

Urban Encounters for Neverwinter

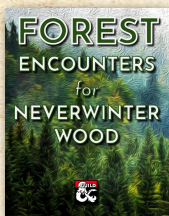


Towns and cities can be much more than a pit stop between wilderness journeys and dungeon delves. The D&D 5e campaigns centered on Baldur's Gate and Waterdeep provide more than enough information to run exciting adventures in these famed Sword Coast cities, but Neverwinter, the Jewel of the North, has not been thoroughly explored in this edition.

This major city of the Forgotten Realms is featured on maps in *Dragon of Icespire Peak* and *Lost Mine of Phandelver*-- campaigns written for new Dungeon Masters, but they do not include any support for budding heroes who decide to visit. Therefore, the purpose of this supplement is to provide some background on Neverwinter and twenty fun encounters to bring your urban adventures to life!

How To Use This Supplement

You can use the *Encounters* table on page 4 while preparing for a session, or ask a player to roll during gameplay to give them a sense of ownership over the result. Each one contains boxed text to be read aloud and additional information for you to share and augment as needed. With minor changes, these encounters can be used for any city. If your party is staying in a city for greater than three consecutive days, you can use this table every third day or less often. The results can be used day or night for any level of play. If no stat block is linked to a creature's name, use the [commoner stat block](#). You can use the list of names on page 4 for other NPCs your party meets in the city.

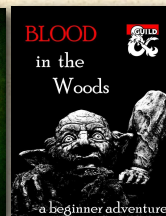
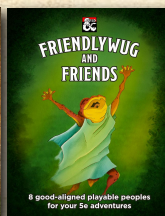


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Neverwinter lore: Wizards RPG Team. *Sword Coast Adventurer's Guide*. 2015;
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Welcome To Neverwinter

The City of Skilled Hands lies in northwest Faerun where the High Road crosses the mouth of the Neverwinter River. The city's nickname praises the gardeners of Neverwinter who are known to keep their crops green all year round with the help of the river's warm waters. Heated by elemental forces beneath the nearby volcano, Mount Hotenow, the river rarely ices over in winter. The formal name, Neverwinter, is thought to come from a Chondathan translation of its old Illuskan name, Eigersstor, or from an Iliyanbruen sun elf military leader, Halueth Never, said to have called the place "Never's Winter" in a desperate battle centuries ago.

Neverwinter flourished under Lord Nasher Alagondar and his descendants (between crises such as the Wailing Death and the Spellplague) until the entire royal family was killed during the Hotenow eruption of 1451 DR. Also called "the Ruining," this eruption devastated the Jewel of the North; killing thousands, forming a massive canyon, and laying waste to smaller settlements in the region. In 1467 DR Lord Dagult Neverember of Waterdeep proclaimed himself an Alagondar heir and started the New Neverwinter movement to rebuild the city with his own fortune. After Neverember was exiled from Waterdeep, the self-titled Lord Protector of Neverwinter centralized his power through high taxes on the nobility and heavy regulation on guilds.

(city map on page 3, [original here](#))

The modern city of Neverwinter is protected by stone walls and an army of Mintarn mercenaries. At the people's request these soldiers are gradually being replaced by locals often trained by adventurers, as Neverember refuses to hire officials from Baldur's Gate or Waterdeep. Hardened by destruction, Neverwintans are determined to protect their city, and many worship Tyr the Even-Handed, but the overall diverse population has temples dedicated to many deities.

The city is roughly circular and bisected by the Neverwinter River as it runs east to west into the Sea of Swords. The southwest quarter, or the Protector's Enclave, is the political center. It contains the Neverdeath Graveyard, the cathedral-like temple of Oghma called the House of Knowledge, and the Hall of Justice, which serves both as the primary public office and the temple of Tyr. The Protector's Enclave shares the river docks and Neverwinter's three bridges (the Dolphin, the Winged Wyvern, and the Sleeping Dragon) with the northwest Blacklake District. This quarter contains the mostly empty Castle Never, and it was named after the Blacklake within, though the lake was recently renamed Bluelake as part of Neverember's rebuilding. The Chasm dominates the southeast quarter, and the northeast quarter is known as the River or Tower District.

Popular inns of Neverwinter include the Driftwood Tavern, the Beached Leviathan, the Moonstone Mask, the Shining Serpent Inn, and the Fallen Tower.

NEVERWINTER

RIVER DISTRICT

NEVERWINTER RIVER

THE CHASM

BLACKLAKE

BLACKLAKE DISTRICT

CASTLE NEVER

PROTECTOR'S ENCLAVE

SEA OF SWORDS



Oh, My Name?

The names below can be used for improvised NPCs.



Kandal - Choli - Deaver - Terand - Shemsudin
Gonkur - Thanush - Tolka - Deshirim - Kadare
Klevat - Arshavir - Dorina - Betir - Rugova
Lenda - Surina - Zhulati - Jotham - Eshton
Shalisha - Abiel - Dimnah - Naarah - Zemirah
Tamar - Rovira - Obarra - Carmeta - Gironella
Aghasi - Nazaryan - Meco - Koyan - Omyra
Iden - Rinec - Samuk - Miregal - Bolod - Fonas
Derath - Porgul - Shev - Zamicci - Virsik
Alcent - Augis - Fumarna - Rolbur - Kulich
Toudav - Razido - Namau - Sehra - Shirac

+ ENCOUNTERS +

Roll 1d20

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1. Graffiti Puzzle

An odd work of graffiti catches your eye. It just doesn't look like... anything! Maybe it's too abstract for your taste.

This painting can be identified as a word with a DC 15 Intelligence (Investigation) skill check, but the character needs proficiency in Giant to identify the script and read the word, "left." There are three more of these strange artworks in the city: "right" in Draconic, "up" in Common, and "down" in Undercommon. From a bird's-eye-view or map of the city, these four paintings form an X with the centerpoint indicating the location of a Zhentarim hideout in the Tower district.

2. A Grand Procession

The blow of horns erupts over the street, and the crowds slowly part for a grand procession marching your way.

The size and spectacle of this parade is up to you: an over-the-top wedding of noble houses, a line of mourners making their way to the Neverdeath Graveyard, a holiday celebration, Lord Neverremember's birthday, a military victory or return-home, or anything to steer the party's attention to events of the campaign.

3. Theater Show Announcement

"A night you'll never forget!" proclaims a well-dressed human announcer passing out flyers for the downtown Blacklake Theater.

The God's Father, The Wizard Of Ooze, Silence Of The Lamias, 1002 A Planar Odyssey, etc. Choose a story to transform, and be sure to throw a [phantom](#) in this opera!

4. Stop! Thief!

"Help! Stop! Thief!" a shaky voice shouts behind you, "That's mine! Stop!" continues an old gnome reaching helplessly after a cloaked figure dashing away with their coin purse.

Darius had 12 gold coins in their hand-stitched purse, and Ralo the half-elven [bandit captain](#) is already 40' away. Depending on the tone of your game, replace this burglary with a murder!

5. A Hungry Beggar

"Please, can you feed a hungry old woman?" pleads frail human in a tattered tunic reaching a hand toward you.

Tierla is one of many aged miners who lost their pension when the guild was disbanded two decades ago.

6. SALE

"50% off - Everything must go!" reads a chalkboard sign outside of Rope & Rations General Store.

Inside, the bald dwarf owner is organizing what remains of his all-purpose adventuring goods. You can decide if Grammet is closing his shop to retire, or due to steep competition from one or more neighboring stores. Alternatively, this shop or another you had prepared could be having a similar sale for their grand opening!



7. Fire!

"Whoaah-ahHH! Fire!" Black smoke rises as a grilling vendor's banner and stand burst into flames, and the bystanders are frozen in fear!

If the party doesn't act quickly, this fire could catch on other stands or a nearby building!

8. Book 'Em Chief

"I didn't do nothin'! Oi, tough guy, help me out here!" a scrawny elf calls toward you, struggling in a guard's grip as they reach for manacles.

Loswyn is in fact a drug dealing [bandit](#) who has narrowly escaped capture before, and she will lie through her teeth to gain the party's trust and turn them against the [guard](#).

9. Buskers' Alley

The soft melody of a harp catches your ear, followed by a strumming lute, a rumbling drum, a gently wavering voice, and a blast from some instrument you don't recognize all echoing from a narrow side street.

In staggered positions down the alley, an elf with a harp, a half-ling with a lute, a drumming dwarf, a singing half-orc, and a gnome with a tiny set of clock-work bagpipes play over each other. Each has a hat or open case before them ready to accept some coin.

10. Donation Request

"Excuse me, dear traveller. Have you heard the good word of Oghma?" asks a robed elf with a gleaming smile, "Please, small donations go a long way to support our mission."

Waylen has been a [priest](#) of Oghma the Lord of Knowledge for many years. Their church's mission is to enrich Neverwintan youth with historical and religious education. Supporting this mission can affect the party's reputation however you see fit!

11. Field Trip

"Alright everyone, stay together! Aldus, get back with your field buddy!" A mostly orderly group of about 20 children are being herded down the street by a few teachers and chaperones.

This class is headed to the Grand Garden Park in the Protector's Enclave to study birds, but they could be on their way to a market, theater, museum, or other fun and educational site.

12. Recruiters

"You look fit to defend this fine city!" calls a burly uniformed woman with a large slate in one arm, pointing toward you with a piece of chalk, "What do you say?"

This Neverwinter soldier [veteran](#), officer Myrran, is taking names for a physical test to join their ranks in a few days. If the party asks for details, she'll give a simple reply, "It's nothing you can't handle, but the details are confidential to prevent cheating." *And to allow YOU time to prepare a few skill challenges of might, speed, and weapon prowess for a future session!*

13. Roadwork Ahead

"Watch your step, please. This way, please," calls a uniformed dwarf directing street traffic around a 10' wide and 10' deep hole with a few feet of standing water.

This apparent sewer problem is the result of residual damage from the Ruining, but it could have been caused by something more mysterious if your party is intrigued!

14. Public Punishment

A griseled dwarf stands chained to a post in a plaza ahead as a nearby guard reads their crimes to a small crowd. Some of the onlookers are eagerly waiting with baskets of rotten food.

Grand larceny, tax evasion, inciting assembly, and other exaggerated crimes incurred while attempting to establish a guild for sewer workers. You can determine how the accused and the [guard](#) will react to interruptions. For darker themes, the crimes could be more severe and/or the onlookers could be waiting with stones.

15. An Honest Mistake

"You, halt!" a resonant voice booms over the din of the street, and three armored figures start making their way toward you.

These three Neverwinter [guards](#) believe they recognize one of the party members as an infamous Waterdavian spy, Mabes Dojn. They will ask a few questions about the characters' recent whereabouts, and they will give chase if the character decides to run.



16. Make Way!

"Make way! Move it!--Hey, watch it!--Ow!" a series of voices grow louder down the street as a muscled halfling weaves through the crowd with two guards chasing behind.

Everyday officer Bogrel takes an apple from Farley's cart without paying, and today the halfling freely offered the [guard](#) a carved, painted, and polished onion. Bogrel did not find it funny.

17. Cover Your Mouth, Please

"Cough Hack* Pardon me..." A cloaked hunched figure stumbles through the crowd and brushes by you as others leave a wide berth. This half-elf's pale and clammy skin is inflamed in patches and their sunken eyes are bloodshot.*

This flu-like illness is contagious, and can be cured with *lesser restoration* or more powerful magical healing. The source of the illness and potential for spread within the city is up to you.

18. A Humble Beggar

"Please, can you spare a coin?" mutters a thin dwarven child with their hands cupped before them.

"Rohub" is actually a magically disguised halfling [bandit](#) named Ori who makes some money begging when they're not burgling. A character who touches Rohub's face or body will notice a beard or leather armor, and any character who succeeds a DC 16 Wisdom (Perception) check will perceive the illusion.

19. An Offer You Might Refuse

"Hey that's some shiny armor! I think it would look good on me," states a tall, broad shouldered human with one hand on a club at her belt, "Why don't you let me try it on?" She finishes as three more brutish figures step up behind her.

Phara the [berserker](#) and her [thug](#) friends are called the Golden Vultures in this quarter, and they do not like being rejected.

20. The Latest News

*"Hear ye, hear ye!" *insert your lore here**

This elderly elven town crier repeats one or more important headlines of recent events in the region: military news or propaganda; political wedding, birthday, or funeral; announcement of a new noble's title or lands; or anything to spur interest in a quest!

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