

TROLLSKULL MANOR DM RESOURCES PACK



WATERDEEP: DRAGON HEIST

HEROIC MAPS

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So, your players have been given the deeds to Trollskull Manor. Just what are they going to do with the place? We've got lots of resources to help you and your players get the most out of living in the Manor and renovating and running the tavern. Grab that huge bunch of old iron keys and let's open the doors!

Heroic Maps

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How to use these resources

Set dressing resources	When your players explore the abandoned Trollskull Manor, use this set dressing (full of items to find!) to add interest.
NPCs	Get more out of Lif the Ghost with our bio and Lif-quests or meet the other strange inhabitants of the ruined Manor.
Guild resources	Expand your interaction and adventures with the local Guilds with new NPCs and sidequests.
Tavern resources	Enjoy the tavern menu, get to know some tavern staff and then take your adventures further afield with our guide to local taverns.

What else is included with this DM resource pack?

Full-sized maps of Trollskull Manor	Included with this set are highly-detailed, full-scale digital maps of both the ruined and renovated Trollskull Manor – 5 floors and the rooftops!
	We have included:
	- VTT-ready jpegs
	- Print-quality pdfs
	- Full-size jpegs for poster printing
	Find the map in the download section of your purchase library.



SET DRESSING

When players get the keys to Trollskull Manor, the building is abandoned and rundown. For each room, here are set dressing and found-item ideas for players exploring the ruined tavern and living quarters.



Basement



First Floor



Second Floor

Basement:

- 1 The Wine Cellar: under a pile of rags in a corner is an intact bottle – a rare vintage from Baldur's Gate, over 300 years old.
- 2 The Ale Cellar: a single fingerbone is wedged between a pair of flagstones. It looks to have been gnawed.

First Floor:

- 3 The Octagon Tower: two doors open here to the street. The wooden ceiling is painted with a now-faded scene of rural utopia. Window glass is etched with trollskulls.
- 4 Trollskull Taproom: a large tavern room with an open fireplace. Near an old table, a six-sided die has fallen between the floorboards and sits in the dust. It is loaded to favour 1.
- 5 The Bar: there is a hatch to the cellar here. A few empty bottles are strewn on the floor. An old, loaded crossbow is fitted beneath the bar. The mechanism is rusted stiff.
- 6 The Manor Pantry: the shelving is gone and the outside door is rotten. A jar of pickled fish has rolled into the corner and been forgotten. The contents are still edible, if a little strong!
- 7 The Galley Kitchen: it still smells of the oniony stew for which it was once famed. There's a mass of cobwebs in the corner. At its heart are the skeletons of several domestic cats.

Second Floor:

- 8 The Trollclub Den: a bright living room, once filled with the sounds of socialising. A long list of names is carved into the chimney breast. Some of the names have a heart beside them. A fine, miniature dagger is stuck in the wall.
- 9 The Common Room: owners enter the Manor here from the outside stair. A scrap of paper is stuffed up the chimney. Written in pencil, it is faded, but seems to be a cry for help.
- 10 The Lower Hall: Stairs access the third floor. The walls here are covered in games of noughts & crosses, likely drawn with the lumps of pink and green chalk left lying on the floor.
- 11 The Noontide Bedroom: a secluded, south-facing room reached via the long balcony corridor. The floor is weakened by damp and woodworm - it sags worryingly in the middle.
- 12 Spare bedroom: in the fireplace, the ashes contain the burnt remnants of a book – *Phantoms and their Banishment*.

SET DRESSING



Third Floor:

- 13** The Little Tower: overlooks Saerdoun Street and the Alley. The room feels noticeably colder than those that surround it. The top rungs of the ladder that accesses the Turret Peak is covered in hoarfrost. On one rung lies a white, ceramic dove.
- 14** The Saer Bedroom: designed as a twin room, it would be cosy if the broken windows didn't render it so drafty. The door leading to the adjoining bathroom has three sliding door bolts on it. One of them is padlocked.
- 15** Private bathroom: the window frame holds the jagged, cut-off remnants of metal bars once set into the stonework. Anyone alone here believes they hear a faint, eerie singing.
- 16** The Upper Hall: a sprawling hallway with stairs to the garrets and two privies. A broken lute has been kicked into a corner. Its neck and strings are snapped, but it is handsomely painted with dancing trolls.
- 17** The Larksong Library and Study: once a place of great contemplation, now dark, dusty and stripped bare. A magical candle lies beneath some scraps of paper. If lit, it provides unflickering white light for 24 hours.

- 18** The Dwarf Prince Bedroom: a large, south-facing room, once the most desirable in the Manor. The thread-bare rug hides an exquisite etching on the floorboards, depicting a happy Dwarven family enjoying battle.
- 19** Bathroom: the damp floorboards beneath the bath are covered in mould. Puffs of hallucinogenic spores erupt if disturbed. In the bath is a tiny, silver, dog brooch.

Garrets:

- 20** The Turret Peak: from which you can see much of the city. The windows of this small, cold room are covered in frost. The word 'Lif' has been drawn into the ice.
- 21** The Godsroom: a secluded, attic bedroom. A family of bats are roosting in this chamber, using the broken chimney to enter and leave the room. Behind a loose brick above the fireplace is a pouch containing a black sparkling dust.
- 22** Attic storeroom: one chest is empty, but the other holds an elegantly dressed porcelain elf doll.

NPCs

If players are going to spend time at Trollskull Manor, they need to deal with the house ghost, Lif. He's placated by the renovations and becomes a helpful presence in the tavern and lodgings. If players want to know more about him, consider using the backstory below, complete with some side quests to help out your new, ghostly friend.

The Manor is a large building. Surely Lif isn't the only being living in the abandoned place? Meet some more Manor inhabitants and decide if you'll let them stay!

Lif the Ghost

Young half-elf Lif arrived in Waterdeep with his family as a refugee. In the crowds, he was separated from his parents and never saw them again. Finding this sad youngster asleep in the Alley, the owner of Trollskull Tavern took pity upon Lif and gave him room and board in exchange for bar work. Thus began Lif's dedication to Trollskull Manor and he worked his way up to barkeep, before his death from Gungril's Fever. His loyalty lies with the building, even in death and he cannot stand to see the place lying in ruins.

Quests for Lif which earn his friendship

Lif never located his family and can hardly remember their faces. However, conversations with locals reveal that Lif's parents were probably buried in a mausoleum in the City of the Dead. If the party search there they can locate a locket with a portrait of Lif's family from the tomb of his parents.

Lif once owned a book that had belonged to his elven father. It was a precious heirloom, containing ancient stories and wisdom from the elven kingdoms. One day it disappeared from his room and Lif is convinced that Rishaal, the owner of the Book Wyrms' Treasure on Trollskull Alley, stole it for his collection. He would dearly love to have it returned.

Tally, the owner of The Bent Nail on Trollskull Alley, was Lif's good friend in life. Being able to speak with another half-elf was helpful for an orphan like Lif. Despite appearances, Tally was struggling with debt and Lif was intending to gift him a considerable sum from his savings. However, he died before being able to do so and the money languishes in the Sword Coast Traders' Bank. Would the party be able to recover the money and gift it to Tally before it defaults to the state?

Other inhabitants of Trollskull Manor

Singing Milly Sweet-voiced Milly lived here when the Manor was an orphanage and was sadly eaten by the Hag in charge. Never receiving a full burial, her spirit is trapped in the house. She dwells in the bathroom that was once her sleeping cell and hides from adults. If she takes a dislike to any in the Manor, she will steal from them and leave their items covered in a black slime.

The Noble Trolltail Family of Trollskull Manor An ancestor of this well-dressed family of tiny, talking mice was enchanted by a homeless wizard with whom she once shared a crumb of cheese. Genteel and refined, they live in the Trollclub Den. They are proud that their family can trace a long lineage in the Manor, having lived here for 15 generations – nearly three years! The current family includes Lord Scratch, an excellent fencer; Lady Gnaw, an accomplished engraver; Fluff, who is reading law; Catscare, a fearless adventurer (funded by her parents' wealth, of course); and Lemon, a baby.

Jodd, of East Privy House In the east privy, on the third floor, is a scraggly man, naked but for some sacking he wears around his waist. Jodd claims these are his rightful lodgings and he most certainly will not be removed! He begs that you honour his tenancy and states that, as he doesn't leave the privy, he won't be a problem around the house. Grows carrots in the privy dung that provide both food and a means of seeing in the dark.

Dog Living quietly in the taproom is a stray four-legged, brown dog with no name, no charm and absolutely no special features. When someone enters the room, he usually gets up and pads outside. His interest in the players only piques on meat delivery day, when he follows them around the house.

GUILD RESOURCES

If characters renovate Trollskull Manor and open up the tavern, they will come into contact with many local guilds. The Official Guide details four Guild representatives that characters might meet. Here are four more and some favours characters can undertake for each of the Guilds.

Guild Representatives

Nordell Licemyth - The Bakers Guild

Serious, diligent and rake thin, Licemyth (LG human **commoner**) visits the tavern every week to check deliveries meet approval and push the wares of Guild members. His manner is such that he may wait quietly in the bar for a long time before he is noticed. Licemyth wears a baker's uniform despite it being years since he worked at the oven himself. He'll always accept a free tot of any strong spirit, sipping it slowly while he persuades characters to stock the sweetest pastries on his books.

Alinthis Cavabithron - Union of Players and Urban Bards

Linth (CG, elf **commoner**) is a city bard of some renown. A sociable, humorous storyteller, he is a popular advocate for his fellow guildmembers. Linth carries a roster of available acts (theatre troupes, bards, entertainers) and knows their strengths well. Employing non-union entertainers is taboo and will blacklist the tavern. Tall and handsome, Linth has dozens of piercings in his ears that jingle as he makes his long, elegant strides.

Mavey Sootbarrel - Guild of Halfling Chimney Sweeps

Once a month, thick-eyebrowed Mavey (N, halfling **commoner**) visits the tavern with her teen apprentice Punjy Coldhearth (N, halfling **commoner**) to service the chimneys of Trollskull Manor at a cost of 3gp (plus their large lunch). The pair are slow, rude and a little slapdash, and Punjy has a habit of leaving his dirty brushes on the carpet, but alas, anyone who takes their business outside the Guild finds their chimneys blocked with dead birds.

Goffa Mackadin - Carpenters', Roofers' & Plaisterers' Guild

During Manor renovation, Mackadin (NG, human **commoner**), a vision in oversized overalls, oversees the tradesman who attend the works. Subsequently, the loud voice of this small woman can be heard at the tavern most days, touting for maintenance jobs for her members while she tucks into her dinner. With hair hacked to shoulder-length using a chisel and skin like sandpaper, she cuts a formidable character – tough on her guildmembers and tougher still on anyone who tries to short-change them. When she needs to make notes in her small ledger, she spends ten minutes grumpily searching her many pockets for first her eyeglasses and then a pencil.

Favours asked by the Reps of the local Guilds

Butchers

A bunch of upstarts calling themselves 'The Guild of Meat Sellers' has started trying to muscle in on our operations. How about you come along with me and a few of the butchers and teach 'em a lesson?

Watchful Mages

I note a disgraced former guild member is missing. We no longer speak his name or acknowledge his existence, so I cannot track him myself. Might you quietly look for him? He has a great interest in the City of the Dead.

Players & Bards

The popular young bard Hiliard Hogstooth was found strangled in Pony Way not far from The Lazy Blower where he had performed that night. A mugging gone wrong, you say? Yet nothing was stolen and the scene seemed carefully staged. Could it be linked to a song he had recently written about a nobleman and his servant?

Chimney Sweeps

We don't mind progress, but some gnome engineer has gone and made a chimney-sweeping automaton and she says she's going to start selling the things. Everyone knows halfling sweeps are the best, but this could put us out of business! Help us find a way to stop her!

Bakers

One of our flour suppliers hasn't sent any deliveries for over a fortnight. I would appreciate help in discovering the cause – perhaps a quiet visit to the windmill?

Innkeepers

Last week a group of rowdy drunks smashed up the bar room of The Nag and Nod. Next day, they struck again, at Victor's Inn, and 2 nights ago they were chased off from The Lucky Lizard. They're clearly organised and must be working for someone. Are you able to help stop these attacks? Maybe investigate the cause?

Vintners & Brewers

Horribly, the ship *Long Evening*, carrying cases of a very fine and rare wine from Neverwinter, was last night wrecked along the coast near Troll Gate. The cargo will wash ashore this morning with the tide and it must be reclaimed before it is pilfered. Might you help a fellow out and go post haste to recover our valuable shipment?

Carpenters

Members have started work redoing the roof of the Hospice of St Laupsenn. When they entered the eaves, they were set upon by a colony of stirges. Now they refuse to go back. Can you help clear out these pests?

TAVERN RESOURCES

Running Trollskull Manor's Tavern is a fun extra task for players, as well as a source of income. To help players enjoy their time as landlords, use this tavern menu and staff list. Players can make friends, destroy rivals or even build a pub empire with this list of local taverns.

The Tavern Menu

Drinks

- 1 Little Drunkard Strong Ale (Selduth Street Brewery)
- 2 Golden Cup (St Laupsenn's Brewery), a smooth ale
- 3 Snobeedle's Core Blimey, a tart, double-pressed cider
- 4 Snobeedle's Summer Meadwine, very sweet
- 5 Barrel Wine of the Day, varies
- 6 Beliard Black, a strong, opaque spirit. Induces visions.
- 7 Juices from Northfurrow Farm: haggberry; pear; sapjuice
- 8 White tea, Silvermarch blend, served cooled with honey

Meals

- 1 Mushrooms of the Ardeep, a thick soup with bread
- 2 Stuffed Rassalanter Hamster, on sauteed greensprouts
- 3 St Laupsenn cheese with herbs, baked in a sweetloaf
- 4 Cold meats in a Waterdeep barleybun, with mustards
- 5 Scalefish from the Dessarin River, descaled, battered.
- 6 Loudwater cake, made locally, served with cherries

Tavern staff

Experienced and commanding, **Chann Renwiche** (LG, human, **commoner**), can run the bar single-handedly. Knows every local that comes in. Drinks too much while working.

Laine Cornflower (NG, human, **commoner**), a student who works behind the bar on 5 evenings a week. Self-absorbed.

Chef Bawbaw (CN, tiefling, **veteran**) makes better food than his wage demands. Trained in the navy, he was dismissed after an unspecified disgrace then left on Waterdeep Dock.

Young **Dilly Brightlaugh** (LG, halfling, **commoner**), an over-helpful glass collector and potwasher. Has a good ear.

More North Ward taverns - friends & rivals

The Lazy Blower On Horn Street, near the junction with Pony Way.

Famed for its entertainments, landlady Kithri Pennyglut (NG, human, **commoner**) prefers other local taverns stay out of Blower's niche, but she can be a useful local ally if kept inside.

The Nag and Nod On Stallion Street, facing onto the Trollmarch. A veterans' pub, where old soldiers meet to reminisce. In fact, landlord Yamm Frunning (LG, human, **veteran**) himself served for many years. He dislikes trouble, but his past means he knows where to find solutions.

The Old Pan On Copper Street, near Holyhands House. A rough pub, where fights are more frequent than jollity. The landlady, Babs Grizzle (CN, human, **thug**) often throws a swift punch or two herself. Does not take kindly to any loss of business and may send her four lads round.

Victor's Inn On Tarsar's Street, near the junction with Belzound Street.

Friendly to fringe-types who find few friends elsewhere, Victor's is a cheery place run by lively former dancer Victor Greenface (LG, human, **commoner**). Often runs out of booze.

The Lucky Lizard On Sulmor Street, near the junction with Whaelgond Way.

The Lizzard Twins, Firrill and Sandy (CE, human, **commoners**), who often fall foul of the Guilds for making off-book deals directly with suppliers. Is a dirty, dodgy place where lock-in gambling is rumoured to be held.

Forbrind's Tavern On Windborne Way, northern end.

Frequented by dwarves and run by landlady Gunnvor Larkbranch (CN, dwarf, **commoner**), who performs as a Valkyrie in local amateur productions. Turns a blind eye to any unlawful activity that dwarves conduct on her premises. Mysteriously closed 4 days a week.

Be sure to check out Heroic Maps' other DM Resource packs for Waterdeep: Dragon Heist on DMs Guild.



About Heroic Maps

We are Joe and Sarah and we've been designing and making digital RPG products as Heroic Maps since 2013. You can find hundreds of our highly-detailed printable and VTT-ready battlemaps, modular tiles and terrain maps on DrivethruRPG.com

On Patreon, as well as making maps, we have been writing adventure supplements and game resources for GMs since 2017.

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