

Residents of Trollskull Alley



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INTRODUCTION

Waterdeep: Dragon Heist introduces us to Trollskull Alley, home to Trollskull Manor in the heart of the North Ward of the City of Waterdeep. Waterdeep is a rich and vibrant city. Volothamp's Enchiridion gives us some nice color on the city and Chapter 2 of the book introduces a few of the residents of the alley. This supplement adds detail and depth to each of those non-player characters and introduces dozens more. It also provides maps for several buildings in Trollskull Alley, adventure hooks and encounters ranging from fun and frivolous to challenging and difficult for adventurers far above and beyond 5th level.

If Trollskull Manor is your home base, come inside and meet the neighbors. They are a colorful lot. Our goal in creating this supplement was to make the area around Trollskull feels vibrant and alive. Not just home to a handful of businesses and their proprietors, but truly a living breathing home for your party.

The alley is divided into East and West for convenience. Each building is numbered on overview map for the respective ends of the alley as E<#> or W<#>.

In the appendices, you'll also find notes on training as a downtime activity and a system for skill checks to use for resolving the minor quests.

We hope you have as much fun playing these characters as we did writing them.

TROLLSKULL MANOR

Trollskull Manor and operating the tavern as a business are the subject of a few other supplements available on DMs Guild, including our own [Fixing Trollskull Manor](#). We have not duplicated that effort and would refer you to one of those fine supplements instead.

Several maps of Trollskull Manor itself are also included in this supplement. Maps include all five levels in their original state, as well as a repaired but unfurnished version and a fully furnished version.

The layout of Trollskull Manor including the placement of fire places, privies, hallways, and staircases have been altered to be more architecturally sound and aesthetically pleasing to the author than the rendering found in the book. This is

not a criticism of the maps found in the books. It's more an artistic choice made by the designers of this supplement.

COST OF RENOVATIONS

Dragon Heist suggests a cost of 1250 gp to repair the building, pay various guild fees and get the tavern operational. This should not include the cost of furnishing the residence above. That expense could vary widely based on the characters tastes, how much they want to impress guests and whether they want to expand operations to include rooms for rent.



ALTERNATIVE CELLAR

A bonus alternative map of the cellar is also included. It includes a secret meeting room and an exit to the tunnels of Waterdeep. It's up to you to decide whether the meeting room is already there and in use by the Zhents, Xanathars, or some other group. Alternatively, this could be an area your party builds as a meeting place away from prying eyes and an alternative entrance or exit from their home.



TROLLSKULL ALLEY EAST

The east end of Trollskull Alley is home to a wide variety of businesses. Most businesses are run from the ground floor of the building with the proprietor's residence above.

E1. HAVERSHAMBLE'S

Next door to Troll Skull Manor is a small ornate shop with an elaborate stone façade which reads: Havershamble's Jewelry and Fine Mechanicals, est. 1442 DR. A well-dressed half orc looms by the entrance, looking slightly out of place as he assists customers into the shop.

The Havershambles are an established Waterdeep family having their shop here for the last 50 years. Hardworking rock gnomes, Socally and Bumble Havershamble are quite welcoming and their shop boasts fabulous clocks and mechanical oddities built by Socally and lovely and intricate jewelry created by Bumble. Their merchandise is in high demand amongst the Waterdeep elite. They have two lovely

and rambunctious children: Daughter Muffle age 8 and son Nifflin age 14. Both children attend Murkledorn's (E9. Murkledorn's). Their beloved and loyal bodyguard/doorman is a half orc named Wembly. His apartment is upstairs, while the rock gnome family have their quarters in the cellar.

Wembly greets all visitors and will answer basic questions about the shop before showing guests inside.

THE SHOP

Inside, a glittering maze of fine jewelry and mysterious clockwork machines await. Behind the display cases on a slightly elevated platform, you spy a rock gnome busily at work on a clockwork creation.

Once inside, the gnome cheerfully introduces himself as Socally Havershamble the proprietor of this establishment and local inventor. He introduces his wife Bumble who is at the back workbench creating a lovely necklace.

THE CELLAR AND VAULT

Stairs sized for a gnome (4" high, 6" deep) lead downwards to a network of rooms. Ceilings are only 5' in this area and doors are 2' wide and 4' high.

This area is the family living quarters.

Behind a hidden door in the master bedroom lies a vault containing chests filled with gems and raw materials for making jewelry as well as a few finished pieces.

The vault door is trapped. A creature attempting to open the door must succeed on a DC 20 Dexterity saving throw or take 8 (1d10 + 3) piercing damage from spring-loaded darts. Within the vault, characters find a sizable hoard: 4d10 assorted gems (10 gp each), 2d10 assorted gems (25 gp each), 2d6 assorted gems (100 gp each), 1d10 spools of silver wire (10 gp each), 1d4 spools of gold wire (100 gp each), and one small spool of platinum wire (250 gp).

WEMBLY'S LOFT

This area is Wembly's living quarters. Wembly keeps no treasure and will fight to the death to defend the Havershambles, the shop, and his home.

Adventure Hooks:

1. This is rather embarrassing, but the family's living quarters have been invaded by a swarm of rats and Wembly can't fit into the cellar. Perhaps you could be of some assistance for a small reward?
2. If you could spare the time a shipment needs to be delivered to the Old Zoblob Shop in the Dock Ward.
3. A special commission for the Open Lord Laeral Silverhand has been taken from their vault. It must be delivered in time for the upcoming celebration, please help!
4. Muffle and Nifflin have gone missing, have they been taken by warring factions in the city to be used as bargaining chips or have they decided to go adventuring in the twisted maze under the city?

E2. TROLLSKULL TAILOR

Between Havershamble's and the grocer is a three-story townhome with a recessed entry and large glass display windows. The sign reads Trollskull Tailor, est. 1451.

Once inside:

Inside, a dizzying array of styles and fabrics are displayed. The quality of the workmanship is clearly excellent. An older, rather grumpy Halfling introduces himself as Murgo Bumblestout, owner and resident tailor. At a tailoring dummy at the back of the shop you see a young human woman busily tacking together a jacket and a young human man sweeping the floor.

Every fine gentleman in Waterdeep shops at Trollskull Tailor. Known for his fine workmanship and exacting inseams, Halfling owner Murgo Bumblestout has an unblemished reputation as the finest tailor in town. He is also known for his discretion regarding matters both political and romantic. Fortunately, Murgo has a soft spot for romance, less so for political intrigue. A secret member of the Harpers, he has learned of many a devious plot while hemming a doublet. His shop has long been a drop point and meeting place for the harpers. He has two human assistants, Giselle and Frederick Kruger who know nothing of his clandestine activities.



A confirmed bachelor, Murgo lives above his shop, he puts in long hours and the lights can often be seen far into the night. Murgo also seems to have some magical abilities, the occasional spontaneously lit candle or odd gust of wind giving him away to the observant, but he steadfastly denies any magical gifts.

Adventure Hooks:

1. Reuniting a lost love: While in the basement having a fitting done you notice a portrait on the wall of a young halfling woman, upon asking Murgo about this portrait, he gazes sadly at you and explains that it is his lost love from his youth. Her name, he tells you, is Esmerelda Brackenroot.
2. Noticing odd comings and goings at all hours of the night, you finally confront Murgo. If he feels you are trustworthy, he tells you about the Harpers and swears you to secrecy, then to test your trustworthiness he sends you with a message to Mirt.
3. Murgo receives a dire message from his network and requires immediate assistance. A noble of House Rosznar has suspiciously disappeared with an alchemical recipe for a very destructive explosive. Murgo can't wait to collect his usual crew and wants to know if you could assist him.

E3. BARKSDALE RESIDENCE

Just east of Trollskull Manor on Saerdoun Street sits a small somewhat shabby two-story townhome.

Home to Erwin Barksdale (Tashlan human **thug**) and his two adult sons (Hans and Frans, also Tashlan human **thugs**), the building has fallen into disrepair. Erwin is a drunkard and a lay about. He is also a distant cousin of House Phylund. House Phylund owns the building and has been letting Erwin stay there for several years, occasionally finding work for him on one of their expeditions.

Characters may initially encounter Erwin or the boys at Frewn's Brews. If not, they are sure to meet him as soon as they open Trollskull Tavern. He, one or both of the boys, or all three will likely be in the tavern from open until close. Erwin often tells outrageous stories about monster hunts conducted by House Plylund.

Erwin has been contracted by the Zhentarim to spy on the characters comings and goings and learn whatever he can. Alternatively, if the characters are allied to the Zhents, then Erwin is commissioned by Xanathar's Guild.

If the characters begin to suspect Erwin, they may discover his duplicity on an Intelligence (Insight) check (DC 15). Once discovered, Erwin can be persuaded or intimidated into revealing his employer

on a with a Charisma check (DC 15). He doesn't know much and his contact is a low level cutout that will run for cover if he suspects Erwin has been compromised.

Adventure Hooks:

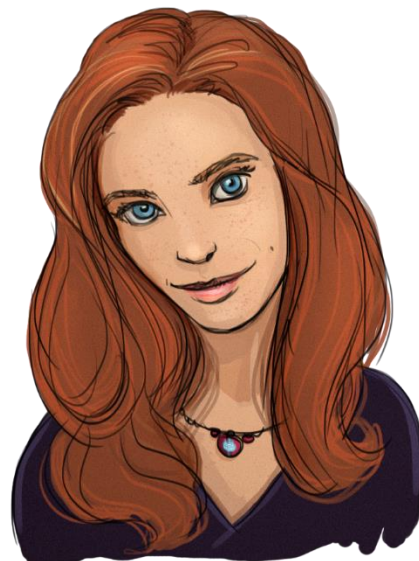
1. The boys claim Erwin has been kidnapped and solicit help to recover him.
 - a. He really has been kidnapped by an opposing faction. The quest to find him begins.
 - b. The boys attempt to lead the party into an ambush by their employer. If the party is suspicious they can discover the deception with an Intelligence (Insight) check (DC 13).
 - c. Erwin ran afoul of Vincent Trench (see W6). He was killed and eaten.
2. Post Heist completion, Erwin approaches the characters about joining one of House Phylund's monster hunts. Either into Undermountain or another area. He's trying to earn a fee for recruiting them and may or may not join the hunt.

E4. KRINKLENOSE RESIDENCE

The townhome two doors east of Trollskull Manor on Saerdoun Street is impressive to say the least. The façade is freshly painted, the windows are so clean they gleam in the sunlight or moonlight and the front door is carved with a pattern that suggests vines and whole clusters of grapes. The knocker resembles an inverted goblet.

Jael Krinklenose (Illuskan **commoner**) is a wine merchant. She and her daughter, Tria, operate KN Wine

Distributors (W7. KN Wine Distribution). Most taverns, restaurants, and Noble families in the North Ward and Sea Ward do business with Jael. She started life the daughter of a merchant in the Trade Ward.



After striking a deal with House Amcathra to be the exclusive distributor of their wines in Waterdeep, she quickly rose to prominence and prosperity. It's rumored that Tria is the child of Lord Arilos Amcathra.

Jael could be extremely helpful in finding a manager for Trollskull Tavern, should the characters wish to do so.

Adventure Hooks:

1. Lord Amcartha has passed and his successor wants to void the deal.
 - a. Help Jael secure their business going forward. Reward 500 gp.
 - b. Alternatively, make sure the contract does get torn up and ruin Jael. Shortly thereafter, properties at W7 and E4 become available for purchase.
2. If the character chose option b above, Tria seeks revenge by
 - a. Hiring assassins.
 - b. Hiring help to destroy the characters business operations.
3. A major shipment of wine from Tashalar has gone missing at sea. Investigate and recover the wine. Reward 500 gp.
4. A secret room in Undermountain is rumored to contain a cache of very old fine wines. Jael is in possession of a map to its location. Reward: 50% of the proceeds from selling the wine.

E5. VACANT

Three doors east of Trollskull Manor on the corner of the Northeastern entrance to the alley sits a large impressive townhome. No smoke rises from the chimneys. A cursory examination reveals it to be vacant.

This extravagant townhome is vacant. It is rumored to be owned by House Cassalanter, but no one seems quite sure.

If you are using the Cassalanter as the primary villain of your campaign or you are just looking for a way to get them involved, then they do in fact own this property. It was destined to be a wedding gift for their eldest prior to his current predicament.

Otherwise, this property could simply be someplace one or more of your player's characters aspire to own at some point. The property is in pristine condition

and will fetch a price of 5,000 gp in the open market. Depending on who owns it, completing a quest on their behalf may have a beneficial effect on that price.

E6. APPLETON'S FINE COMESTIBLES

A dizzying array of fruits and vegetables line the entrance to this grocer. A jovial giant of a man with a slight limp greets patrons of the shop.

Artis Appleton is that giant man. He's balding with florid cheeks and a handlebar mustache. He and his two eldest sons run the grocer. A small gang of urchins dash in and out of the shop and up and down the alley. "Don't mind them. Those are just my boys." Artis not only stocks produce from the local farms, but also the occasional shipment from far-away places.

Artis is the proud father of six boys: Joshua (7), Bertie (9), Hughie and Arno (identical twins, 11), Mal (13), and Artimus (14). His wife, Winnie, was murdered in a mugging 2 years ago and his somewhat lackadaisical parenting style has led to a pack of undeniably good kids doing some rather questionable things. They call themselves the North Ward Irregulars and are eager for adventure: surveillance, a bit of larceny, carrying messages, etc.

Artis has some questionable ties of his own, having spent his youth at sea. Old acquaintances stop by from time to time from all over the world.

Occasionally, they provide Artis with more than tropical fruit to sell.

Adventure Hooks:

1. The boys have discovered a lead in the unsolved murder of their mother and need help investigating.
2. You hear shouting in the street. A well-dressed woman is crying out that her purse has been stolen. You see Joshua disappearing into the shadows nearby. Do you cover for him or turn him over to the Watch?
3. One of Artis' "merchant" friends, Reggie comes for a visit. You recognize him from a wanted poster as feared pirate and swordsman of repute. Options: call the Watch and claim the reward, try to capture him yourself, or introduce yourself as a potential ally. Reggie is a **pirate captain (appendix A)**. Supplement as necessary with **pirate crew leaders** and **pirates** to create a

challenging encounter if it comes to that. Also remember if they turn him in, he doubtless has friends that won't be too happy.

E7. THE BENT NAIL

The Bent Nail and its owner are detailed in Waterdeep: Dragon Heist. Tally has two young dwarf brothers (Elaim and Erias Eversharp) as apprentices. They been working with Tally for the last three years and are saving money to open their own shop. Tally's human wife has long since passed from old age. Tally's only child has grown and moved to Silverymoon to try and connect with her elven roots.

His focus is purely furniture. Making weapons other than simple clubs or staves is a profession in and of itself.

He may extend credit on the furniture needed for the tavern, lowering the amount the party needs to borrow to get Trollskull Tavern operational by 100 gp, Persuasion check (DC 20) required.

Adventure Hooks:

1. Tally has just completed a commission for a wealthy family and needs help delivering it. Completing this mundane task could allow the party their first look at either the Gralhund or Cassalanter Villa. Completing the task gives +3 on the Persuasion check to have Tally finance the tavern furniture.
2. Tally needs a source for a rare material for a upcoming project. This could become a quest or be resolved by a series of Investigation and Persuasion check to negotiate a supply. Completing the task gives Advantage on the Persuasion check to have Tally finance the tavern furniture.
3. Elaim and Erias are ready to strike out on their own and need financial support. If you decide to support them, you could make a profit as their banker.

E8. MURKLEDORN'S ANNEX

This townhome houses the school's kitchen, Glaara Ironfist's quarters, and Salazar Murkledorn's private quarters.

E9. MURKLEDORN'S ACADEMY

A massive four-story building of stone and wood towers over the surrounding structures. Its main entrance faces Saerdoun Street, where a small courtyard leads to an impressive set of double doors flanked by marble lions. The engraving on the marble lintel reads "Murkledorn's Manor of Fine Educatorial Pursuits".

As the sign above the door indicates Murkledorn's is a private school serving children ages 8-14; founded by Salazar Murkledorn. Salazar founded the school after adopting the child (Romero Multari) of his former adventuring companion when their last adventure together went horribly wrong. Intent on giving Romero the finest of lives, he retired from adventuring and moved to Waterdeep. Discouraged by the quality of the schooling options, he opted to create his own. Ever since, the well-to-do of the North Ward have relied on Murkledorn's for the education of their progeny.

The senior staff consists of:

- Salazar Murkledorn, headmaster, etiquette, and self-defense (swords, dagger, crossbow).
- Romero Multari (W5. Multari Residence), languages and writing.
- Baltasar Englehart (W9. Englehart Residence), mathematics, science, herbalism, and beginning potions.
- Lucas Mendelson, business and economics
- Glaara Ironfist, cook and building maintenance

Lucas is the newest member of the staff. He's wildly frustrated by his attempts to teach even basic business and economic skills to the privileged Waterdavian youths that attend the school.

Glaara is beloved by the children for her creativity in the kitchen despite her sometimes-gruff exterior.

Adventure Hooks:

1. One of the students accidentally concocted a powerful poison and Baltasar managed to misplace it. He's reasonably sure it's still at the school or maybe he took it home. School has been closed as a precaution until it can be found. If your characters haven't met any of the school staff yet, the Havershamble children could alert them to the situation. Finding the missing poison requires a series of Investigation check (DC 15).

Salazar offers a 20 gp reward for locating and returning the poison.

2. Romero overhears a conversation that concerns him. Use this hook to drop a clue of some kind during the main quest of Dragon Heist. Particularly if your party is stuck in their investigation.
3. Senior Project Week at Murkledorn's involves the students defeating a series of puzzles and combat simulations in extensive cellars of the school. Something has gone horribly wrong and the students are trapped. Rescue the children and receive a significant reward.

E10. FREWN'S BREWS

At the east end of Trollskull Alley sits a three-story building featuring a large beer stein on sign that reads "Frewn's Brews". The building appears somewhat squatty compared to its neighbors because the main floor drops below the level of the street with stairs leading downwards to the entrance.

Waterdeep: Dragon Heist introduces Frewn and his establishment. Quite detailed information about using him as a business rival are also included.

E11. STICKEE AND SWEET

At the East End of Trollskull Alley sits a lovely three story townhome. The ground floor windows practically glow with candies of a every possible shape, size, and flavor.

Tina Toffel and Tansy Nylif operate this delightful shop. Both ladies have a cheerful attitude and a grandmotherly view of the area's children, particularly the motherless Appleton boys (E6. Appleton's Fine Comestibles). They always have a sweet or two for the children. Literally nothing bad ever happens here, as the ladies are paladins in addition to being master candy makers. Their adventuring career may be over, but the shop is a protected sanctuary.

Tina's caramels will quite literally ward off the undead (**protection from evil** [undead]) and Tansy's taffy has a debilitating effect on fiends (**protection from evil** [fiend]). While this is a well-kept secret, the shop attracts adventurers of all stripes, who simply think the candy is lucky.



Adventure Hooks:

1. Tina and Tansy are members of the Order of the Gauntlet. They can easily be the starting point for the faction missions.
2. Tansy's brother is Sir Baric Nylif. He's currently in Bryn Shander and Tansy is concerned about his well-being after his last letter. Use this hook as a starting point for Storm King's Thunder.

E12. CASSALANTER BANK

A magnificent stone building faces southward onto Delzorin Street. The sign beside the opulent wooden doors reads 'Cassalanter Bank'.

This is the North Ward branch of Cassalanter Bank. Whether the Cassalanter will be your villains for the main story line of Dragon Heist or not, the twins ninth birthday will eventually roll around and the story of the Cassalanter and their cult is just too good to pass up. This branch is managed by Edvaldo Baristan (male human, see E13). Edvaldo is an aggressive banker and a member of the Cassalanter's cult. He uses his ceremonial golden dagger as letter opener and is rarely without it.

If your adventurers seek out the bank to secure funds to restore to Trollskull Manor, they are introduced to Edvaldo at the bank. If not, he will hear about the new owners of Trollskull Manor within a few days of their arrival and seek them out there. He will happily loan them up to 1,000 gp to restore Trollskull Manor and Tavern to its former glory using the building as

collateral. Adventurers should read the contract carefully as the default clause says something about not only taking ownership of the property, but also indentured servitude for the signers in the case of a default or more than half the value of the loan.

If the adventurers take the loan, they are now valued customers of Cassalanter Bank and will be invited to a Founder's Day feast to celebrate their good fortune with the bank's other customers.

If the Cassalanterers are your villains of choice for Dragon Heist and the party took a loan elsewhere, Edvaldo will attempt to buy the note from their current lender and exert leverage over the party to abandon the quest for the missing dragons and focus on running their business.

Adventure Hooks:

1. Collect a debt for the bank. Fee: 20% of the amount recovered. Can be resolved as a series of Persuasion or Intimidation checks. Number of checks and DC of the check are determined by the amount of the debt. For amounts under 100 gp, one check and DC 14 should suffice. For larger amounts, increase the DC and number of checks. Also feel free to add an Investigation check (or series of them) to find the debtor. Time is the other variable here. Each check should require a day to complete. For larger amounts increase the duration to a d4 or more days for each check.
2. The bank is financing a caravan or sea shipment to a neighboring city and is hiring adventurers as guards. The length of the trip and the value of the cargo determine the fees involved. Recommended fee 1 gp per character level per day of the trip plus hazard pay for particularly precarious routes. Remember the bank doesn't pay for the return trip, so they will need to find other employment or dead head back.
3. Auction. The bank is auctioning off the property at E5 and approaches the party to discern their interest. The Cassalanterers are raising money to meet their family obligations and are quite desperate to sell.

E13. BARISTAN RESIDENCE

Next to the bank is lovely three story townhome with flower boxes in every window. It bursts with color. Those that live here do so in style and luxury.

Home to Edvaldo and Christina Baristan and their three young children. Christina Baristan is an administrator with the City Watch and Edvaldo manages the local branch of Cassalanter Bank (E12. Cassalanter Bank). The couple employ a nanny and a cook who arrive each morning and leave each evening. Christina is also a member of the Cassalanter's cult.

The Baristans are huge supporters of Teatro ZanZinni (W14. Teatro ZanZinni) and often invites traveling actors and musicians that perform at the theater to stay in their home.

Adventure Hooks:

1. An actor staying with the Baristans discovered their involvement in the cult and was sacrificed to guard their secret. Edvaldo and Christina will leave many false clues about missing jewelry, connects to the Zhents, etc.
2. An actor really did make off with their jewels and may also be connected to one of the rival factions.
3. An actor discovered their involvement in the cult and fled. Edvaldo and Christina make up a lie about him abusing a member of the Baristan household and encourage the party to administer 'justice' on sight, offering a reward of 500 gp if the actor is killed. As much as Christina believes in the Watch, this infraction is just too heinous to be left to the courts to decide or to become public. Edvaldo and Christina are practiced liars, so an Insight check (DC 20) is required to discover their deception.

E14. TAMORI RESIDENCE

Architecturally identical to the building next to it, this townhome has unique external décor. The front doors are red with elaborate golden designs. Part of the design appears to be a dragon, but it is unlike any dragon you have ever seen depicted. The remainder of the design appears to be lettering, but it's a language you don't recognize.

The Tamori family are Shou trade envoys from Kara Tur. They are only recently stationed in Waterdeep and spend most of their days seeking out businesses or government sponsorship for trade.

E15. STEAM AND STEEL

This detached building's ground level is solid stone. Steam and smoke rise from a chimney and bellows forth from the windows.

Steam and Steel and its owners are described in Dragon Heist. Embric and Avi can obviously be of service to the party, both as suppliers and potential allies. Avi's ability to breathe water could be particularly handy when investigating the harbor. As weaponsmiths and armorers, almost any of the NPCs featured in Dragon Heist are potential customers or chance encounters in Steam and Steel.

Adventure Hooks:

1. Yagra Stonefist shows up while one or more members of the party are shopping. They will surely remember her from the Yawning Portal. She may try to recruit them to the Doom Raiders cause.
2. A young female human is holding a new rapier and speaking with Avi as you pass by. Though dressed in a non-descript fashion, just the way she holds the blade suggests danger and grace. If approached, she identifies herself as Lilth Cranz, a traveler drawn to Steam and Steel by its reputation. This could be the party's first encounter with Esvele Rosznar (aka the Black Viper), a successful Insight check will be required to connect the dots if they encounter Esvele later. Start with a DC 18 and adjust it downwards based on the length of the interaction here.
3. This is also a good spot for an initial interaction with Jalester Silvermane.

E16. BURNBLAST GLASSBLOWERS

A smaller two-story structure with a stone walled lower level and a wooden upper level sits at jaunty angle between Steam and Steel and the florist. The doors are flung wide and an dwarven woman serves well-dressed customers surrounded by a sea of glass art. Nearly every surface in the front half of the building is covered in glassworks.

Anbera Burnblast and her husband Dain, dwarven **commoners**, operate this cozy shop. Works ranging in cost from a few silvers to 100s of gold pieces can be purchased or commissioned here. Burnblast's attracts well-heeled clients from all over Waterdeep

and many noble houses commission work from the couple.

Adventure Hooks:

1. Two of the Appleton boys have broken a major art piece while the Burnblasts were loading it for delivery. It's not the first time and the Burnblasts have had enough. They are calling the Watch to arrest the children and send them to reform school until their father can pay restitution.
 - a. The adventurers could pay the restitution and earn a favor from the Irregulars or their father.
 - b. The adventurers could refuse to help and land on the Irregulars bad side.
2. A fire engulfs the interior of the building, destroying much of the inventory and equipment. The Burnblasts escaped unharmed and Avi and Embric managed to quell the flames before the fire spread to the neighboring buildings. The Burnblasts have insurance through Cassalanter Bank (E12. Cassalanter Bank), but Edvaldo Baristan (E13. Baristan Residence) is refusing to pay saying the Burnblasts were responsible for the fire.
 - a. A series of Investigation checks (DC 15) reveal the fire was accidental and Edvaldo is forced to pay, earning his enmity.
 - b. A series of Investigation checks (DC 15) reveal that the Burnblasts set the fire and they are hauled off to prison. Edvaldo rewards the investigators with 50 gp.
3. A noble commissioned a major work and now refuses to pay. The Burnblasts seek help in collecting the debt.

E17. DAISY'S

A two-story wing of a larger building juts into the street. Two sets of double doors stand open and the interior of the ground floor appears to be one large open space brimming with flowers of every description. Strangely, no shop keeper is in evidence.

Patrons come and go from the shop at regular intervals throughout the day. Everyone seems to simply drop coins into what looks like a temple collection box. No one seems to know why, but the honor system is working.

Daisy, the proprietor, passed away several years ago after a long illness. Since then, the Ashforths (E18. Ashforth) have continued to put out flowers every day and customers leave money in the box for their purchases. Daisy was a good friend to Baltasar Englehart (W9. Englehart Residence) and he placed a ward on the shop that compels honesty during Daisy's illness. It's been maintained ever since. He can't stand the idea of the shop closing.

E18. ASHFORTH

Adjoining Correllon's Crown and the florist is a building that's exterior can only be described as somber. The double doored entrance set back from the alley in a small cobble courtyard and the sign beside it reads simply 'Ashforth'.

Ashforth is a funeral home. Current proprietor's Zem and Zebulon Ashforth (human commoners) are the third generation to run the business. They have been running it since their father passed years ago. Daisy, their mother, ran the flower shop (E17. Daisy's).

It seems likely that the family business will end with them, as both are hopeless at matters of the heart. Poor wardrobe, poor grooming, and the hours they keep probably don't help.

Given the reverence with Waterdeep treats its dead, the business is quite strong. They are devoted to their job and view necromancy as an abomination. Unfortunately, their new assistant, Cassie, is a budding necromancer. She has both men wrapped around her little finger, so they are oblivious to the situation.

Adventure Hooks:

1. Zem and Zeb are frequent visitors to Trollskull Tavern and frequently bemoan the fate of their business and their love life. Can you help them find love? The twins that run the salons across the street seem like a good match, but the boys are blind to their existence. Is a makeover in order?
2. Zem and Zeb find an incriminating note on a corpse. This could be a clue to get the party back on track or a hook for a completely different adventure.
3. Cassie has finally perfected her technique and the dead are rising and dancing in Ashforth's cellar. She didn't mean any harm, but her curiosity has created a giant problem.

E19. CORELLON'S CROWN

Corellon's Crown is described in Dragon Heist. Fala runs the shop alone, so no additional NPCs are presented here. Ziraj the Hunter is a frequent guest in Fala's house.

Adventure Hooks:

1. Ziraj has not come by in days and Fala is worried. Fala approaches the party about finding Ziraj and offers potions as a reward.
 - a. Ziraj is trying to dupe the characters and gain their trust by having them 'rescue' him. If so, he will have been 'captured' by his own Zhent brethren. Once he's in the party's debt, he tries to help them complete their quest. All the while, he and his allies are plotting how to get the treasure for themselves.
 - b. Ziraj was in the wrong place at the wrong time and was killed by a member of Xanthar's Guild or the Manshoon faction of the Zhentarim. Fala asks you to discover who and why. Fala is unaware of Ziraj's affiliation. This could be a full blown side quest or resolved by a series of Investigation (DC 15) checks.
 - c. Unbeknownst to Fala, the party may have 'dealt with' Ziraj elsewhere. Given Ziraj's power level this would be unlikely until the party attains a high level. Going away for a few days and then returning to Fala with a story of Ziraj's heroic death (DC15 Deception check) will convince Fala to give you the reward. On a failed check, Fala contacts the City Watch after you leave to investigate your involvement in Ziraj's disappearance or death.
2. Herbalists are always in search of rare ingredients. Fala sends the party in search of something rare and rewards them with part of the batch of potions that it produces.
3. The party contacts Fala to make a specific potion and is sent searching for the needed ingredients.



TROLLSKULL ALLEY WEST

The west end of Trollskull Alley encompasses twenty one buildings including a theatre, a City Watch outpost, and several residences.

W1. DU PAIN PIERRE

The small building on the corner of Saerdoun Street and Trollskull Alley, opposite the manor, houses a bakery. The smell of fresh bread wafts from every window and door in the building from the pre-dawn hours to midafternoon.

Chef du Pain and owner Pierre Silvermoon is an imperious Sun Elf. A perfectionist in every way, his manner is quite brusque. Be quick with your order here or prepare to be mocked or ignored completely while other customers are served. Chef Pierre simply does not tolerate those that waste his time or fail to appreciate his genius.

His bread is heavenly and his assistant Rafael (also a Sun Elf) has a far mellower disposition. The bakery supplies many of the finer restaurants in the North

Ward and all the residents within several blocks shop here.

W2. SALON LEMIEUX

Directly across from Trollskull Manor sits a building that is screaming for attention. Glowing signage proclaims all the latest treatments for skin, hair, and nails.

Gloriana Lemieux (human commoner) is as colorful as her shops signage. Her hair is a bright red beehive laced with pearls that stands at least a foot above the top of her head. Her nails are each a different color with a different pattern or texture. Her skin practically glows.

As advertised, the shop provides a wide range of dermatology, hair, and nail services. Anyone concerned about looking their best would be well served here.

Unfortunately, it also features daily shouting matches between its proprietor and her twin sister, competitor, and neighbor Floriana Lemieux (W3. Salon). They original opened the shop together and were the

absolute toast of the North Ward. All the fashionable ladies and gentlemen of the Ward frequented their establishment. Then they fell out over a common love interest and have been a verbal war with each other ever since. The arguments get loud and personal and are not restricted to daylight hours.

Adventure Hooks:

1. Resolve their dispute. Since it all started about a common love interest, perhaps finding each lady an appropriate love interest would quell their tempers. Resolve this with a series of persuasion checks. Succeeding with one of them and failing with the other is sure to have consequences.
2. While at the salon, you overhear a noble lady discussing the latest treasonous plans of her husband. Do you investigate or report it to the Watch without further thought?
 - a. Her husband is fomenting a plan to overthrow the Open Lord. 500 gp reward for discovering the plot.
 - b. The conversation was about a novel she is writing, and you misunderstood. Major credibility hit with your faction.
3. Gloriana acquired the latest rage in face masks from a charlatan that has since disappeared. She tried them on a dozen well do to customers before discovering they were highly toxic. The Watch has jailed Gloriana, and Floriana is begging you to help resolve the matter.
 - a. Track down the supplier.
 - b. Get Fala (E19. Corellon's Crown) to help with an antidote for the victims. The ingredients could be quite hard to come by and result in their own mini-quest.

W3. SALON LEMIEUX

This establishment is nearly identical in every way to W2. Salon Lemieux. Its proprietor is Floriana Lemieux (human commoner). She has a dramatic jet black beehive studded with crystals that stands ever so slightly higher than her sisters. See above for adventure hooks related to the sisters.

W5. MULTARI RESIDENCE

Romero Multari is a lanky Turami man in his early 30s with mahogany skin and dark hair and eyes. He and his family live here. Romero reads, writes, and speaks many languages. He can also pick up new one in a matter of hours and sound like a native. He teaches at Murkledorn's (E9).

W6. TIGER'S EYE

Tiger's Eye and its owner Vincent Trench are described in an almost casual way in Dragon Heist. There is a Rakshasa living a few doors down and you get to hire him to investigate things for you. Any negative encounter with Vincent during the normal course of Dragon Heist is likely to end in a total party kill. Rakshasa are the servants of Asmodeus on the material plane. It seems unlikely that one lives in Waterdeep and is unaware of the Cassalanter. Whether he favors their plan to pay off their debt or would prefer to see their children forfeit their souls is the real question. Either way, he won't put himself directly in harm's way or risk discovery. He'll toy with his victim as all devils should.

If he favors the Cassalanter's plan, then he should interfere with the party by giving them false information or putting them in dangerous situations. Have him offer assistance to the party and then plant false leads to either the Stone of Golorr or one of the keys to the vault.

If he wishes to thwart the Cassalanter's plan, he actively helps another faction or the party in finding the Stone or the keys.

Either way, he's a great villain and should your party advance to a sufficient level (say level 10 for a party of 5) then crafting a whole adventure or at least an encounter around him is a must.

W7. KN WINE DISTRIBUTION

This warehouse houses the inventory for KN Wine Distribution owned by Jael and Tria Krinklenose (see E4. Krinklenose Residence). Day or night four **veterans** are on guard here. During the day three to six laborers (human **commoners**) will also be present and there is a 50% percent chance that Jael, Tria, or both will be present.

Adventure Hooks:

1. Bribing the guards to gain access to a few extra barrels of Krinklenose's Finest is something your party might attempt. If they try it, a minimum bribe of 50gp and an Intimidation or Persuasion check (DC 20) is required and that's assuming they approach one away from his post and his compatriots. Any failed attempt results in being reported to Jael and a 50% chance that she will report them to the City Watch. Jael is a big contributor to the Watch retirement fund and most

of her staff are ex-Watch, so they will take her report very seriously.

2. A few barrels (d4+2) have gone missing and Jael offers 25 gp per barrel for their safe return. Three Investigation checks (DC 15) will find the barrels. Reporting their location to the Watch and letting them do the dirty work would be the smart thing to do. If the party decides to attempt recovery themselves, scale an encounter with **bandits**, **thugs**, and a **bandit captain** as appropriate for your party's level at the time. Remember, the Watch frowns upon armed conflict no matter what the circumstances. If the wine is recovered, Jael will either ask the Watch to look the other way or bail the party out of jail, paying any fines. If the wine is destroyed in the attempt, the party will have to deal with the Watch on their own.

W9. ENGLEHART RESIDENCE

Baltasar Englehart (appendix A) lives here. Baltasar is an extremely elderly Tethyrian who supports himself with a oaken staff. He wears thick eyeglasses which give his eyes an owlsh appearance.



He keeps an eclectic collection of trophies from his adventuring days and knows how to tell a good story. Trollskull Tavern is about halfway between the school and his home, so he often stops off after work to enjoy a pint and a bite. Baltasar is also quite fond of visiting with Rishaal (W10. Book Wyrms's Treasure) and can often be found there in the evening conversing in Draconic.

Adventure Hooks:

1. Baltasar is friendly with Harshnag the Frost Giant. If you plan to run Storm King's Thunder after Dragon Heist, Baltasar can be the catalyst that explains the situation, introduces the PCs to Harshnag and shows them the way to the Waterdeep teleportation circle.
2. If at some point during your party's further adventures in Waterdeep, should you decide to use Vincent Trench (W6. Tiger's Eye) as a villain, Baltasar could become a powerful ally in the fight.

W10. BOOK WYRM'S TREASURE

A description of Book Wyrms's Treasure and its owner Rishaal the Page Turner is provided in Dragon Heist.

Adventure Hooks:

1. Rishaal purchased a set of books in an estate sale that turned out to be fakes. He wants help tracking down the forger.
2. One of the noble houses accuses Rishaal of spreading propaganda against the Lord's Alliance and he needs help to defend his good name before they ruin his business.
 - a. He actually is spreading propaganda materials and needs you to cover his tracks.
 - b. He is innocent.
3. Rishaal has a map to a rare set of books (or a spell book or a collection of scrolls) and wants someone to recover the items, could be in the Dungeon of the Mad Mage or elsewhere.

W11. CITY WATCH

A squat two story building at the corner of Saerdoun Street and Windbourne Way backs onto a narrow walking passage from Trollskull Alley to Windbourne Way. A sign above both the Saerdoun Street entrance and the door leading to Trollskull Alley reads 'City Watch'.

This building houses a City Watch station. At given time at least 6 **veterans** will be stationed here. At shift changes and other peak times of the day, that number could climb to 30.

W12. ZOLTARA RESIDENCE

This is the home of Madame Zoltara. A rather mysterious figure that is rarely seen.

Adventure Hooks:

1. If you plan to run Curse of Strahd following Dragon Heist. Madame Zoltara a powerful Vistani fortune teller that reads the tarot cards for the party. Once the reading is over, the party awakens in Barovia at a location of your choosing based on the level of the party. You need not lead the party to the fortune teller, she might visit them at Trollskull Manor. Either way, I hope they have their gear close at hand, because they are in for a long one-way trip.

W13. CARLOWE RESIDENCE

This large townhome houses Mistofer Carlowe aka Madame ZanZinni, **opera bard** (Appendix A); owner, chanteuse, and master of ceremonies for Teatro ZanZinni. Mistofer is a playwright and a drag queen. He lives alone, but often hosts cast parties and other revelries in his home.

When dressed as his alter ego Madame ZanZinni, one would have a very difficult time connecting the dots to identify Mistofer. Madame ZanZinni can be seen leaving and returning to the residence via the Trollskull Alley entrance on show nights and makes the occasional appearance at parties held at the residence. Otherwise, Mistofer conducts business and moves about town dressed as a man of some refinement.

Adventure Hooks:

1. Mistofer believes a rival playwright Wil Whitespeare is plagiarizing his best works. He would like someone to have a 'talk' with Whitespeare and make him stop.
 - a. Whitespeare really is copying Mistofer's work, Persuasion or Intimidation check (DC 18) to make him stop. If stopped, Mistofer pays a 50 gp reward. Gain +3 and Advantage on the Persuasion check if you take the time to see one of his original works and flatter him about how much better it is than the work he is copying.
 - b. Mistofer is deluded, Whitespeare is a far superior playwright. Convince Mistofer, Persuasion or Intimidation Check (DC 16) to stop slandering his name and Whitespeare pays a 100 gp reward and offers tickets to an upcoming

performance. Who knows, your story might inspire his next work.

2. Mistofer is planning a giant celebration to launch an upcoming show and wants to rent Trollskull Tavern to host the party. What could go wrong?
3. Mistofer receives threats from the Xanathars (or Zhents). They are threatening to burn the theater and want him to pay protection.

W14. TEATRO ZANZINNI

A grand three-story building stands at the corner of Delzorin Street and Windbourne Way. Judging by the signs and playbills prominently displayed on the exterior, this is most definitely a theater. A prominent sign above the door reads "Teatro ZanZinni".

Teatro ZanZinni hosts plays, operettas, concerts, and variety acts the year round. Traveling performers from all over Faerun can be seen here. Original works are mostly the creation of owner and playwright Mistofer Carlowe (W13. Carlowe Residence). Travelling acts come and go regularly, choose 2-4 from the Performer Table.

Adventure Hooks:

1. One of the performers scheduled tonight is ill. Can you fill in? Make the appropriate skill check(s): Acrobatics, Athletics, Performance, etc. and base the reward on the outcome of the check. Mistofer will owe you a favor.

W15. TEATRO ZANZINNI ANNEX

Next to the theater sits a smaller two-story building that appears to have been assimilated into the theater's operation by the look of all the signage. A small sign on the door reads "Ticket Office."

This building serves as an extension of the theater. The ground floor is used as a ticket office and has a small printing press for hand bills. The cellar and upper floor are filled with props and costumes from old shows.

If the characters ever need to spread their own propaganda or simply put out a request for information, the printing press here could be awfully handy. It prints one-foot by two-foot pages that can be cut to smaller sizes if need be. Printing costs approximately 1 cp per full-size page in materials if Mistofer is doing it for cost or 2 cp per full-size page

if he is doing it for profit. Runners to distribute the material around town cost another 1 cp per 5 finish-size pages on average.

W16. BELUSKA'S BOARDING HOUSE

Near the West End of Trollskull Alley near the theater sits a large wooden house with impressive porches and balconies. The sign out front reads "Beluska's Boarding House".

Beluska is a large half-orc woman with a rough and tumble disposition. She runs a tight ship and takes good care of her boarders. She's very fond of Wembly (E1), but he doesn't seem to notice her. The boarding house is home to many of the traveling acts that grace the stage of Teatro ZanZinni as well as others that have business in the North Ward.

Adventure Hooks:

1. Bongo Bobblers are in town. They are a band of cursed goblins that spend their days as halfling jugglers. From midnight to four each night they revert to goblin form. While in halfling form they have no memory of being goblins. They are regular visitors to Trollskull Tavern while in town and the staff are quite fond of them.
 - a. One night at Trollskull Tavern, midnight comes, they transform and begin attacking the other guests. Do you kill them? Capture and turn them over to the guard? Or help them remove the curse?
 - b. A burglar breaks into their room at the boarding house and is killed and partially eaten by the goblins. The halflings awake to this horror in their room and seek your help to resolve.

PERFORMER TABLE

d100	Name	Type	Notes
01-03	Florobumba	Balance Artist	Stacking chairs
04-06	Dazzling Divas	Choral Ensemble	15 member acapella group
07-09	Marx Trio	Clowns	
10-12	Pandora	Contortionist	Finale includes folding herself into an impossibly small box
13-16	Murdock	Daredevil	
17-19	Pungo & Perdita	Dog Trainer	Tricks of all varieties
20-22	Roy	Dragon Tamer	Elf with 3 Pseudo Dragons
23-26	Woubini	Escape Artist	
27-29	Lord Smore	Fire Eater	
30-32	Dream Weavers	Flying Silks	
33-35	Aurelia	Harpist	
36-39	Lolly Loopers	Hoop Dancers	Tribal Dancers
40-47	Bongo Bobblers	Juggler	Family of 6 Halflings (see Adventure Hooks below)
48-51	Master Sharp	Knife Thrower	
52-55	Siegfried	Lion Tamer	
56-61	Jimi	Lute Player	
62-65	Copperfield	Magician	Illusionist
66-69	Norris Brothers	Martial Arts Troupe	Led by a high-level Monk
70-71	Karnak	Mentalist	A real Mystic
72-79	Kelli	Opera Singer	Mistofer's bardic mentor (very popular)
80-83	Mystique	Shapeshifter	
84-87	Jafar	Snake Charmer	Giant Cobra and many lesser snakes
88-91	Le Montigue	Tight Rope Walker	
92-95	Flying Grays	Trapeze Artist	
96-99	All Shook Up	Tumblers	
00	Chucky	Ventriloquist	

W17. MEZRO

Across from the wine merchants and next to the boarding house sits a smaller building with a sign that reads 'Mezro'. The mesmerizing scents of well spiced foods drift down the alley as you approach.

Mezro is quite busy most evenings with the who's who of young Waterdavian nobles and gentry frequenting the establishment, especially on nights when the theatre is operating. The food is like no other establishment in the North Ward or perhaps the whole of Waterdeep. The recipes and the chef hail from Chult and the restaurant is named for the Lost City. It's only been open for a few months and business has been very good.

The proprietors are Maccus Murphy (a north born adventurer) and Aaliyah (Chultan). Maccus is a giant of a man with fair skin, long red hair and a full beard. He tends the bar and minds the front of house.

Aaliyah is a dark haired, dark skinned exotic beauty that runs the kitchen. Maccus tells stories about his adventures in Chult, claiming his one true treasure was finding Aaliyah.



Adventure Hooks:

1. Aaliyah is a Yuan Ti Pureblood that is slowly poisoning her noble guests to gain influence over them. She has complete control over Maccus and is becoming ever more influential with the nobles that frequent the restaurant. If she comes to

understand the characters are in search of the Vault of Dragons, she will attempt to poison them to gain control of one or members of the party. Each time a character eats her food, make a DC 15 poison save. After each failed save, she persuades each affected character to answer one question about the search. If any character fails 5 saves, Aaliyah gains the effects of charm person over them for 8 hours following that save and every subsequent failed save. On a successful save, the character is not subject to the charm effects, but is unaware of the attempt to influence them. Only by making three consecutive successful saves, does a character become aware of Aaliyah's efforts to influence them. You may choose to make the checks and decide what information Aaliyah has extracted without the player's knowledge and only inform them when and if they become aware of the attempt. Once one character is aware, they can convince the other characters of Aaliyah's ruse.

2. Maccus has a treasure map that can be used to kick off the Lost City of Mezro or the Tomb of Annihilation.

W19. BAKKEN'S SHOES

A small two-story building faces the south entrance to the alley. Shoes of all varieties are displayed in the windows alongside a large faded sign that reads 'Going Out of Business, Everything Must Go.' The sign above the door reads 'Bakken's Shoes and Boots for Fine Folk and Others.'

Proprietor Bertram Bakken is sturdy middle-aged male dwarf that has been going out of business for the last 50 years. If asked why he's going out of business, he will say he's planning a quest to retrieve his great, great grand uncle's war axe (the *Awkwardly Heavy but Good for Smashing Axe of Lore*), just as soon as he sells enough inventory.

The store is packed to the gills with shoes and boots of all varieties. Finely made and sturdy shoes and boots for folks of all shapes and sizes are on display.

Bertram is very precise in both his work and his descriptions of things. He will spend many times the number of words needed to adequately describe anything. Apparently, it's a family trait.

Bertram sometimes works with Baltasar to create magical foot wear.

Adventure Hooks:

1. Retrieve the *Awkwardly Heavy but Good for Smashing Axe of Lore*. Bertram has a vague looking map and a few notes. Reward 100 gp.
2. Bertram's shop has been burgled. Strangely, the only thing taken was a single pair of unremarkable boots. The Zhents are trying to recruit one of the Appleton boys and challenged them to steal the boots. Most shop owners wouldn't even have noticed them being missing. Find the boots 25 gp reward. Uncover the reason +1 renown with any good aligned faction.
3. Esvele Rosznar's grandfather traded a House Rosznar signet ring for a grand pair of boots years ago. It's just sitting in Bertram's office collecting dust. Esvele might like it, if you can convince Bertram to part with it.

W21. ROLLING STONE

Located directly adjacent to Corellon's Crown is a similarly sized building from which beautiful music wafts throughout the day. The sign next to the door reads 'Rolling Stone'.

Rolling Stone is a shop for the musically inclined. Its proprietor introduces himself as Rolling Stone of the Mountain Clan, but you can call him Rolls. He is an aging male tabaxi bard (Appendix A) with soft grey fur and bright green mischievous eyes. He's one cool cat.



He runs the shop and his adopted son, Sly (human commoner), teaches music lessons on the second floor. Many of the children that attend Murlkedorn's come here after school for lessons.

The shop is a bit cluttered. Rolls clearly enjoys adding to his inventory. Everything is neatly kept and in pristine condition.

In addition to the normal inventory, Rolls always has high end collector's pieces on display. If you ask about them, he'll say they are not for sale at any price. Even if you field an extraordinary offer, Rolls simply refuses to hear of it. Strangely, if you return a few days later, Rolls will have had a change of heart and offers to sell the instrument for less than you offered him last time. He insists you would be doing him a favor by taking it.

Adventure Hooks:

1. Rolls is mugged returning from a rare evening performance and his favorite lute is stolen. He's desperate to get it back and offers 50 gp for its safe return.
2. Rolls' old friend, Sticky Fingers, comes to town for a visit. He's makes an absolute nuisance of himself at Trollskull Tavern one afternoon until Rolls shows up and agrees to make good on the bill by playing a set. The two of them begin to play and it's as if the tavern filled by magic. +20 to your running the business check for the next tenday.
 - a. Sticky never returns.
 - b. You persuade him to stay in town and the two of them become a regular attraction.
3. Rolls suspects Aaliyah (W17. Mezro) is up to no good and tells you to be careful around her.

UNASSIGNED BUILDINGS

Buildings W4, W8, W18, and W20 have intentionally been left open. These spaces are there to allow you add NPCs of your own or add shops that cater to the particular interests of your party.

VISITORS

Obviously, there are many, many visitors to Trollskull Alley on a daily basis. Some are customers of the shops. Others are visiting the residents. Undoubtedly, still others are attracted to the area because of the hustle and bustle. A few examples of this last group are included here.

STREET PERFORMERS

Anywhere there is consistent flow of traffic through the day is a good area for buskers and other types of street performers to ply their trade.

One of the most frequent of these is a group of four halfling musicians and dancers that frequently setup on the corner just south of Salon Lemieux (W3. Salon Lemieux) and across from Trollskull Manor itself. Bree and Cora Appleblossom are sisters that play the flute and the fiddle respectively. Their brothers Bobbin and Finnan dance and collect whatever coins passersby offer up. They are quite gifted musicians and dancers. They travel in from their family home in the Trade Ward each day by dray.

Introduce the Appleblossoms to your characters soon after they take possession of Trollskull Manor. If the characters open Trollskull Tavern, then perhaps they might want to employ this talented troop for afternoon or evening entertainment. If they do employ the Appleblossoms, have other members of the family visit the tavern to watch a performance.

See Fireball for the fate of the Appleblossoms. Their parents (Eldon and Georgina) want justice for their babies. If the characters visit them to break the news, they offer 458 gp (their life savings) to see the killer brought to justice.

FOOD VENDORS

A variety of food carts make their to Trollskull Alley through the day following a regular pattern (e.g. its 3rd day then it must be chicken Charlie).

FIREBALL

Now that you have introduced a wide variety of NPCs to your characters, you have a unique opportunity to maximize the impact of the fireball. Rather than having it kill only one named character (Dalakhar), that the characters have never met. You can create a far more compelling scene by involving more named non-player characters directly or having them become involved after the fact as friends and associates of the dead.

If you want to jerk their heartstrings extra hard, then introduce the Appleblossoms (see Street Performers) early. Their death should have a visceral impact.

If Erwin Barksdale (E3. Barksdale Residence) is working for the Zhentarim then have one of the two unnamed associates of Urstul Floxin that get killed in the blast, be his handler. The characters recognize him as having visited Trollskull Tavern with Erwin on a DC 15 Intelligence (Insight) check. This could set off an interaction with Erwin that blows his cover.

Instead of three unnamed servants with no known association and an elderly woman that no one recognizes as the victims choose people associated with the NPCs you like best to spur their further involvement. Examples:

- A crew member from Teatro ZanZinni putting up posters for the latest show.
- One of the Appleton boys or another boy they were recruits for the Irregulars.
- The Baristan's cook or housekeeper.
- A member of the Shou delegation at the Tamori residence
- A dear customer of any of the shops.

Rather than using Martem Trec as a witness, you could also use one of the Appleton boys and give the characters a bit of a chase to retrieve the necklace.

APPENDIX A: NPCs

AALIYAH

Aaliyah is a Yuan-Ti pureblood. She and her unsuspecting husband run Mezro (W17). She is determined to wield influence in Waterdeep by poisoning as many of the nobles as possible.



AALIYAH

Medium humanoid (yuan-ti), Neutral Evil

Armor Class 11
Hit Points 40 (9d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills Deception +6, Perception +3, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive perception 13
Languages Abyssal, Common, Draconic
Challenge 1 (200 XP)

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Aaliyah makes two melee attacks.

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

BALTASAR ENGLEHART

Baltasar is a retired mage that nows teaches children math, science, herbalism, and minor potions at Murkledorn's (E9. Murkledorn's Academy). He can be a powerful ally or a fearsome foe.

BALTASAR ENGLEHART

Medium humanoid (human), neutral good

Armor Class 12 (15 with Mage Armor)
Hit Points 83 (15d6 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	20 (+5)	15 (+2)	12 (+1)

Saving Throws INT +9, WIS +6

Skills Arcana +9, History +9

Senses Passive Perception 12

Languages Common, Elvish, Celestial, Draconic, Giant

Challenge 10 (5,900 XP)

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

Spellcasting. Baltasar is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Baltasar can cast disguise self and invisibility at will and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin*

5th level (2 slots): *cone of cold*, *scrying*, *wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *teleport*

8th level (1 slot): *mind blank*

Baltasar casts stoneskin and mage armor spells on himself before combat.

ACTIONS

Quarterstaff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands.



FALA LEFALIIR

Fala is the proprietor of Corellon's Crown (E19. Corellon's Crown). Fala is a wood elf druid of non-binary gender.

FALA LEFALIIR

Medium humanoid (elf), chaotic good

Armor Class 11 (16 with Barkskin)

Hit Points 27 (5d8 + 5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Saving Throws DEX +5, WIS +5

Skills Medicine +4, Nature +3, Perception +4

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Druidic, Elvish

Challenge 2 (450 XP)

Mask of the Wild. Fala can attempt to hide even when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Spellcasting. Fala is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): [druidcraft](#), [produce flame](#), [shillelagh](#)

1st level (4 slots): [entangle](#), [longstrider](#), [speak with animals](#), [thunderwave](#)

2nd level (3 slots): [animal messenger](#), [barkskin](#)

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

MISTOFER CARLOWE (AKA MADAME ZANZINNI)

Mistofer is the owner of Teatro Zanzinni, a playwright, and drag queen. He performs regularly in the theater as Madame Zanzinni. He has devoted his life to operatic theater and his bardic skills are channeled through his voice.

MISTOFER CARLOWE, OPERA BARD

Medium humanoid (human), chaotic good

Armor Class 13 (None)

Hit Points 35 (6d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	18 (+4)

Saving Throws DEX +5, CHA +6

Skills Acrobatics +6, Deception +7, Performance +7, Persuasion +7

Senses Passive Perception 10

Languages Common, Dwarvish, Elvish, Giant

Challenge 2 (450 XP)

Spellcasting. Mistofer is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): [friends](#), [mage hand](#), [minor illusion](#), [vicious mockery](#)

1st level (4 slots): [charm person](#), [healing word](#), [heroism](#), [sleep](#), [thunderwave](#)

2nd level (3 slots): [invisibility](#), [shatter](#), [suggestion](#)

3rd level (3 slots): [dispel magic](#), [glyph of warding](#)

Song of Rest. Mistofer can sing a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Mistofer can benefit from this effect as well.

Piercing Resonance. Mistofer can choose to change **shatter**'s area of effect to a 15-foot-radius cone originating from the bard. Additionally, a creature who fails its saving throw is stunned until the end of its next turn.

Aria Parlante (3/day). When Mistofer makes a Charisma check to interact with another creature who can hear him, he can use this ability to gain advantage on the check.

ACTIONS

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 3) piercing damage.

This character based on [College of the Opera](#) by Hannah Rose and Kelli Butler and used with their permission.

MURGO BUMBLESTOUT

Murgo is a middle-aged Lightfoot Halfling that has survived when most would not. He is always exceedingly well dressed, but often wears a dark cloak when out. A bit thicker than in his youth, he has a generous smile that does not always reach his eyes.

Murgo is one of the finest and most sought-after tailors in Waterdeep. His shop is Trollskull Tailor, located just two doors down the alley from Trollskull Manor towards the Bent Nail.



Murgo is also Arcane Trickster (Rogue) and a Harper operative.

While Murgo's adventuring days are behind him, he still wields a blade and cast spells when needed. If your group is aligned with the Harpers, he will be their primary contact.

Harmless dandy by day, implacable defender of the city by night, Murgo is loyal to a fault. He is patient and cunning. If you cross him, you should sleep with both eyes open.

Earning his friendship takes time.

MURGO BUMBLESTOUT

Small humanoid (halfling), neutral good

Armor Class 16 (with studded leather, 14 without)

Hit Points 48 (8d8 + 8)

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

Proficiencies Thieves' Tools

Senses Passive Perception 16

Languages Common, Elvish, Halfling, Thieves Cant

Challenge 5 (1,800 XP)

Sneak Attack. Once per turn, Murgo deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack role, or when the target is within 5 feet of an ally that isn't incapacitated and Murgo doesn't have disadvantage on the attack role.

Cunning Action. On each of its turns, Murgo can use a bonus action to take the Dash, Disengage, or Hide action.

Spellcasting. Murgo is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Murgo has following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *minor illusion*, *thunderclap*

1st level (4 slots): *disguise self*, *magic missile*, *shield*

2nd level (3 slots): *hold person*, *invisibility*, *flaming sphere*, *misty step*

3rd level (2 slots): *counterspell*, *fireball*, *major image*

ACTIONS

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that Murgo can see hits Murgo with an attack, Murgo can use his reaction to halve the attack's damage.

PIRATE

Pirates are sea bandits of any race.

PIRATE

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (Leather Armor)

Hit Points 18 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 1/4 (50 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Dagger. *Ranged Weapon Attack:* +3 to hit, range 20 ft./60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

PIRATE CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (Studded Leather Armor)

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	14 (+2)	11 (+0)	16 (+3)

Savings Throws DEX +6, INT +4, CHA +5

Skills Acrobatics +7, Deception +6, Perception +5

Senses Passive Perception 15

Languages Any two languages (usually Common)

Challenge 3 (700 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its rapier and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

PIRATE CAPTAIN

Pirate Captains are the terror of the high seas. They might be freebooters interested only in treasure and murder, or privateers sanctioned by the crown to attack and plunder an enemy nation's vessels.



PIRATE CREW LEADER

Pirate Crew Leaders are the mates, bosuns, boarding party leaders, and press gang leaders of a pirate crew. They are subordinate to the Pirate Captain on ship, but often lead groups of pirates on land excursions.

PIRATE CREW LEADER

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (Studded Leather)

Hit Points 42 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Savings Throws STR +3, DEX +4, WIS +2

Skills Acrobatics +4, Deception +3

Senses Passive Perception 10

Languages Any two languages (usually Common)

Challenge 1 (200 XP)

ACTIONS

Multiattack. The crew leader makes two melee attacks: one with its scimitar and one with its dagger or makes two ranged attacks with its daggers.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

REACTIONS

Parry. The crew leader adds 1 to its AC against one melee attack that would hit it. To do so, the crew leader must see the attacker and be wielding a melee weapon.

ROLLING STONE (AKA ROLLS)

Rolls is a tabaxi bard that run his eponymous musical instrument shop (W21) with a laid back style and grace. He also performs from time to time either alone or with his adopted son Sly.

ROLLING STONE

Medium humanoid (tabaxi), chaotic good

Armor Class 13 (None)

Hit Points 35 (6d8 + 8)

Speed 30 ft., climbing 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	20 (+5)

Saving Throws DEX +4, CHA +7

Skills Acrobatics +4, Deception +7, Performance +7, Persuasion +7, Perception +2, Stealth +4

Senses Darkvision 60ft. Passive Perception 12

Languages Common, Tabaxi, Elvish

Challenge 2 (450 XP)

Spellcasting. Rolls is a 4th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following bard spells prepared:

Cantrips (at will): [friends](#), [mage hand](#), [minor illusion](#), [vicious mockery](#)

1st level (4 slots): [charm person](#), [healing word](#), [heroism](#), [sleep](#), [thunderwave](#)

2nd level (3 slots): [invisibility](#), [shatter](#), [suggestion](#)

Song of Rest. Rolls can sing a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. Rolls can benefit from this effect as well.

Taunt (2/Day). Rolls can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear Rolls, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

Feline Agility. In combat, Rolls can double his speed until the end of the turn. Once Rolls use this trait, he can't use it again until he moves 0 feet on one of his turns.

ACTIONS

Claws. *Melee Attack:* +2 to hit, reach 5ft., one target. Hit: 3 (d4) slashing damage.



TINA TOFFEL

Tina is a human female candy maker, roughly 50 years of age. She and her partner Tansy Nylif operate a candy shop in Trollskull Alley called Stickee and Sweet.



As a Paladin of Torm, Tina spent most of her youth battling the forces of evil and defending the innocent. After sustaining a brutal injury to her left leg that still causes a bit of a limp, she and her long-term partner Tansy retired to Waterdeep and opened the candy shop.

Tina is enjoying her current career as a candy maker, but cannot resist using her abilities to make the world

a better place. She is a good intentioned meddler. Her advice is always sound, but occasional unwanted.

Tina is a high-ranking member for the Order of the Gauntlet. If your characters join the Order of the Gauntlet, Tina or Tansy will likely be their primary contact.

TINA TOFFEL

Medium humanoid (human), lawful good

Armor Class 15 (breastplate, 11 without)

Hit Points 56 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws STR +6, CHA +6

Skills Athletics +6, Insight +4, Persuasion +6, Religion +4

Senses Passive Perception 11

Languages Common, Goblin

Challenge 5 (1,800 XP)

Divine Smite. As a bonus action, Tina can expend a spell slot to cause its melee weapon attacks to magically deal an extra 9 (2d8) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If she expends a spell slot of 2nd level or higher, the extra damage increases by 1d8 for each level above 1st. The damage increases by 1d8 if the target is an undead or a fiend.

Spellcasting. Tina is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She has the following paladin spells prepared:

1st level (4 slots): *bless, cure wounds, detect evil and good, heroism, protection from evil and good*

2nd level (2 slots): *aid, lesser restoration, magic weapon*

Lay on Hands (1/day). Tina can lay on hands to cure up to 35 points of damage.

ACTIONS

Multiattack. Tina can use its Turn Unholy and make two melee attacks each round.

Greatsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Turn Unholy. Each fiend or undead that can see or hear Tina within 30 feet of it must make a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Turn Unholy for the next 24 hours.

WEMBLY

Wembly the doorman and guard at Havershamble's Jewelry and Fine Mechanicals. He is extremely loyal to the Haveshamble family.

WEMBLY

Medium humanoid (half-orc), neutral

Armor Class 13 (Leather Armor)

Hit Points 42 (5d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc, Gnomish

Challenge 1 (200 XP)

Relentless Endurance: When Wembly is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. It can't use this feature again until you finish a long rest.

Savage Attacks: When Wembly scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Wembly makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage.

APPENDIX B: TRAINING

Your team is likely to spend a significant amount of downtime in and around Trollskull Manor. One of the downtime activities they might wish to indulge in is training to gain new tool proficiencies or languages. If that's the case, you can use the training mechanic outlined in the Xanather's Guide to Everything or the alternative method outlined here. If you use the method in Xanather's Guide, then use the table below only as a list of NPCs that can act as instructors.

Tool	Points	Cost/Tenday	Trollskill Alley Instructor
Alchemist's Kit	15	25 gp	Fala Lefaliir (E19)
Brewer's Kit	6	10 gp	Emmek Frewn (E10)
Calligrapher's Kit	6	5 gp	Rishaal the Page Turner (W10)
Carpenter's Tools	8	5 gp	Tally Fellbranch (E7)
Cartographer's Kit	8	10 gp	Rishaal the Page Turner (W10)
Climber's Kit	6	5 gp	Murgo Bumblestout (E2)
Cobbler's Tools	6	5 gp	Bertram Bakken (W19)
Cook's Utensils	4	5 gp	Glaara Ironfist (E8)
Disguise Kit	15	15 gp	Mistofer Carlowe (W13)
Forgery Kit	15	25 gp	
Glassblower's Tools	6	15 gp	Dain or Anbera Burnblast (E16)
Healer's Kit	10	15 gp	Fala Lefaliir (E19)
Herbalist Kit	12	25 gp	Fala Lefaliir (E19)
Jeweler's Tools	15	20 gp	Bumble Havershamble (E1)
Leatherworker's Tools	10	5 gp	
Mason's Tools	10	5 gp	
Musical Instrument	10	10 gp	Sly Stone (W21)
Navigator's Tools	8	25 gp	Artis Appleton (E6)
Painter's Tools	8	5 gp	
Poisoner's Kit	12	25 gp	
Pottery Kit	6	5 gp	
Smith's Tools	12	10 gp	Avi or Embric (E15)
Thieves' Tools	10	15 gp	Murgo Bumblestout (E2)
Tinker's Tools	15	25 gp	Socally Havershamble (E1)
Weaver's Tools	6	5 gp	
Woodcarver's Tools	6	5 gp	Tally Fellbranch (E7)

Each tool or language requires the number of points to learn specified in the table and the amount of money per tenday shown as well. At the end of each tenday instruction period, the student is required to make Intelligence check to determine the result from the following table. Add the instruction points gained in each instruction period to your running total. When the total equals or exceeds the required number, you have gained the skill.

Intelligence Check	Result
1-3	Regression, lose 1 instruction point, total cannot fall below zero
4-8	No progress, neither lose nor gain instruction points
9-11	Limited, gain 1 instruction point
12-16	Normal, gain 2 instruction points
17-19	Solid, gain 3 instruction points
20+	Great, gain 4 instruction points

A tenday is length of the instruction period and may be spread over a month. Any instruction period spread over more than a month, but less than three months gives disadvantage on the Intelligence check. Any instruction period spread over more than three months is totally ineffective; no progress is made. Going more than three months between instruction periods prior to gaining the skill, loses 1 instruction point for each three-month period that lapses without instruction.

Examples:

Bob's character Eru wants to learn to cook. Eru engages Glaara as an instructor, paying 5 gp and working 8 hours a day for 10 consecutive days with her to prepare meals at Murkledorn's. At the end of the first tenday, Bob's Intelligence check results in a 14. Normal progress has been made and Bob records Cook's Utensils – 2 on Eru's character sheet under Training. Eru works 4 hours per day for the next 20 days with Glaara and pay an additional 5 gp to complete another instruction period. The check is a 17, meaning Eru gains 3 more points exceeding the required total of 4 and becomes proficient with Cook's Utensils.

Gayle's character Tam wants to learn to use a disguise kit. Tam engages Mistofer Carlowe as an instructor. Tam completes 2 instruction periods and pays 30 gp (2x15). The first check is a 20 (4 points) and the second is 13 (2 more points). Tam now has 6 points towards learning to use a disguise kit. Tam sets this goal aside to go adventuring and fails to complete any instruction for 7 months, losing 2 points in the process and now has 4 points toward the required 15. Tam resumes instruction and works part time over the next 60 days to complete 3 instruction periods and pays the required 45 gp. The checks result in earning another 9 points bringing the total to 13. Feeling that she's close to mastering the skill, Tam devotes full time over the next tenday and pay the 15 gp cost. The check results in a gain of 3 points bringing the total to 16 and Tam now has proficiency with a disguise kit. The cost to gain the skill 90 gp and 60 full days of instruction spread over two concentrated periods separated by 7 months bringing the elapsed time to nearly a year.

APPENDIX C: SKILL CHECKS

There are many places within the Dragon Heist adventure itself and the adventure hooks provided in this document that require a skill check (Investigation, Persuasion, etc.) to resolve. In some sections, we have even suggested a series of checks or ways for the players to improve the odds of succeeding on a check by gaining a bonus of advantage.

Fifth edition is light on the mechanics of a skill check and leaves a lot to the discretion of the DM when it comes to implementing them and the outcomes. In general, I believe the DM should reward role-playing and inventiveness on the part of the players when it comes to skill checks and that the results achieved should be reasonable. Persuading someone to give up their darkest secrets after a 10 second interaction is highly unlikely.

To avoid abuse of this mechanic, we recommend the following:

- Make the DC of a check high (20+ in some cases).
- Allow the players to gain advantage on the check through certain related activities.
- Allow the players to gain bonuses to the check through certain activities.
- Allow the player to earn a new check through certain activities if the initial check fails.
- Make some outcomes take multiple successful checks.

Example:

Players are investigating the background of the Cassalanter to prove their past misdeeds and report them to the Watch or the Open Lord. To put together the required materials and witnesses will take five DC 25 Investigation checks, these are nobles from a very successful house after all. The five checks represent five distinct pieces of evidence required to complete the investigation. Let's label them exhibits A through E. For each day spent investigating, the player gains the opportunity to make a check and a cumulative +1 to the check until they succeed. Each player may make an independent check. If they are exploring the same leads together then all the bonuses reset after their first success and the start over again and begin accumulating bonuses for the second check. If they were clever enough to divide into teams or explore separate leads, then each sub-team or individual's bonus only resets when they succeed on a check. It might look like this for a team of four:

- The party all begin to pursue exhibit A.
- End of day one, each player makes separate Investigation checks adding their individual Investigation bonus from their character sheet and +1 for having completed one day of investigation as a team. All four fail and move on to day two.
- End of day two, everyone had +2 for the effort related bonus and one of the players with a +4 Investigation on their character sheet rolls a 20 for a total of 26 and succeeds, gaining fact A.
- On day three, the party divides into two sub-teams in search of exhibits B and C.
- At the end of day six, one of the team members investigating C succeeds on the check and gains exhibit C. That team moves on to investigate D.
- At the end of day eight, one of the team members investigating B succeeds. The party now has three of the five exhibits they need. They join the investigation into fact D.
- At the end of day nine, all team members get their individual bonuses and +3 to the check for exhibit D. Even though the third and fourth member of the team only joined today, they still get +3 because everyone is sharing the information gathered. One of the members succeeds and earns fact D. Everyone moves on to the search for fact E.
- At the end of day twelve, they finally succeed on the check to discover fact E and have enough evidence to present to the Watch.

Investigation is not always free and may require expending resources. Based on the circumstances, you might say each day requires the expenditure of 2-5 gp per line of investigation (not per player) and that spending 10-15 gp doubles the daily bonus gained. If the task above involves convincing witnesses to testify and not just finding

them, then you might also add Persuasion or Intimidation checks to the mix. Persuasion checks could also have a high DC and require the completion of tasks or passage of time to gain trust and improve the bonus. Having more than one character involved in the persuasion process could gain them both advantage on the check, if the situation warrants.

Persuasion has a low chance of backfiring, but failed Intimidation checks could easily have consequences. For that reason, I tend to make Intimidation checks have a lower DC and consequences for failing in any situation other than intimidating a prisoner. Prisoners can't run off to the guard, but because they have no recourse they are also likely to be more recalcitrant (higher DC).

Also, be careful when granting advantage on the checks via the Help action. It has to be reasonable that the character in question could help. For example, if discovering the piece of evidence requires pouring over texts written in Draconic and only one member of the party speaks Draconic then they are one of the ones that can make the check and the members of the team cannot reasonably be of sufficient assistance to grant advantage (coffee fetching and so on is nice, but not sufficient). If none of them speak Draconic, then they may be required to employ an NPC that does.

APPENDIX D: MAPS

There are several maps included in this supplement.

MAP LABELS AND NUMBERS

Important areas on the maps are label with designations like E2-1 or W4-3. E and W refer to the East and West ends of the alley. The first number following the E or W is the building number, so building 1 to the East is E1. Rooms within the building or sometimes important areas just outside the building are indicated by the number after the dash. Thus E1-1 refers to the first labeled area of building 1 to the East of Trollskull Manor.

Where Trollskull Manor itself is shown on the maps, it is labeled TM. Areas within Trollskull Manor are labeled TM-#, where # indicates the area number within the building. Again, area numbers are assigned without regard to the level or floor of the building.

Most of the buildings are multiple stories or levels, the number scheme does not provide any reference to building level, though generally lower numbers are on the ground floor, followed by areas in the cellar, then the second or higher floors. Not every room is labeled. Rooms are often described in groups. Boxed text descriptions are provided for some areas.

MAP SECTIONS

Area maps are somewhat arbitrarily divided into groups of four or five buildings (sections). This choice was made to limit the overall size of the map files and make them more manageable within Dungeon Fog and any other map viewer or virtual tabletop you may choose to use. Section dimensions are somewhat arbitrary which can make printing at the right scale for miniature use a challenge depending the paper size of the printer or plotter in use.