

# HOUSE PHYLUND

House Phylund



WHAT YOU FEAR, WE MASTER



# HOUSE PHYLUND

Written for players, dungeon masters and game designers, this document is designed to provide both historical and current details on House Phylund. If you're a player who chose the noble background for your character, a dungeon master looking for additional flavor for your players, or a game designer wanting to add House Phylund into your campaign, this is intended to be a resource for everyone.

This document also serves as a compliment to both *Waterdeep – Dragonheist* and *Waterdeep Dungeon of the Mad Mage*.

The author attempted to keep historical House details as close to canon as possible. As fifth edition details of the House are very limited, some current details on the family and properties are not canon and homebrewed for this document to fill in the blanks and provide opportunity for storytelling and development.



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## Sources

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**H**ouse Phylund (ff-EYE-lund) is a Tashlutar family that built its name by capturing, breeding, and selling pets, guard beasts, and arena fighters. Whether a Waterdavian is looking for an arena champion in Waterdeep's Field of Triumph arena, a fancy pet, an exotic guard beast, a tasty delicacy, a rare ingredient, a fur coat to turn heads, or to just test their mettle against an exotic beast, House Phylund is the place to go (assuming the price can be met that is). The Phylunds sponsor adventuring parties and monster-hunting expeditions for local nobility, and their motto is "What you fear, we master."

House Phylund has an estate in the North Ward. The Phylunds also have pet and exotic animal stores in both Waterdeep and other major cities along the Sword Coast and keep business and personal connections with extended family in Tashluta. In addition to these holdings, the family has a hunting lodge east of Waterdeep, on the western border of the Ardeep Forest, which is used to host Waterdavian nobility on hunting excursions.

Tashluta is a port city on the south shore of The Shining Sea, east of the Jungles of Chult and west of The Black Jungles. See Appendix C for a map of the Shining Sea.

## Family Details

After building a small monstercentric empire, House Phylund fell far, largely a victim of public disgrace, family infighting, and disputes with other Waterdavian families. It lost many of its holdings outside of Waterdeep, but has since started clawing its way back and is once again a regional presence.

## House History

**1295, the ennobled.** After emigrating from Tashluta, the family was ennobled in 1295, when it immediately began using its ties in Tashluta to import exotic beasts.

**1350's, the pinnacle.** The 1350's saw House Phylund at its peak, where anyone who was anyone in Waterdeep would court the Phylunds, hoping to be included on one of its famed monster hunting expeditions.

**1360's, the tragedy.** In 1365, First Lord Urtos Phylund I's eldest son, (First Lord Urtos Phylund II) was "accidentally" killed by a pack of wolves in a summoning-gone-awry. Stricken with grief, Lord Urtos I became careless and was killed by an owlbear during transportation. Two months later, Lord Urtos I's wife, Aridarye, was attempting to appoint her youngest son, Lord Urtos III, as lord, and herself regent, when Lord Urtos II returned as a werewolf, at which point Aridarye was reduced to the role of tolerated stepmother. In 1368, Aridarye married Prendergast "Gast" Brokengulf, who headed the Brokengulf house, which had also gained much of its wealth from hunting and exotic beasts.

**1370's, the merger.** The next few years saw Prendergast take over the marketing of products and arena gladiators for both House Brokengulf and House Phylund. As time progressed, Prendergast's fear of aging and a deep unspeakable guilt drove him to redirect resources from both houses to his search to restore his vigor and youth.

**1380's, the influence of Aridarye.** Lady Aridarye Phylund Brokengulf was a viper in a comely human shell who expertly wielded people and money as tools and had infallible trade instincts. She played a key role in the ongoing familial intrigues of House Phylund and Brokengulf and held sway over both houses for a time.

**1390's, the decline.** The combined consequences of Lord Urtos II's lycanthropic condition becoming known, the revelation that Lord Brokengulf had a hand in the death of Lord Urtos I prior to marrying Lady Aridarye, and the public's discovery of Lady Aridarye's affair with gladiators proved too much for House Phylund's reputation. No public official or noble house dared be caught in dealings with House Phylund, so bad was the taint on the house. The public turned away from the Phylund family, causing its remaining wealth to decline, where the family fell to the bottom of the noble hierarchy for years.

**1400's, the comeback.** It took House Phylund almost 100 years restore to its reputation. Having regained most of its lost holdings, it is once again the name nobility goes to for its monster-hunting safaris.

*Dragonheist – Waterdeep* took place in 1492 DR.

## Notable Historical Members

- \* **Namynie Phylund:** mother of Bartos I.
- \* **Bartos Phylund I:** father of Urtos I.
- \* **Nydurra Phylund:** wife of Bartos I.
- \* **Urtos Phylund I:** patriarch in the mid-14<sup>th</sup> century DR. Killed by an owlbear.
- \* **Urta Phylund:** first wife of Urtos I.
- \* **Aridarye Phylund:** second wife of Urtos I. Later married Prendergast Brokengulf.
- \* **Urtos Phylund II:** son of Urtos I and Urta. Succeeded Urtos I. Infected with lycanthropy.
- \* **Lythis Phylund:** Wife of Urtos II and sole heir of the Mhairuun family of Tashalar.
- \* **Tarnos Phylund:** Son of Urtos II and Lythis. Declared unfit to inherit the Lordship by the Lords of Waterdeep.
- \* **Urtos Phylund III:** son of Urtos I and Aridarye. Declared the true heir by the Lords.
- \* **Reata Phylund:** a daughter.

## Family Crest

The family crest is a surrealistic image of a one-horned devil.

**Arms:** field of orange

**Horn:** yellow-green

**Eyes:** glittering green

**Mouth:** red (maw), white (fangs)

The Phylund family crest image in the AD&D *Waterdeep and the North*, published in 1987, bears a striking resemblance to Albrecht Durer's 1513 "Knight, Death and the Devil" engraving (shown on the cover of this document). While purely the author's speculation, the creature standing behind the horse's rump could well have been TSR's inspiration for the Phylund family crest.

## The Current House

House Phylund is currently led by Desarae Phylund. There are approximately 35 living members of the Phylund family in the Waterdeep registry, many of which have moved away from Waterdeep to establish their own holdings and to extend the family's reach.

## Monarchy

**Matriarch:** Desarae Phylund (Appendix A)

**Consort:** deceased

**Heir:** No direct heir

## Faction Relationships

House Phylund has relationships with numerous factions.

**Bregan D'aerthe.** House Phylund has a very long relationship with Bregan D'aerthe that spans almost two centuries. Breeding **watchspiders** (Appendix B) has been a family specialty since Urtos II married Lady Lythis Mhairuun, even through the house's decline and subsequent revival. Bregan D'aerthe has been a constant buyer of these creatures since the start of the breeding program.

**Emerald Enclave.** Of all the factions present in Waterdeep, House Phylund's relationship with the Emerald Enclave has the most colorful history as the family specialty of hunting exotic creatures has sometimes clashed with the Emerald Enclave's oath to protect some of those same creatures. On several occasions, this caused direct conflicts with the Emerald Enclave; however, in recent years, the family has entered into an agreement with the faction to blacklist certain rare creatures from its activities, most specifically the unicorn. In return, the faction provides the family tips on other, more nefarious, monster sightings.

**Gray Hands.** House Phylund has a working relationship with the Gray Hands, which the family notifies out of courtesy any time an exceptionally dangerous beast is brought near the city or shipped through the port. Faction agents also occasionally go on house-sponsored safaris, sometimes moonlighting as additional security.

**Harpers.** With the House's known connections with both the Zhentarim and the Xanathar Guild, the Harpers have found it useful to keep tabs on House Phylund, even allowing a house member to become a Harper agent at one point.

**Lords' Alliance.** As with most noble house in Waterdeep, House Phylund has regular communications with the Lords' Alliance, with several house members providing direct support to the Alliance in years' past.

**Order of the Gauntlet.** Over the years, the Order has found House Phylund an insightful source for information as the house's hunts sometimes find early warning signs of evil forces moving into new territories.

**Xanathar Guild.** House Phylund recently opened deeper communication channels with the Xanathar Guild as the guild's presence spreads through Skullport, which holds a reliable auction house for **watchspiders** and some of the rarer creatures the house may acquire from time to time. In exchange for the occasional 'gift', the guild largely leaves the house, and its properties, alone.

**Zhentarim.** The Zhentarim give House Phylund a wide berth, largely due to the house's relationship with both Bregan D'aerthe and the Xanathar Guild. It is plausible though that a house member (or staff) may be providing the Zhentarim information, which helps the Zhents keep tabs on their rivals.

## Deities

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The family's favored deity is Helm, although members have been known to follow a variety of gods from Mielikki, to Malar, to Tempus.

## Rival Houses

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With numerous houses in Waterdeep involved in the hunting and exotic beast business, family rivalries are inevitable, some of which are purely business related, some are more personal in nature.

**House Artemel.** House Armetel will entertain most any client for the right price, which has been known to cause some animosity with House Phylund. Known for its famous boar hunts, it also branches out into more exotic monster hunts without regard for political consequences. The family is also known for money lending, which has put more than one customer in dire economic straits.

**House Belabranta.** The relationship with House Belabranta (one of the oldest houses in Waterdeep, ennobled in 952 DR) occasionally flares when a long-standing informal agreement between the two houses, where House Phylund agreed to stay clear of griffon feeding areas, is breached.

Favored by the Lord's of Waterdeep for their supply of griffons to the City Guard, House Belabranta has deep political connections. Crossing the house is usually an unwise political move. House Belabranta is known for griffon breeding and taming, as well as hunting a variety of beasts that are in the griffons' diet.

**House Brokengulf.** Despite a century elapsing since Aridarye's meddling with both the Brokengulfs and Phylunds, residual enmity still exists. The two houses often work directly against each other and the rivalry is well known throughout Waterdeep with the two houses being fierce business competitors. The Brokengulf's fortune relies on exploration, guiding, and the hunting and procurement of exotic beasts.

**House Eirontalar.** A direct competitor in the environs around Waterdeep, House Eirontalar has proven to be more of an annoyance than a direct threat to House Phylund. House Eirontalar is known for hunting, tracking, and guiding.

**House Tchazzam.** The Phylund's have a warm rivalry with House Tchazzam, as Tchazzam's hunting expeditions are often for more mundane creatures such as deer and elk. House Tchazzam's is known for archery, hunting, bowyers and fletchers. Some of the highest quality arrows and bows in Waterdeep are built by the Tchazzams. Despite the hunting rivalry, House Phylund is one of House Tchazzam's best customers for high quality hunting equipment.

## Welcome to the Family

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*Waterdeep – Dragonheist* provides the opportunity to begin a character as part of the Phylund family, through the noble background (Appendix J). It is recommended that the character be a periphery family member and not directly involved in family politics unless approved by the Dungeon Master. Whether the character was born in another city or a cousin of a cousin, all family members are given a *signet ring* (linked at end of document). Other family member benefits include:

**Downtime Activity.** As a downtime activity, you can work at one of the Market stalls or in the warehouse for 10 gp per workweek, with no risk of complication.

**Watchspider.** When requested, you are given one **watchspider**. This is not a sidekick or adventuring companion but can guard a specific property (such as Trollskull Manor).

**Creatures.** Characters have access to a wide variety of creatures, whether as a ranger's companion or for wild shape to learn a specific creature.

## Family as a Group Patron

Even if not an actual member of the family, a character can use the House as a group patron. The perks are the same as those noted in the 'Welcome to the Family' section (but without the *signet ring*). Roles can include advisor, bodyguard, informant, house staff, messenger, or others with DM approval.

## Properties

House Phylund owns several properties in Waterdeep with additional holdings throughout the Sword Coast, having at least some presence in most of the major cities.

### 1. Phylund Estate

Located in the North Ward on Copper Street, the Phylund main estate is west of the High Road between Julthoon Street and Manycats Alley. It consists of several two and three-story buildings and is the main residence of the family (Appendix D).

### 2. Phylund Stores

The Phylund's have several locations throughout Waterdeep.

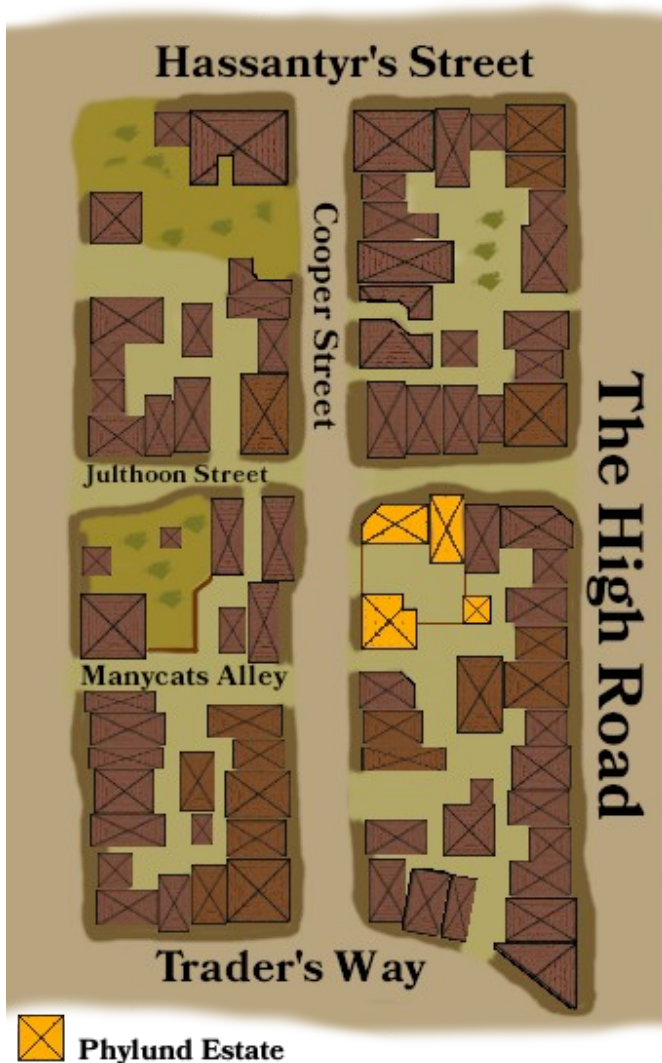
**2a. Sea Ward sales office.** There is a small sales office located on Gulzindar Street, on the thoroughfare leading up to the Field of Triumph. There are no animals in the store and the staff specializes in organizing the sale and delivery of animals used in the arena. All prices are highly negotiated and unique to each customer and creature.

**2b. North Ward pet store.** Located on Sulmor Street between Brondar's Way and Whaelgond Way in the heart of the North Ward, this small shop carries exotic and fashionable pets at premium prices (Appendix E).

**2c. The Market stalls.** The Phylunds discretely own numerous vendor stalls in the market including furs, meats, spell components, animal byproducts such as acids and horns, and materials for chitin and scale armors (Appendix F).

## 3. Dock Ward Warehouse

The Phylunds own a warehouse in the Dock Ward on the corner of Net Street and Keel Alley, which serves as a staging area for seagoing shipments and to hold animals awaiting pickup by their owners (Appendix G). This location also provides close access to The Blushing Mermaid, which has secret access directly to Skullport; as well as The House of Tarmagus, which is frequented by Duergar, another common buyer of **watchspiders**.





# Waterdeep

City of Splendors



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Scale: 0 250 500 1000 feet

## 4. Breeding Caves

Beneath Waterdeep is a labyrinth of caves, many of which connect to Undermountain by one path or another. Very early in the house's founding, the family discovered several fairly secluded caverns deep below Waterdeep (Appendix H) and have connected them to the city sewers, providing an indirect but discrete connection to both the warehouse in the dock ward and to the family estate.

For almost 200 years, the Phylund family has been breeding **watchspiders** in these caves, providing a steady supply to drow emissaries from the Underdark, merchants in Skullport, and any other buyer who is looking for these exotic and odd guardians. The caves are connected to levels 3 of Undermountain, which provides direct river access to Skullport and its auction house.

## 5. Phylund Hunting Lodge

Long ago, Urto I built a grand house in Ardeep Forest that he called a "hunting lodge" (Appendix I), but it had all the comforts of a noble villa. For generations, it was used as private lodge as well as a base for monster hunting expeditions hosted by the Phylunds. As the family's fortunes improved and the popularity of hunts increased, the lodge was upgraded with ever more elaborate structures including stables, gardens, guest rooms, wine cellars, and an underground cave system. Once the family fell on hard times; however, the lodge was abandoned, eventually being claimed by a **Red Wizard of Thay** and a band of **gnolls**.

As the family regained its influence, it was able to regain control of the lodge and has reestablished it as a base for hunting safaris into the Ardeep Forest and beyond.

As an option, the lodge can still be occupied by the Red Wizard and gnolls. This would allow characters to play through the reclamation of the lodge as detailed in the adventure, *Scourge of the Sword Coast*. While this is a D&D Next adventure, no edits are needed to this portion of the module for fifth edition.

## Ardeep Forest

Approximately 50 miles east of Waterdeep lies the Ardeep Forest. It was once part of the long-lost elven kingdom of Illefarn. Being the closest woodland of any size to Waterdeep, it is now frequented by the city's nobles; although in recent years, treks into the forest have become more risky as a small clan of wood elves has claimed some of the forest, actively repelling intruders.

The first couple of miles into the forest are filled with relaxing, sun-dappled paths. However, further in the terrain is much thicker and harder to navigate. Ridges, gullies, and thick vines and shrubbery abound.

For a much more thorough summary of the current state of the Ardeep Forest, the third party, "*Ardeep Forest Maps & Guide*" is a 'pay what you want' publication available on DMSGuild.com.





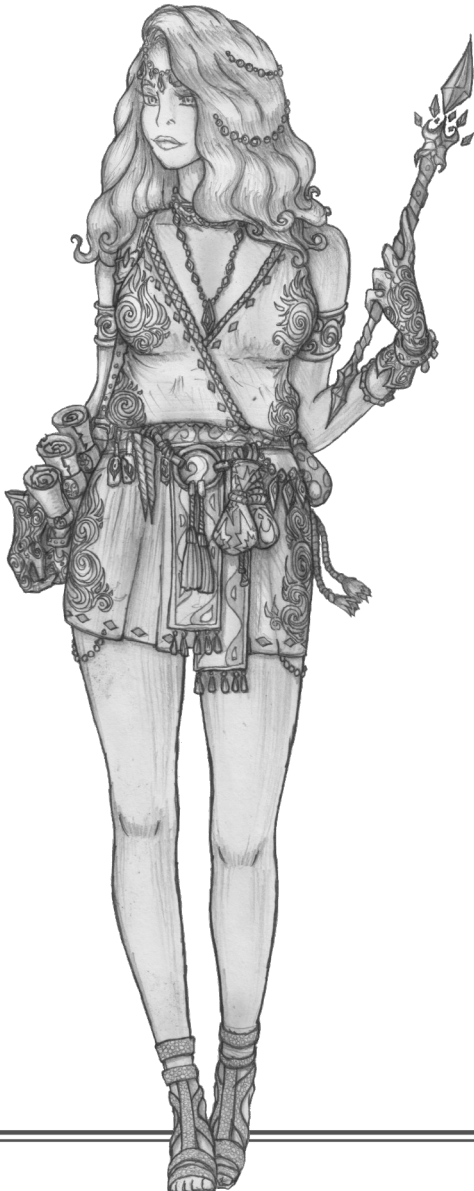
# Appendix A. NPCs

While several Phylund's are public personalities, the two most talked about around town are the lady of the house and the estate manager.

## Desarae Phylund

This coldly beautiful, young woman is the widow of the deceased Lord Phylund VI. Upon the untimely death of her husband, Desarae somewhat unwillingly took over the Phylund business. Lord Phylund passed before she had any children and she has yet to remarry so there is no direct heir to the family estate, which could then go to a variety of Lord Phylund VI's cousins. She is a mage of modest skill and is often seen talking to members of the Watchful Order of Magists and Protectors.

<https://www.dndbeyond.com/monsters/1877209-desarae-phylund>



## DESARAE PHYLUND

*Medium humanoid (human), neutral good*

**Armor Class** 10 (15 with *mage armor*)

**Hit Points** 22 (5d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	17 (+3)	13 (+1)	18 (+4)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +6, History +6, Performance +7, Persuasion +7

**Senses** passive Perception 11

**Languages** Common, Dwarvish, Elvish, Gnomish, Halfling, Undercommon

**Challenge** 2 (450 XP)

**Proficiency Bonus** +3

**Special Equipment.** Desarae has a *wand of enemy detection*

**Spellcasting.** Desarae is a 5th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14 +6 to hit with spell attacks). She has following wizard spells prepared:

Cantrips (at will): *light, mage hand, message, prestidigitation*

1st level (4 slots): *charm person, chromatic orb, shield*

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

3rd level (3 slots): *counterspell, fly, sending*

### ACTIONS

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

## Alfred

A trusted member of the family, Alfred has provided continuity for the family across several generations, serving as the estate manager and advisor. A drow half-elf and bastard son of one of the early Phylund family members, he is a somewhat mysterious individual, most guests visiting the family estate first encounter Alfred. Many children of nobility whisper about his origins and more than a few adults through the city wonder about possible affiliations Alfred may have with Bregan D'aerthe.

Alfred uses the **spy** stat block. He has darkvision out to a range of 60 ft., Fey Ancestry and Innate Spellcasting features of a drow.

# Appendix B. Monsters

## Watchspider

Watchspiders are a specially-bred subspecies of huge spiders, raised and trained as guardians. Like any spider, the watchspider has eight legs and eight eyes; specifically, it is a variant species of huge hunting spider, with a sleek body, large head and fangs, and excessively hairy body and legs. The watchspider does not spin webs, but it is a fast, aggressive predator with a poisonous bite.

**Combat:** Watchspiders tend to lurk in the dark shadows near the entrance to areas they are set to guard; from there, they can observe who enters, and attack before being spotted if the intruders are not among those allowed into its area. Watchspiders initially bite each intruder once, since they are trained to neutralize as many intruders as possible, and continue such attacks until all intruders are paralyzed.

Watchspiders never build their own webs (though they can climb walls and webs easily). If starved for long periods, they tend to devour paralyzed prey unless they are removed within three turns of becoming paralyzed.

**Habitat/Society:** In Waterdeep, watchspiders were once common in guild houses' and rich merchants' cellars and warehouses, although they have yet to regain popularity despite the return of the Phylund name. They are trained to obey a single master, who can order them not to attack certain other beings. All watchspiders are schooled in disabling spellcasters and in avoiding weapons set against their leaping attack (spears and large piercing weapons). They have acquired intelligence through breeding, over the centuries, and can be trained for the specific needs of the buyer.

**Ecology:** This special breed of spiders was once indigenous only to Tharsult, where the dusky-skinned natives first trained this species as guards; the Mhairuun merchant family brought the spiders and their breeding and training processes north to Waterdeep, where the Phylund swiftly dominated the lucrative business with this rare commodity. Watchspiders can be found in Sword Coast cities from Neverwinter to Lantan, all purchased and shipped from Waterdeep. While originally a

creature of more temperate climes, watchspiders have adapted to the Sword Coast with the growth of heavier hair (almost fur), but they still cannot survive the cold any further north than Neverwinter.

## WATCHSPIDER

*Large beast, unaligned*

**Armor Class** 14 (Natural Armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	5 (-3)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 10

**Languages** –

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

**Standing Leap.** Watchspiders can leap up to 30 feet through the air at victims.

## ACTIONS

**Paralyzing Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a successful DC 11 Constitution saving throw or be paralyzed for 2d4 turns (the victim can see and hear, but cannot move or speak until the venom wears off).

<https://www.dndbeyond.com/monsters/1454890-watchspider>



# Appendix C. The Shining Sea



# Appendix D. Phylund Estate

The guest house is a recent purchase and new addition to the Phylund estate.

## First Floor

### Main House

- F1. Main social and seating area
- F2. Main dining area
- F3. Storage
- F4. Main kitchen
- F5. Privy

### Estate Manager's Residence

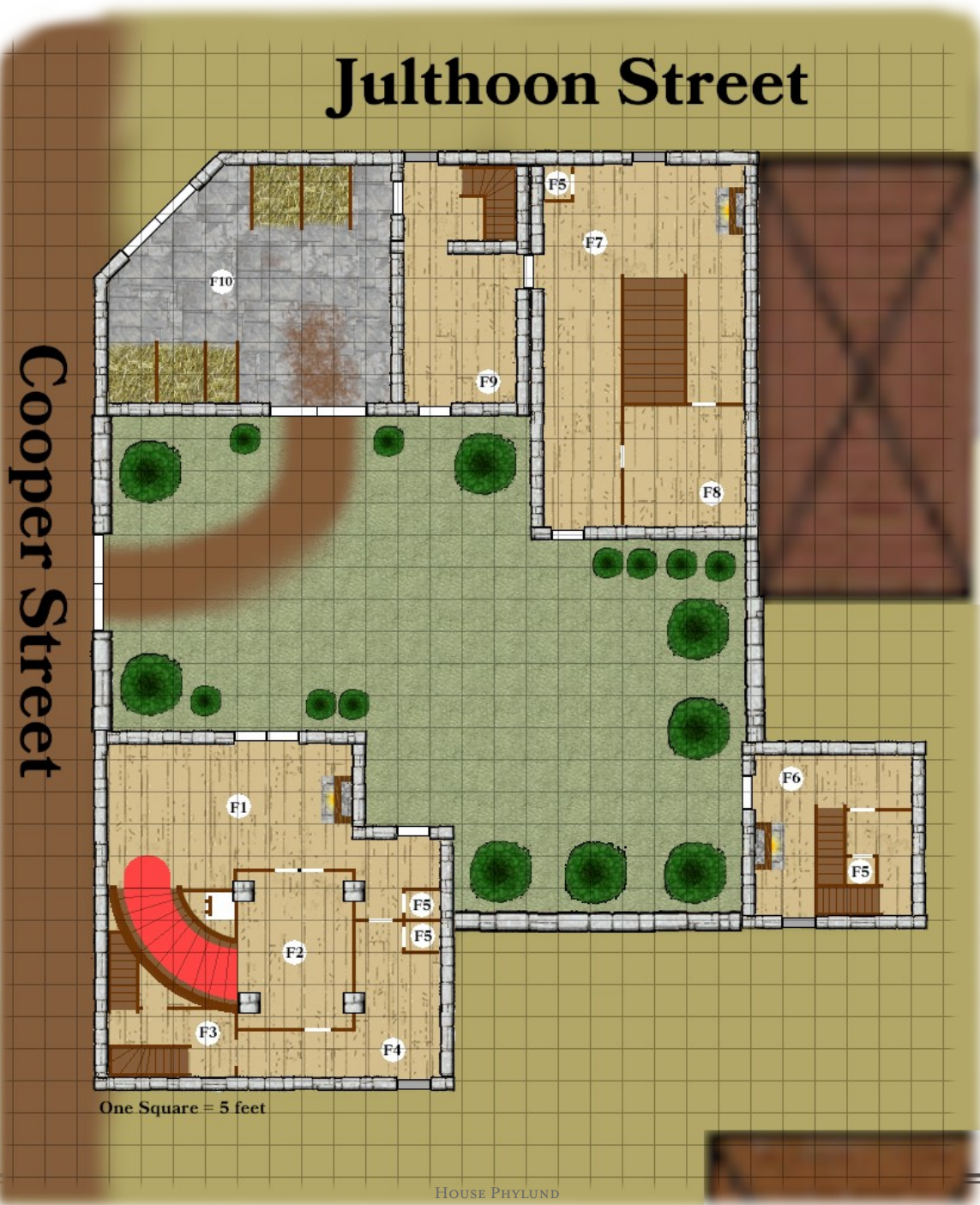
- F5. Privy
- F6. Main seating area

### Guest House

- F5. Privy
- F7. Main seating area
- F8. Guest kitchen

### Staff Building

- F9. Staff office
- F10. Stables



## Second Floor

### Main House

- S1.** Master bedroom
- S2.** Patio
- S3.** Bedroom
- S4.** Storage
- S5.** Secret door to a ladder that leads directly to the cellar
- S6.** Privy

### Estate Manager's Residence

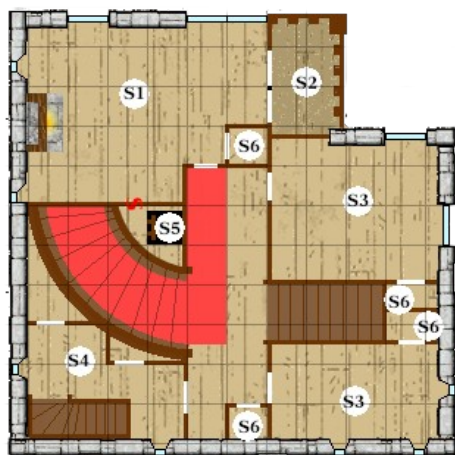
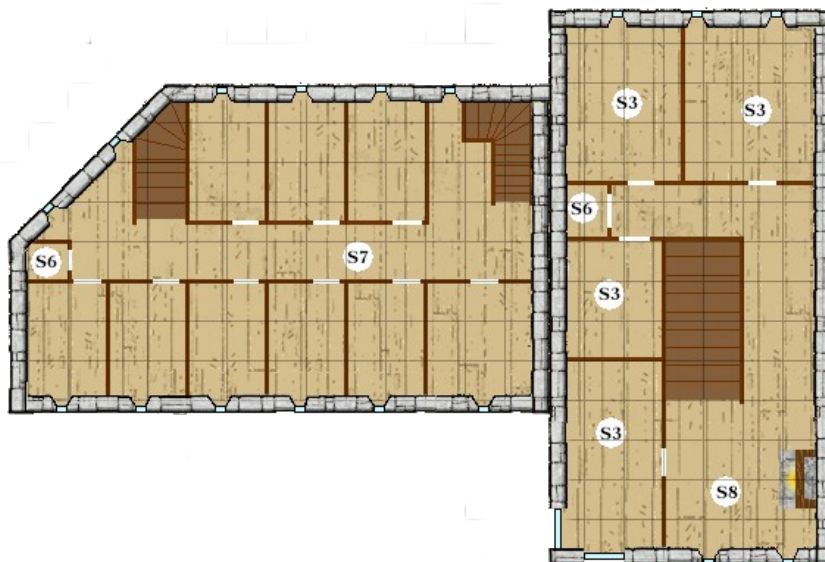
- S6.** Privy
- S8.** Seating area

### Guest House

- S3.** Bedroom
- S6.** Privy
- S8.** Seating area

### Staff Building

- S6.** Privy
- S7.** Staff barracks



One Square = 5 feet



## Third Floor

### Main House

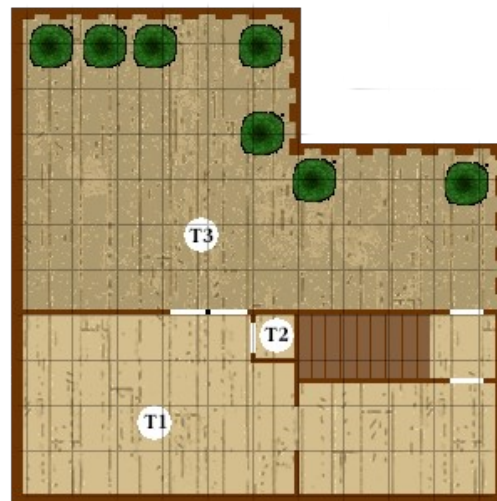
**T1.** Upper apartment with bedroom and seating area

**T2.** Privy

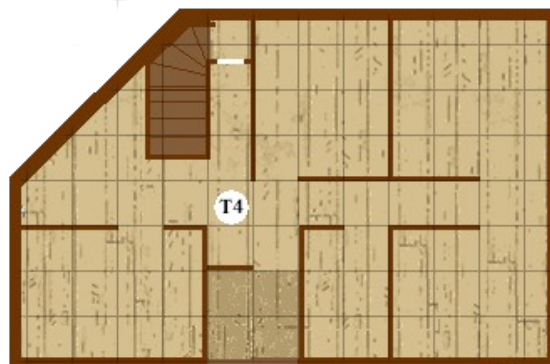
**T3.** Patio

### Staff Building

**T4.** Housing area for **watchspiders** which use an open patio entrance on the south side of the building to climb down the building into the courtyard area.



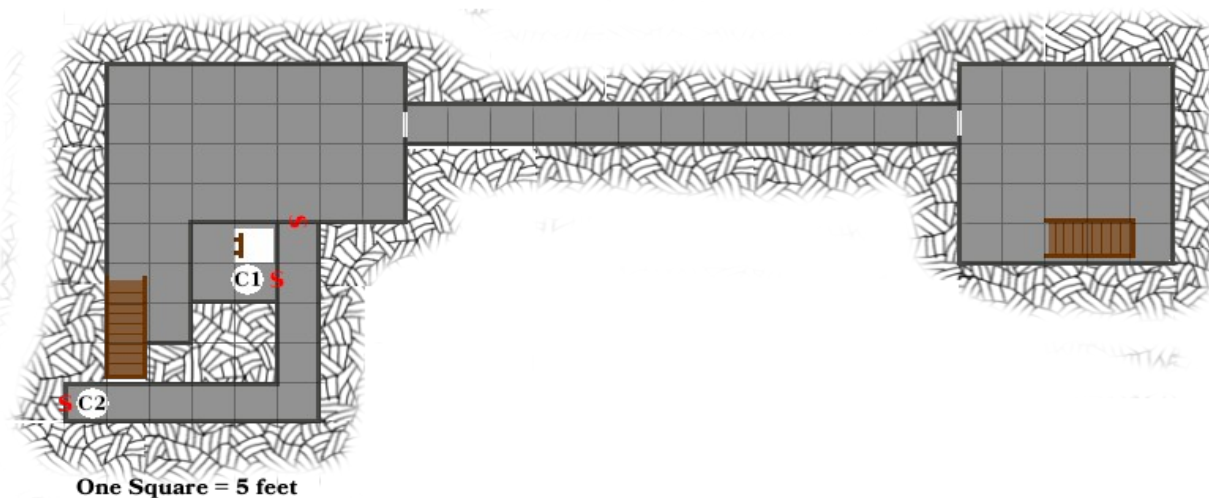
One Square = 5 feet



## Cellar

**C1.** This secret door cannot be opened from the hallway by nonmagical means

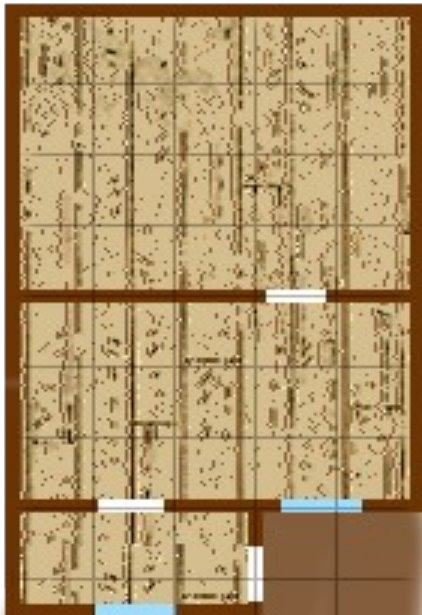
**C2.** Access to Waterdeep's sewer system



One Square = 5 feet

## Appendix E. Pet Store

This pet store is a one-story building with a basic three-room layout and two windows facing the street.



Sulmor Street

One Square = 5 feet

Visitors may sometimes find rare and unique pets but more common animals are usually kept in the store (CR 1/2 or lower), including:

- \* Purebred **cats**, 10 gp
- \* Untrained falcons (**hawk** statistics), 30 gp
- \* **Flying monkeys**, 100 gp
- \* **Flying snakes**, 50 gp
- \* Tree **frogs**, 1 gp
- \* Longhaired **hares**, 10 gp
- \* Horned **lizards**, 1 gp
- \* Snow **owls**, 10 gp
- \* Forest **ravens**, 10 gp

## Appendix F. Market Stalls

While not advertised as being operated by the Phylunds, several market stalls sell products from animal hunts including furs, meats, spell components, and animal byproducts including, but not limited to:

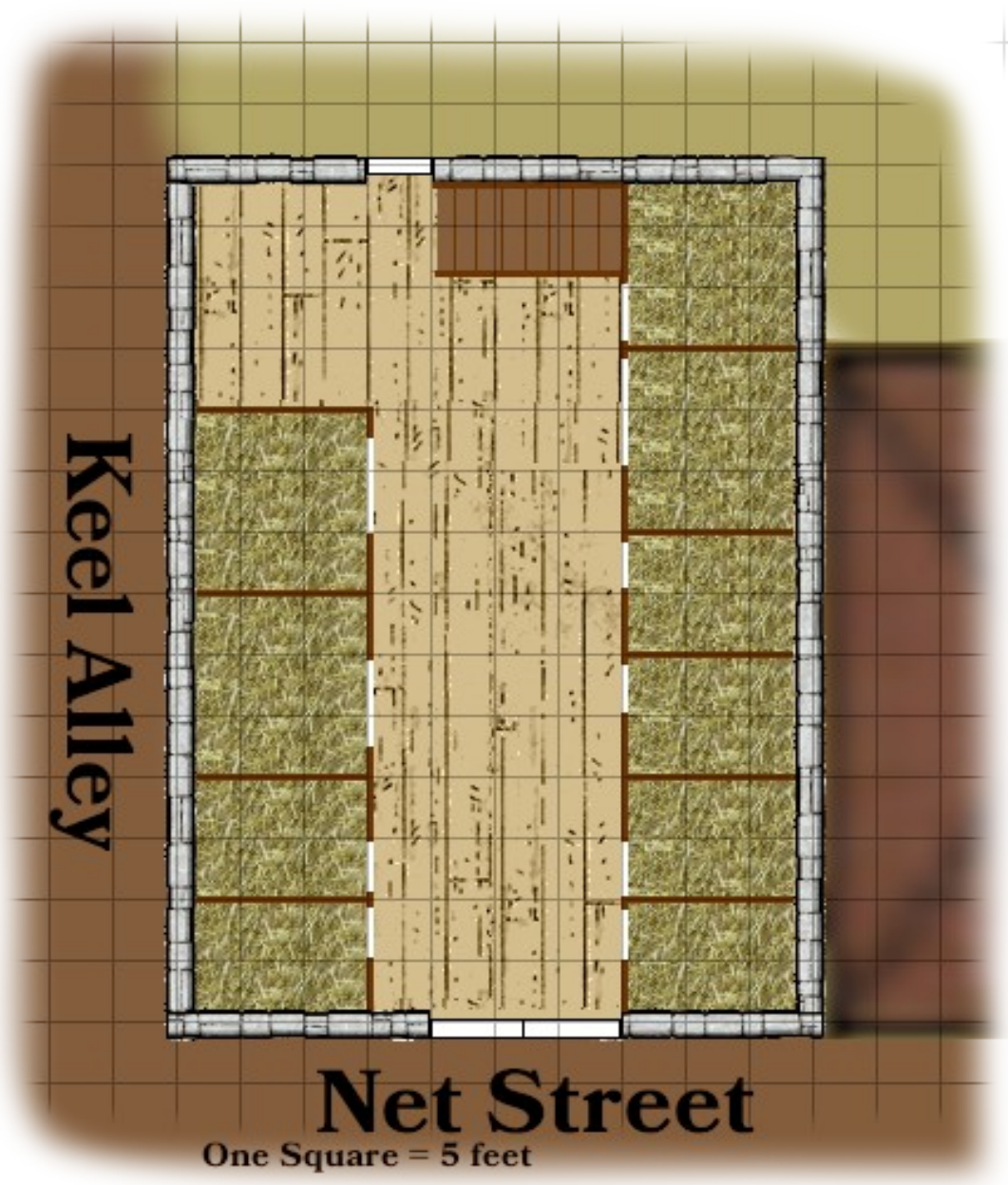
- \* Chitin (5 lbs), 10 gp (**ankheg**, **umber hulk**, **giant crab**, **bulette**). 5 lbs is enough for one suit of studded leather. 20 lbs is enough for one suit of spiked armor.
- \* Bile (1 glass beaker), 10 gp (**ankheg**). 1 beaker is enough to distill into 1 vial of acid.
- \* Gallbladder (1 bladder), 25 gp (**boggle**). 1 bladder can be used as an ingredient in *oil of slipperiness* or a *potion of climbing*.
- \* Venom (1 vial), 10 gp (**poisonous snake**), 1 vial can be used as an ingredient in antitoxin or basic poison.



# Appendix G. Dock Ward Warehouse

## First Floor

The first floor is lined with animal pens along each side with an open storage area towards the back of the building.

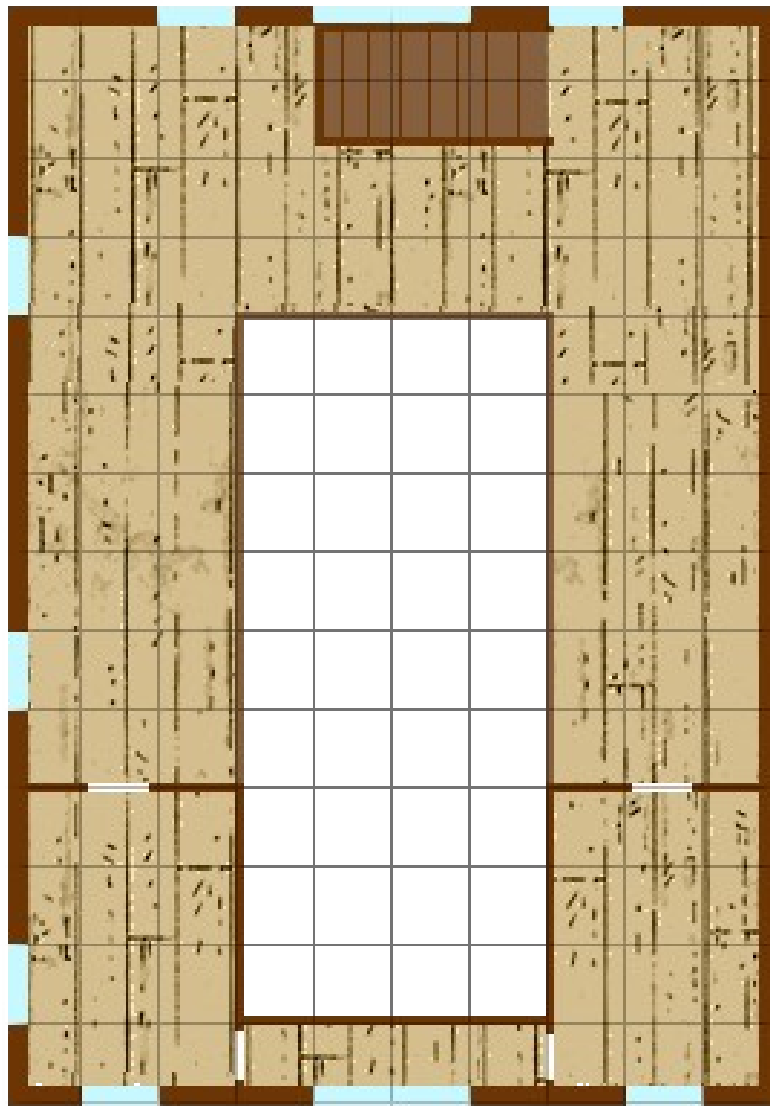




## Second Floor

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The second floor has an open balcony in the middle of the building, looking down onto the first floor. There are two offices in the front of the building, connected by a short walkway. The remainder of the second floor is open storage.



**One Square = 5 feet**

# Appendix H. Breeding Caves

The **watchspider** breeding caves began as a natural cave system in Undercliff and were gradually expanded over the years. They are located just east of the City of the Dead.

## 1. Entrance

This entrance is only 4 feet tall before expanding shortly beyond the entrance. The walls of the remainder of the cave system are 15 feet tall. The entrance is tucked behind a copse of trees close to the southern most corner of the City of the Dead. Most residents of Waterdeep are unaware of the cave's entrance as it has a permanent *major image* spell cast upon it to blend into the surrounding cliff face.

## 2. Guard Station

This is usually occupied by 2 **watchspiders**, which are frequently in the later stages of training. A ramp leads down.

## 3. Trainer's Barracks

This area is a mix of storage, beds, and a couple water basins fed by the city's water supply. There are at usually 2-3 trainers in the area at all times. One trainer has the **bandit captain** stat block, others have the **guard** stat block.

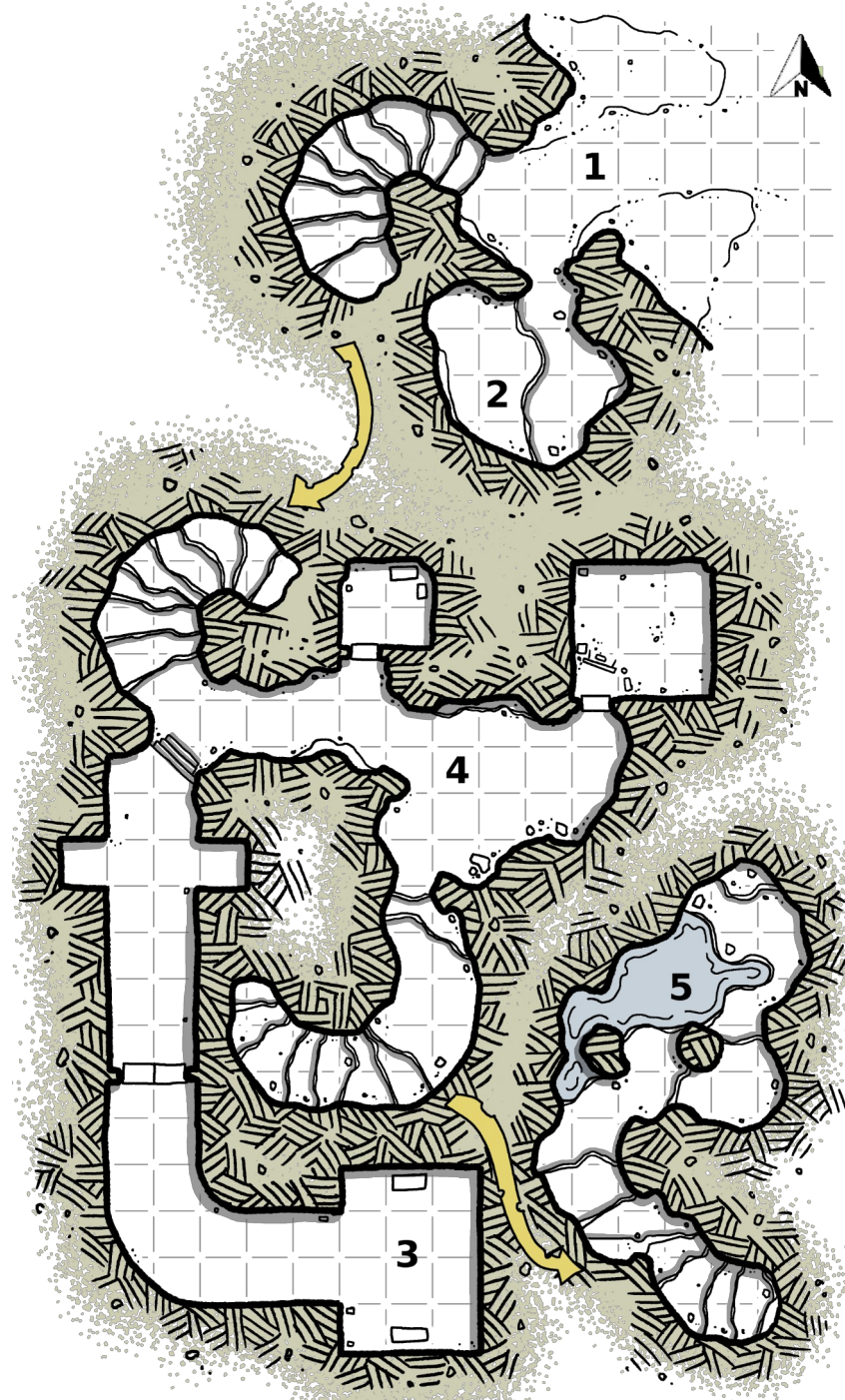
## 4. Training/Breeding Area

This is a small 50 foot by 30 foot cavern which serves as a training area. Two breeding pens with oak doors are on the north wall. On the south wall is another rough cut ramp that leads down several hundred feet.

## 5. Sargauth River

This is a landing on the Sargauth River which flows into Skullport. This area is usually occupied by three **ghosts**, once human pirates who are doomed to search for treasure. They attack creatures they perceive as competitors and ignore most others. They coincidentally serve as a guard to the ramp up to the breeding caves. There is often a raft here which the

family uses to transport watchspiders to the auction house in Skullport.



1 square = 10 feet

Area 5 of this map corresponds to area 12 of level 3 in *Dungeon of the Mad Mage*.

# Appendix I. Phylund Lodge

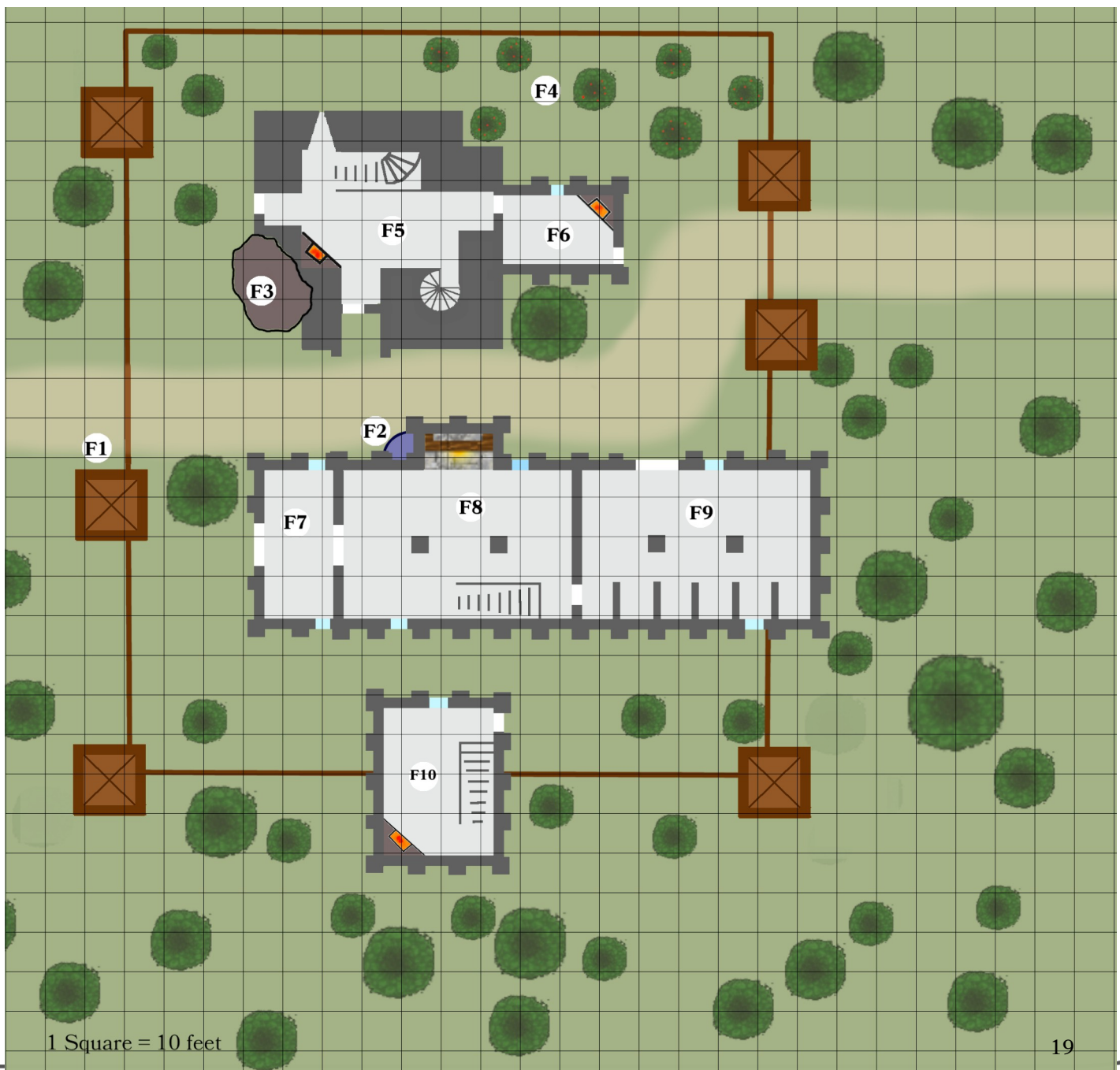
## First Floor

### Courtyard

- F1.** Guard Towers
- F2.** A well goes down to the water in area C10 through a 3-foot-wide shaft.
- F3.** This ancient standing stone lith is carved and scrawled with various symbols, phrases, and glyphs, including a few old Malarite symbols and oaths, as well as oaths to Tempus.
- F4.** Apple Orchard

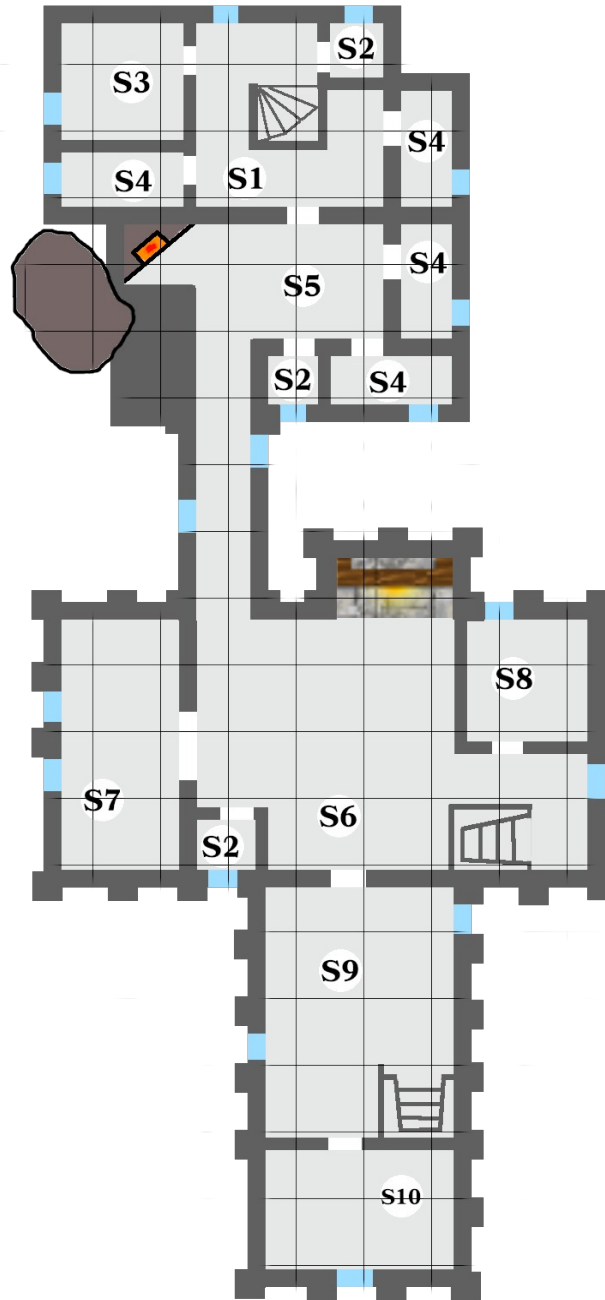
### Keep

- F5.** Keep Hall
- F6.** Kitchen
- F7.** Entrance Hall
- F8.** Great Hall
- F9.** These stables contain animal stalls and several beds along the north and east walls for staff.
- F10.** Service Room



## Second Floor

- S1.** Landing
- S2.** Privy
- S3.** Large Guest Room
- S4.** Guest Rooms
- S5.** Lounge
- S6.** Sitting Room
- S7.** Suite
- S8.** Storeroom
- S9.** Trophy Hall
- S10.** Master's Room



1 Square = 10 feet

## Cellar

**C1.** Wine Cellar

**C2.** Storage

**C3.** Pool Chamber

**C4.** Crypts

**C5.** A stained bronze brazier sits in the northeastern corner of this cleansing chamber, opposite two stone benches on the west wall. On the benches are several clay plates, bowls, and urns.

**C6.** Vault

**C7.** Tempus Shrine, the floor of this circular room is split into two sections by a shallow depression full of clear running water. On the circling wall, bas-reliefs represent various hunts, from a boar hunt to an owlbear hunt. At the southern end of the room, standing on a 3-foot-high stone pedestal, is the statue of a helmeted warrior in battered plate mail. The figure's hands rest on the haft of a notched battleaxe.

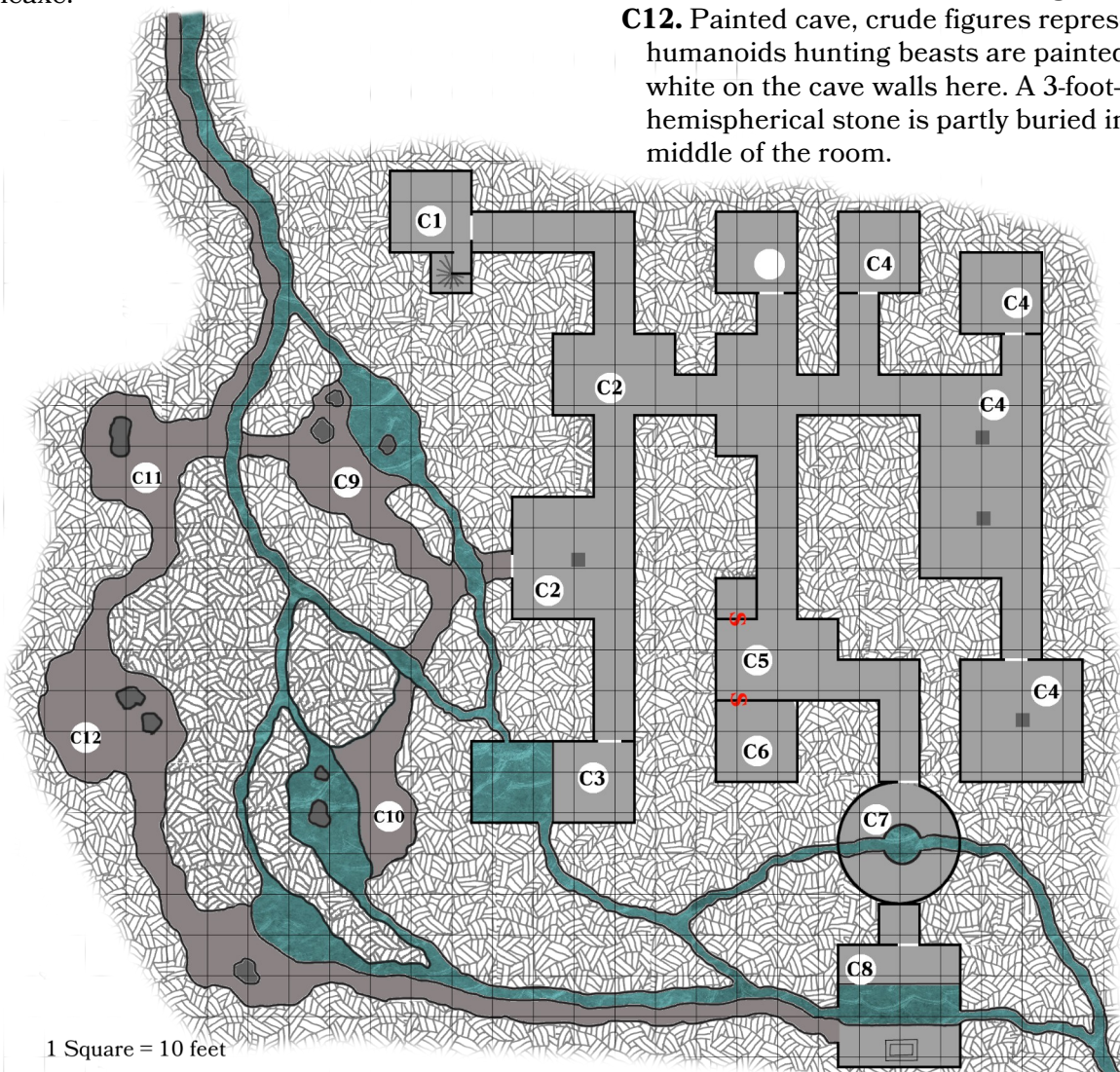
**C8.** Malar shrine, this square room has a central depression with clear water running into it. The walls are rough hewn. Opposite to the entrance is a stone altar dark with old stains.

**C9.** Well cave, an underground stream traverses this cave, forming a clear pool in the northeastern section. A small hole has been carved in the ceiling above the pool. A bucket on a chain is submerged in the pool below the hole.

**C10.** Low cave, this natural cave has a low ceiling, at about 5 feet. It descends into a wide pool.

**C11.** Ancient Malar shrine, crude figures representing humanoids hunting beasts are painted in white on the cave walls in this pungent chamber. A stalagmite in the western section is roughly carved to resemble a crouching bestial humanoid with a red muzzle. A clawed hand is emblazoned in reverse on a field of red on the figure's chest.

**C12.** Painted cave, crude figures representing humanoids hunting beasts are painted in white on the cave walls here. A 3-foot-wide hemispherical stone is partly buried in the middle of the room.



1 Square = 10 feet

# Appendix J.

## Background

While the *Player's Handbook* provides a noble background which can be used for a character, the *Sword Coast Adventurer's Guide* provides a more specific Waterdavian noble background.

### Waterdavian Noble

You are a scion of one of the great noble families of Waterdeep. Human families who jealously guard their privilege and place in the City of Splendors, Waterdavian nobles have a reputation across Faerûn for being eccentric, spoiled, venal, and, above all else, rich.

Whether you are a shining example of the reason for this reputation or one who proves the rule by being an exception, people expect things of you when they know your surname and what it means. Your reasons for taking up adventuring likely involve your family in some way: Are you the family rebel, who prefers delving in filthy dungeons to sipping zzar at a ball? Or have you taken up sword or spell on your family's behalf, ensuring that they have someone of renown to see to their legacy?

Work with your DM to come up with the family you are part of—there are around seventy-five lineages in Waterdeep, each with its own financial interests, specialties, and schemes. You might be part of the main line of your family, possibly in line to become its leader one day. Or you might be one of any number of cousins, with less prestige but also less responsibility.

**Skill Proficiencies:** History, Persuasion

**Tool Proficiencies:** One type of gaming set or one musical instrument

**Languages:** One of your choice

**Equipment:** A set of fine clothes, a signet ring or brooch, a scroll of pedigree, a skin of fine zzar or wine, and a purse containing 20 gp

### FEATURE: KEPT IN STYLE

While you are in Waterdeep or elsewhere in the North, your house sees to your everyday needs. Your name and signet are sufficient to cover most of your expenses; the inns, taverns, and festhalls you frequent are glad to record your

debt and send an accounting to your family's estate in Waterdeep to settle what you owe.

This advantage enables you to live a comfortable lifestyle without having to pay 2 gp a day for it, or reduces the cost of a wealthy or aristocratic lifestyle by that amount. You may not maintain a less affluent lifestyle and use the difference as income—the benefit is a line of credit, not an actual monetary reward.

### Suggested Characteristics

Use the tables for the noble background below as the basis for your traits and motivations, modifying the entries when appropriate to suit your identity as a member of a Waterdavian family.

Like other nobles, you were born and raised in a different world from the one that most folk know—one that grants you privilege but also calls you to fulfill a duty befitting your station. Your bond might be associated with your family alone, or it could be concerned with another noble house that sides with or opposes your own. Your ideal depends to some extent on how you view your role in the family, and how you intend to conduct yourself in the world at large as a representative of your house.

#### d8 Personality Trait

- 1 My eloquent flattery makes everyone I talk to feel like the most wonderful and important person in the world.
- 2 The common folk love me for my kindness and generosity.
- 3 No one could doubt by looking at my regal bearing that I am a cut above the unwashed masses.
- 4 I take great pains to always look my best and follow the latest fashions.
- 5 I don't like to get my hands dirty, and I won't be caught dead in unsuitable accommodations.
- 6 Despite my noble birth, I do not place myself above other folk. We all have the same blood.
- 7 My favor, once lost, is lost forever.
- 8 If you do me an injury, I will crush you, ruin your name, and salt your fields.

### d6 Ideal

- 1 **Respect.** Respect is due to me because of my position, but all people regardless of station deserve to be treated with dignity. (Good)
- 2 **Responsibility.** It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- 3 **Independence.** I must prove that I can handle myself without the coddling of my family. (Chaotic)
- 4 **Power.** If I can attain more power, no one will tell me what to do. (Evil)
- 5 **Family.** Blood runs thicker than water. (Any)
- 6 **Noble Obligation.** It is my duty to protect and care for the people beneath me. (Good)

### d6 Bond

- 1 I will face any challenge to win the approval of my family.
- 2 My house's alliance with another noble family must be sustained at all costs.
- 3 Nothing is more important than the other members of my family.
- 4 I am in love with the heir of a family that my family despises.
- 5 My loyalty to my sovereign is unwavering.
- 6 The common folk must see me as a hero of the people.

### d6 Flaw

- 1 I secretly believe that everyone is beneath me.
- 2 I hide a truly scandalous secret that could ruin my family forever.
- 3 I too often hear veiled insults and threats in every word addressed to me, and I'm quick to anger.
- 4 I have an insatiable desire for carnal pleasures.
- 5 In fact, the world does revolve around me.
- 6 By my words and actions, I often bring shame to my family.



### Family Signet

To serve as a player reminder of family benefits, a *family signet* is a magic item that lists the benefits noted under the “Welcome to the Family” section, which can be added to a character’s inventory. While listed as a magic item for sharing purposes, there are no other magical benefits. The item can be found here: <https://www.dndbeyond.com/magic-items/2938006-phylund-signet-ring>