ability check, or saving throw it makes.

**Explosive Spells.** Once each turn, when the archsorcerer rolls maximum on any dice for a spell's damage roll, the archsorcerer can roll those dice again and add the result to the total damage.

**Spell Versatility.** Whenever the archsorcerer finishes a long rest, it can replace one spell it knows with another spell from the sorcerer spell list. The new spell must be the same level as the spell replaced.

**Metamagic.** Once each turn, the archsorcerer can apply one of the following effects to a spell it casts.

**Distant Spell.** When the archsorcerer casts a spell that has a range of 5 feet or greater, it can double the range of the spell. When it casts a spell with a range of touch, it can make the range of the spell 30 feet.

**Extended Spell.** When the archsorcerer casts a spell that has a duration of 1 minute or longer, it can double the duration, to a maximum duration of 24 hours.

**Quickened Spell.** When the archsorcerer casts a spell that has a casting time of 1 action, it can change the casting time to 1 bonus action.

**Subtle Spell.** When the archsorcerer casts a spell, it can cast the spell without any somatic or verbal components.

## ACTIONS

**Acid Splash.** The archsorcerer targets one or two creatures within 60 ft. If it targets two, the creatures must be within 5 feet of each other. Each target must succeed on a DC 19 Dexterity saving throw or else take 14 (4d6) acid damage.

**Shocking Grasp.** Melee Spell Attack: +11 to hit, reach of Touch, one target. Hit: 18 (4d8) lightning damage, and the creature can't take reactions until the start of its next turn. The archsorcerer has advantage on the attack roll for this spell if the target is wearing armor made of metal





# COASTAL WARRIOR

Coastal warriors are druidic knights that operate around, on, and in seas, lakes, rivers, and other bodies of water. Trakagak of the Emerald Enclave, City Watch, and Thar Qualnaar is a coastal warrior.

# DIVINER

Diviners are wizards who specialize in divination magic. Jandar Ilbaereth of the Church of Lathander is a diviner.

## COASTAL WARRIOR

Medium humanoid (any race), any alignment

Armor Class 19

Hit Points 82 (15d8 + 15)

Speed 30 ft., swim 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 19 (+4) | 13 (+1) | 12 (+1) | 20 (+5) | 14 (+2) |

Saving Throws Dex +7, Int +4, Wis +8

Skills Acrobatics +7, Perception +8, Stealth +7, Survival +8

Damage Resistances cold

Senses passive Perception 18

Languages Common, Druidic, and Primordial (Aquan)

Challenge 5 (1,800 XP)

Proficiency Bonus +3

**Amphibious.** The coastal warrior can breathe air and water.

**Spearfisher.** After the coastal warrior makes a ranged attack with a weapon with the Thrown property, it can choose for the weapon to immediately, magically reappear in its hand.

**Unarmored Defense.** While the coastal warrior is wearing no armor and no shield, its AC includes its Wisdom modifier.

**Innate Spellcasting.** The coastal warrior's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can cast the following spells, requiring no material components.

At will: *druidcraft*, *mending*, *shape water*

1/day each: *call lightning*, *create or destroy water*, *control water*, *control weather*, *fog cloud*, *gust of wind*, *ice storm*, *pass without trace*, *sleet storm*, *thunderwave*, *water breathing*, *water walk*

### ACTIONS

**Multiattack.** The coastal warrior makes two weapon attacks.

**Net.** Ranged Weapon Attack: +7 to hit, reach 15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

**Trident.** Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 60 ft., one target. Hit: (1d6 + 4) piercing damage plus 5 cold damage.

### REACTIONS

**Sidestep.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target, when a creature within 5 feet of the coastal warrior that it can see or here makes a melee attack against it. Hit: 5 cold damage, and the coastal warrior moves 5 feet without provoking opportunity attacks, potentially causing the attack to miss.

## DIVINER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 67 (15d8)

Speed 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 18 (+4) | 12 (+1) | 11 (+0) |

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7

Senses passive Perception 11

Languages any four languages

Challenge 8 (3,900 XP)

Proficiency Bonus +3

**Spellcasting.** The diviner is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The diviner has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *message*, *true strike*

1st level (4 slots): *detect magic*, \* *feather fall*, *mage armor*

2nd level (3 slots): *detect thoughts*, \* *locate object*, \* *scorching ray*

3rd level (3 slots): *clairvoyance*, \* *fly*, *fireball*

4th level (3 slots): *arcane eye*, \* *ice storm*, *stoneskin*

5th level (2 slots): *Rary's telepathic bond*, \* *scrying*\*

6th level (1 slot): *mass suggestion*, *true seeing*\*

7th level (1 slot): *delayed blast fireball*, *teleport*

8th level (1 slot): *maze*

\*Divination spell of 1st level or higher

**Portent (Recharges after the diviner casts a divination spell of 1st level or higher).** When the diviner or a creature it can see makes an attack roll, a saving throw, or an ability check, the diviner can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

### ACTIONS

**Fire Bolt.** Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 16 (3d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

**Quarterstaff.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.



# HIGH PRIEST

High priests are powerful clerics that honor the gods and heal the wounded. Mhaere Dryndilstann of the Church of Lathander and Tam Zawad of the Harpers are both high priests.

# MURGO BUMBLESTOUT

This skilled tailor, and secret Harper agent, is a Brightcandle with 10 renown. Murgo has been running his shop, the “Trollskull Tailor”, for a few decades now and has earned a reputation as the best in the business. Though older and grumpy, he is known amongst Waterdhavians of all statuses as someone who can keep a secret, and is an important informant for the Harpers.



## HIGH PRIEST

Medium humanoid (any race), any alignment

**Armor Class** 15 (breastplate)

**Hit Points** 61 (11d8 + 11)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 12 (+1) | 13 (+1) | 15 (+2) | 18 (+4) | 14 (+2) |

**Saving Throws** Int +5, Wis +7, Cha +5

**Skills** Investigation +5, Medicine +9, Persuasion +5, Religion +7

**Damage Resistances** necrotic, radiant

**Senses** passive Perception 14

**Languages** Abyssal, Celestial, Common, and Infernal

**Challenge** 7 (2,900 XP)

**Proficiency Bonus** +3

**Divine Eminence.** As a bonus action, the high priest can expend a spell slot to cause its melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If the high priest expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** The high priest is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The high priest has the following cleric spells prepared:

- Cantrips (at will): *guidance, light, mending, sacred flame, thaumaturgy*
- 1st level (4 slots): *bles, command, cure wounds, sanctuary*
- 2nd level (3 slots): *calm emotions, lesser restoration, spiritual weapon*
- 3rd level (3 slots): *dispel magic, remove curse*
- 4th level (3 slots): *banishment, divination*
- 5th level (2 slots): *flame strike, greater restoration, raise dead*
- 6th level (1 slot): *heal*

### ACTIONS

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

**Sacred Flame.** The priest casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 15 Dexterity saving throw or else take 13 (3d8) radiant damage. The target gains no benefit from cover for this saving throw.

## MURGO BUMBLESTOUT

Small humanoid (halfling), neutral good

**Armor Class** 16 (studded leather)

**Hit Points** 63 (14d6 + 14)

**Speed** 25 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 8 (-1) | 18 (+4) | 12 (+1) | 14 (+2) | 10 (+0) | 14 (+2) |

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +5, Investigation +8, Sleight of Hand +10

**Senses** passive Perception

**Languages** Common, Elvish, Halfling, Thieves' Cant

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Cunning Action.** As a bonus action, Murgo can take the Dash, Disengage, or Hide action, or he can use his mage hand.

**Evasion.** If he is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Murgo instead takes no damage if he succeeds on the saving throw, and only half damage if he fails. He can't use this trait if he's incapacitated.

**Reliable Talent.** Whenever Murgo makes an ability check that lets him add his proficiency bonus, he can treat a d20 roll of 9 or lower as a 10.

**Blindsight.** Murgo can sense the presence of any creature within 10 feet of him that is hidden or invisible, as long as he can hear.

**Spellcasting.** Murgo is a 14th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

- Cantrips (at will): *light, mage hand, minor illusion, prestidigitation*
- 1st level (4 slots): *alarm, disguise self, color spray, magic missile, sleep*
- 2nd level (3 slots): *hold person, invisibility, suggestion*
- 3rd level (2 slots): *counterspell, major image*

**Mage Hand Legerdemain.** When Murgo casts mage hand, the hand is invisible. In addition to its normal functions, he can use the hand to pick pockets, pick locks, disarm traps, make Dexterity (Sleight of Hand) checks, or give himself advantage on attack rolls against a creature within 5 feet of the hand until the end of the turn.

### ACTIONS

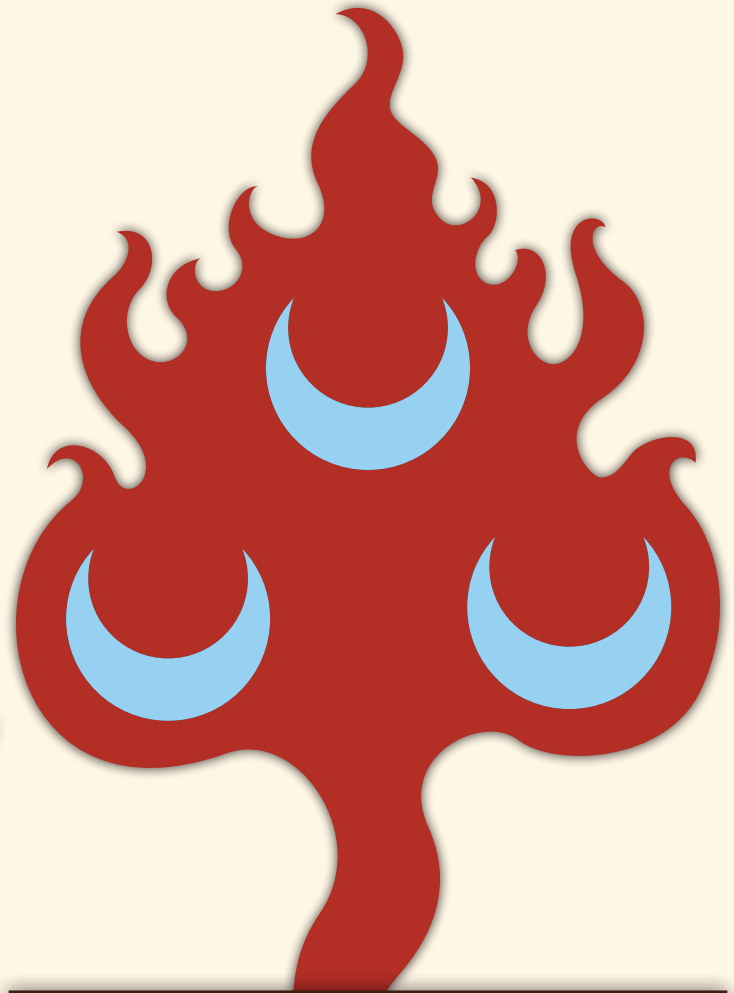
**Rapier.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. If Murgo doesn't have disadvantage on the attack roll and does have Murgo has an ally within 5 feet of the target and that ally isn't incapacitated, or if Murgo has advantage on the attack roll, he deals an additional 24 (7d6) piercing damage.

# OBERON AMCATHRA

As the firstborn son, Oberon Amcathra is technically the legal heir to much of the Amcathra fortune, but he has no interest in those riches and is content to let the burdens of luxury, fame, and political power to fall upon his siblings' shoulders. Many words accurately describe Oberon: irritable, surly, unsociable, unlucky, independent, headstrong, and incredibly skilled. An adrenaline junkie and expert gunslinger, Oberon spends most of his time exploring the countryside with a horse or traversing dangerous ends of the Underdark alone.

## PALADIN

Paladins are holy warriors that serve a god or commit to a sacred oath. Gorgon Greycastle of the Lords' Alliance is a paladin.



### OBERON AMCATHRA

Medium humanoid (tiefling), chaotic neutral

Armor Class 19 (+1 studded leather armor)

Hit Points 114 (12d8 + 60)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 20 (+5) | 20 (+5) | 15 (+2) | 13 (+1) | 10 (+0) |

Saving Throws Str +5, Con +8

Skills Acrobatics +8, Animal Handling +4, Athletics +5, History +5, Perception +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal, and Undercommon

Challenge 7 (2,900 XP)

Proficiency Bonus +3

**Indomitable (1/day).** Oberon can reroll a saving throw that he fails. He must use the new roll.

**Second Wind (Recharges after a Short or Long Rest).** As a bonus action, Oberon can regain 15 hit points.

**Improved Critical.** Oberon's weapon attacks score a critical hit on a roll of 19 or 20.

**Gunslinger.** Being within 5 feet of a hostile creature or attacking at long range doesn't impose disadvantage on Oberon's ranged attack rolls with a revolver or other firearm. In addition, he ignores half cover and three-quarters cover when making ranged attacks with a pistol.

**Reloading.** After Oberon makes six attacks with his revolver, he must use an action or bonus action to reload it before he can make any more attacks with it.

**Innate Spellcasting.** Oberon's spellcasting ability is Charisma (spell save DC 11). He can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke* (2nd level)

#### ACTIONS

**Multiattack.** Oberon makes three weapon attacks.

**Revolver.** Ranged Weapon Attack: +8 to hit, range 40/120 ft., one target, reload (6). Hit: 14 (2d8 + 5) piercing damage.

### PALADIN

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 20 (3d8 + 6)

Speed 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 11 (+0) | 14 (+2) | 11 (+0) | 13 (+1) | 15 (+2) |

Saving Throws Wis +3, Cha +5

Skills Athletics +5, Persuasion +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Proficiency Bonus +2

**Divine Smite.** When the paladin hits a target with a melee weapon attack, the paladin can expend a spell slot to magically deal an extra 9 (2d8) radiant damage to the target. This damage increases to 14 (3d8) if the target is a fiend or undead.

**Lay on Hands (15 points/day).** As an action, the paladin can touch a creature and restore a number of hit points up to the maximum amount remaining in its pool.

**Spellcasting.** The paladin is a 3rd level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following paladin spells prepared:

1st level (3 slots): *compelled duel*, *divine favor*, *heroism*

#### ACTIONS

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when used with two hands.

# PROPHET

Prophets are among the most powerful representatives of the gods. High Radiance Dalartzin Paragon of the Church of Lathander is a prophet.

## PROPHET

*Medium humanoid (any race), any alignment*

**Armor Class** 17 (half plate)

**Hit Points** 143 (22d8 + 44)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 15 (+2) | 14 (+2) | 16 (+3) | 20 (+5) | 15 (+2) |

**Saving Throws** Int +8, Wis +10, Cha +7

**Skills** History +8, Insight +10, Investigation +8, Medicine +10, Perception +10, Religion +15

**Damage Immunities** necrotic, radiant

**Senses** passive Perception 20

**Languages** Abyssal, Celestial, Common, Infernal, and any two other languages

**Challenge** 13 (10,000 XP)

**Proficiency Bonus** +5

**Innate Spellcasting.** The prophet's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *commune*, *detect thoughts*, *scrying*, *sending*, *tongues* (self only)

1/day each: *foresight* (self only), *legend lore*, *telepathy*, *true seeing* (self only)

**Spellcasting.** The prophet is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The prophet has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *command*, *cure wounds*, *guiding bolt*, *sanctuary*

2nd level (3 slots): *calm emotions*, *hold person*, *lesser restoration*, *spiritual weapon*

3rd level (3 slots): *dispel magic*, *remove curse*, *spirit guardians*

4th level (3 slots): *banishment*, *divination*, *raise dead*

5th level (3 slots): *flame strike*, *greater restoration*, *raise dead*

6th level (1 slot): *forbiddance*, *heal*

7th level (1 slot): *conjure celestial*, *divine word*

8th level (1 slot): *holy aura*

9th level (1 slot): *gate*

## ACTIONS

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

**Sacred Flame.** The prophet casts sacred flame on a creature it can see within 60 feet. The target must succeed on a DC 18 Dexterity saving throw or else take 18 (4d8) radiant damage. The target gains no benefit from cover for this saving throw.

## LEGENDARY ACTIONS

The prophet can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The prophet regains spent legendary actions at the start of its turn.

**Attack.** The prophet makes one attack with its mace or casts sacred flame.

**Cast Spell (Costs 2 Actions).** The prophet casts a spell of 1st, 2nd, or 3rd level.

**Prophecy (Costs 3 Actions).** The prophet casts foresight on itself. It cannot do this if it has already cast foresight today.

# SHADOW ASSASSIN

A shadow assassin looks like an undead shadow that wields shortswords also made of shadow. It exists only to slay the living. Lurk, a servant of Arcturia, is a shadow assassin.

# TRANSMUTER

Transmuters are wizards who specialize in transmutation magic. Isola Banceli, a servant of Arcturia, is a transmuter.



## SHADOW ASSASSIN

*Medium undead, chaotic evil*

**Armor Class** 14

**Hit Points** 78 (12d8 + 24)

**Speed** 40 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 6 (-2) | 19 (+4) | 14 (+2) | 13 (+1) | 12 (+1) | 14 (+2) |

**Saving Throws** Dex +8, Int +5

**Skills** Perception +9, Stealth +12

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 19

**Languages** understands the languages it knew in life but can't speak

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Amorphous.** The assassin can move through a space as narrow as 1 inch wide without squeezing.

**Shadow Stealth.** While in dim light or darkness, the assassin can take the Hide action as a bonus action.

**Sunlight Weakness.** While in sunlight, the assassin has disadvantage on attack rolls, ability checks, and saving throws.

### ACTIONS

**Multiattack.** The assassin makes two Shadow Blade attacks.

**Shadow Blade.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. Unless the target is immune to necrotic damage, the target's Strength score is reduced by 1d4 each time it is hit by this attack. The target dies if its Strength is reduced to 0. The reduction lasts until the target finishes a short or long rest. If a non-evil humanoid dies from this attack, a shadow rises from the corpse 1d4 hours later.

## TRANSMUTER

*Medium humanoid (any race), any alignment*

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

| STR    | DEX     | CON     | INT     | WIS     | CHA     |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6

**Senses** passive Perception 11

**Languages** any four languages

**Challenge** 5 (1,800 XP)

**Proficiency Bonus** +3

**Spellcasting.** The transmuter is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The transmuter has the following wizard spells prepared:

Cantrips (at will): *light*, *mending*, *prestidigitation*, *ray of frost*

1st level (4 slots): *chromatic orb*, *expeditious retreat*, \* *mage armor*

2nd level (3 slots): *alter self*,\* *hold person*, *knock*\*

3rd level (3 slots): *blink*,\* *fireball*, *slow*\*

4th level (3 slots): *polymorph*,\* *stoneskin*

5th level (1 slot): *telekinesis*\*

\*Transmutation spell of 1st level or higher

**Transmuter's Stone.** The transmuter carries a magic stone it crafted that grants its bearer one of the following effects:

- Darkvision out to a range of 60 feet
- An extra 10 feet of speed while the bearer is unencumbered
- Proficiency with Constitution saving throws
- Resistance to acid, cold, fire, lightning, or thunder damage (transmuter's choice whenever the transmuter chooses this benefit)

If the transmuter has the stone and casts a transmutation spell of 1st level or higher, it can change the effect of the stone.

### ACTIONS

**Quarterstaff.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 - 1) bludgeoning damage, or 3 (1d8 - 1) bludgeoning damage if used with two hands.

**Ray of Frost.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 4 (1d8) cold damage and the target's speed is reduced by 10 feet until the start of the transmuter's next turn.



# APPENDIX B: RENOWN

*Originally published in the Dungeon Master's Guide. Reprinted here for your convenience.*

Renown is an optional rule you can use to track an adventurer's standing within a particular faction or organization. Renown is a numerical value that starts at 0, then increases as a character earns favor and reputation within a particular organization. You can tie benefits to a character's renown, including ranks and titles within the organization and access to resources.

A player tracks renown separately for each organization his or her character is a member of. For example, an adventurer might have 5 renown within one faction and 20 renown within another, based on the character's interaction with each organization over the course of the campaign.

## GAINING RENOWN

A character earns renown by completing missions or quests that serve an organization's interests or involve the organization directly. You award renown at your discretion as characters complete these missions or quests, typically at the same time you award experience points.

Advancing an organization's interests increases a character's renown within that organization by 1. Completing a mission specifically assigned by that organization, or which directly benefits the organization, increases the character's renown by 2 instead.

For example, characters with connections to the noble Order of the Gauntlet complete a mission in which they free a town from the tyranny of a blue dragon. Because the order likes to punish evildoers, you might increase each character's renown within the order by 1. Conversely, if killing the dragon was a mission given to the adventurers by a senior member of the order, completing the task might instead increase each character's renown by 2, showing the adventurers as effective allies.

Meanwhile, the party's rogue might have looted a box of rare poisons from the dragon's hoard and sold it to a fence who is secretly a Zhentarim agent. You might increase the rogue's renown within the Zhentarim by 2 since this action directly increased that group's power and wealth, even though the task was not assigned by an agent of the Zhentarim.

## BENEFITS OF RENOWN

The benefits of increasing renown within an organization can include rank and authority, friendly attitudes from members of the organization, and other perks.

**Rank.** Characters can earn promotions as their renown increases. You can establish certain thresholds of renown that serve as prerequisites (though not necessarily the only prerequisites) for advancing in rank, as shown in the Examples of Faction Ranks table. For example, a character might join the Lords' Alliance after earning 1 renown within that

organization, gaining the title of cloak. As the character's renown within the organization increases, he or she might be eligible for further increases in rank.

You can add rank prerequisites. For example, a character affiliated with the Lords' Alliance might have to be at least 5th level before becoming a stingblade, at least 10th level to be a warduke, and at least 15th level to be a lioncrown.

You can set these thresholds of renown to any numbers that work for your game, creating appropriate ranks and titles for the organizations in your campaign.

**Attitudes of Organization Members.** As a character's renown within an organization grows, members of that organization are increasingly likely to have heard of the character. You can set thresholds at which the default attitude of an organization's members toward the character becomes indifferent or friendly. For example, members of the Emerald Enclave — a faction dedicated to preserving the natural order — might be less friendly toward characters who have not cultivated at least 3 renown within that organization, becoming friendly by default only when a character has gained 10 renown within the Emerald Enclave. These thresholds apply only to the default attitude of most members of an organization, and such attitudes aren't automatic. NPC faction members might dislike an adventurer despite that character's renown — or perhaps because of it.

**Perks.** Earning a rank within an organization comes with certain benefits, as defined by you. A character of low rank might gain access to a reliable contact and adventure leads, a safe house, or a trader willing to offer a discount on adventuring gear. A middle-ranked character might gain a follower (see chapter 4, "Creating Nonplayer Characters"), access to potions and scrolls, the ability to call in a favor, or backup on dangerous missions. A high-ranking character might be able to call on a small army, take custody of a rare magic item, gain access to a helpful spellcaster, or assign special missions to members of lower rank.

**Downtime Activities.** You might allow characters to spend downtime between adventures building relationships and gaining renown within an organization. For more information on downtime activities, see chapter 6, "Between Adventures."

## LOSING RENOWN

Disagreements with members of an organization aren't enough to cause a loss of renown within that organization. However, serious offenses committed against the organization or its members can result in a loss of renown and rank within the organization. The extent of the loss depends on the infraction and is left to your discretion. A character's renown within an organization can never drop below 0.