

# HOUSE ROSZNAR

*(JALANVALOSS TOO!!)*



**WE FLY HIGH  
AND STOOP SWIFT**



# HOUSE ROSZNAR

Written for players, dungeon masters and game designers, this document is designed to provide both historical and current details on House Rosznar. 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 Rosznar 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.



## Credits

**By:** Firbolg Factory

**Art:**

Cover by Eduard Grutzner

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Once one of Waterdeep's wealthiest families, House Rosznar (RAWJ-nar) has fallen far and is only now recovering. Now known for wine-making, quality gems, and a strong portfolio of real estate investments, the family is originally from Amn, where it built its wealth there in the slave trade and illicit poison manufacturing. Over a century ago, the Waterdavian branch of the family attempted to disassociate itself with their Amnian relatives, forbidding any contact between the two branches of the family to distance itself from the slave trade; however, the mysterious death of the matriarch, Lady Estrip Rosznar, forced the Lords of Waterdeep to recognize the claims and connections of the Amnian relatives. Shortly after, the family was stripped of its Waterdavian nobility and generally shunned throughout the area.

House Rosznar has a grand estate in the Sea Ward as well as a wine shop, a gem store, and numerous investment properties throughout Waterdeep. They also have significant vineyards in Amphail and other parts of the region. Virtually every citizen of Waterdeep has heard of the Rosznar family due to its sordid past and recent success at regaining its place in Waterdeep's nobility. The family's motto "We fly high and stoop swift" usually leaves more questions than answers, but some believe that's the way the family intends it.

See the Rosznar Properties section for more details on Amphail.

## Family Details

Stripped of nobility for a century, the Rosznars never fully left the City of Splendors, choosing to maintain the family's interests and working on the eventual petition to formally return to the city's ranks of nobility. House Rosznar has significant vineyard holdings in the surrounding areas, including vineyards around Amphail, in the foothills of the Sword Mountains. Their most famous wine is the Scarlet Rosznar wine (Appendix D), which originated in Amn (where it's called Rosznar Ruby) and has been successfully reproduced in Amphail. The two wines are said to taste almost identical with only the sharpest enophiles being able to tell the difference. Scarlet Rosznar often goes upwards of 50 gp per bottle.

Despite disassociating itself from the slave trade, the family hasn't completely given up the discrete business of poisons. Particularly, the family has perfected a secret mix called 'Red Hyd' (Appendix D) that appears and tastes like a fine red wine. The ingenious nature of the wine makes it harmless in modest quantities and has no noticeable effect on a humanoid at all, but is fatal if too much is consumed. Those who use the poison often joke 'must have had one too many'.

## House History

**479, the beginning.** House Rosznar rose to nobility in Amn, where the family first made its name in the slave trade.

**1252, the ennobled.** Expanding its reach north, the family made a name for itself in landowning and winemaking and earned its title of nobility in Waterdeep.

**1350's, dragon troubles.** Agents of the House in Amn set fire to several Waterdeep properties owned by Jalanvaloss, a steel dragon, for retaliation of some prior offense related to the wyrm's schemes. Jalanvaloss retaliated by killing two blue dragons working for the family, protecting its assets – cementing a dispute that lasts to this day.

**1380's, the banishment.** Being found guilty of slavery, smuggling and other crimes, the family was stripped of its noble title.

**1420's, the split.** Deeply divided over the trade in slaves and poisons, the house splits into House Hydcont (based in Amn) and House Rosznar (based in Waterdeep).

**1480's, the return.** After a century of petitioning and a long struggle to distance itself from the slave trade and other illegal activities, House Rosznar was finally allowed to regain its title of nobility in Waterdeep with a proven renewed focus on winemaking, real estate investments, and gem trading. The family is still trying to overcome its dark past and disgraced reputation.

*Dragonheist – Waterdeep* took place in 1492 DR.

## Notable Historical Members

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- \* **Lord Daigar Rosznar (Amn):** Patriarch who order the burning of several of Jalanvaloss's properties in Waterdeep in 1352.
- \* **Lord Tobem Rosznar (Waterdeep):** Son of Lord Daigar Rosznar and figure-head leader of the House that moved from Amn to Waterdeep and who took a 'cut and thrust' approach to noble life.
- \* **Dower Lady Miilal Hydcont (Amn):** Daughter of Lord Daigar Rosznar, 'The Witch Widow', she was the brother of Tobem Rosznar and leader of House Hydcont, the Amnian branch of House Rosznar and the driving force behind the slave and poison trade, which she discretely funneled through her brother's books.
- \* **Captain Arbas Rosznar (Amn):** An infamous military figure in Amn who was known for his blatant murdering, extortion and other heinous acts. Prisoners often disappeared under his command, some of which later appeared in other parts of Faerûn as escaped slaves.
- \* **Trellin Rosznar (Waterdeep):** Cousin to Miilal Hydcont and Tobem Rosznar who led the family in Waterdeep for several years.
- \* **Arayana Rosznar (Waterdeep):** Wife of Trellin Rosznar.
- \* **Lady Estrip Rosznar (Waterdeep):** Daughter of Trellin and Arayana Rosznar, she held sole power of the Waterdavian family for many years and kept the Amn family at a distance. Her mysterious death forced the Lords of Waterdeep to recognize the claims and connections of the Amnian relatives, with the revocation of the family's nobility following not long after.
- \* **Kressando Rosznar (Waterdeep):** Very recently deceased after being recruited by members of House Hydcont and sent to Skullport with the directive of setting up a secret relationship with the Xanathar Guild to reestablish the Hydcont's presence in the city's slave trade.

## Family Crest

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The family crest is a royal blue falcon on a field of white; a close derivative of House Hydcont, which is a crimson falcon on a field of light green.

**Arms:** royal blue

**Falcon:** white

The family uses their crest on its wine bottles as a mark of quality, although it is a long-standing joke in Waterdeep that it is a mark of the finest tasting poison in the city.

## The Current House

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House Rosznar is currently led by Rolteme and Azalea Rosznar. There are approximately 15 living members of the Rosznar family in the Waterdeep registry.

## Monarchy

**Patriarch:** Rolteme Rosznar

**Matriarch:** Azalea Rosznar

**Heir:** Esvele Rosznar, daughter of Rolteme and Azalea Rosznar, is secretly the "Black Viper" and has adopted that personality to strike fear into the noble families who've spurned her own disgraced family. She enjoys the legend she's rebuilding around herself and is determined to make those who disrespect her family's name suffer. The easy marketability of gems she siphons from the family's business provides Esvele the financial means to pursue her secret activities (as well as a convenient channel to liquidate stolen jewelry) and the family's secret involvement in the poison trade helps provide her with connections in the seedier parts of Waterdeep. While not an active agent of the Zhen-tarim, she has frequent business dealings with them. She knows the location of the Vault of Dragons and has extensive knowledge of the sewers, passages, and tunnels under Waterdeep. See Appendix A for a history of the Black Viper.

## Other Members of Note

\* **Simeel Rosznar** (LG female human **bard**): Cousin of Esvele, Simeel secretly serves Jalanvaloss, a steel dragon residing in Waterdeep (Appendix A). She is a real estate agent for House Rosznar, but secretly serving Jalanvaloss, often working to insure Jalanvaloss gets first look at the best properties but also understanding the delicate balance needed to avoid suspicions within the family. Simeel and Esvele are not aware of each others' secret identities.

## Faction Relationships

House Rosznar has relationships with numerous factions.

**Bregan D'aerthe.** While ties aren't as strong as those that exist with the Zhentarim, Bregan D'aerthe has found House Rosznar quite useful and keeps an active relationship with them.

**Emerald Enclave.** While the relationship with the Emerald Enclave is warm, the goals of the Enclave and House Rosznar don't typically have much overlap.

**Gray Hands.** The Gray Hands have a cold relationship with House Rosznar as they suspect their involvement in several seized poison caches.

**Harpers.** House Rosznar has a good relationship with the Harpers who are aware of the pressure coming from House Hydcont to wrap House Rosznar back into the slave trade. The Harpers are well aware that a warm relationship with the family is an easy tactic to work against House Hydcont.

**Lords' Alliance.** As with many nobles, House Rosznar maintains a relationship with the Lords' Alliance, often inviting prominent members to their vineyards in Amphail and giving them first pick on new gem shipments.

**Order of the Gauntlet.** The Order and House Rosznar have a strong relationship as winning the Order over was one of the key requirements to the Lords of Waterdeep allowing House Rosznar's formal return to the city. At least one member of the House is an agent of the Order of the Gauntlet.

**Xanathar Guild.** The Guild gives House Rosznar a wide berth as it is very aware that any rumors of activity between the House and the Guild will spark unwanted attention to the

Guild's activities in Waterdeep. It is aware of the relationship between House Rosznar and the Order of the Gauntlet and chooses not to deal with the trouble a relationship with House Rosznar would bring.

**Zhentarim.** The Zhents have an active relationship with House Rosznar and one of their best customers of their Red Hyd poisons. Some believe at least one family member is an active agent of the Zhentarim.

## Guild Memberships

House Rosznar is actively involved in guilds in Waterdeep, with membership guaranteed for any interested family member. Once a family member has put in the required time with a guild, promotion to Master is almost assured.

- \* The Jewelers' Guild
- \* The Vintners', Distillers', & Brewers' Guild

## Deities

The family's favored deity is Chauntea, goddess of agriculture; however, some members of the family still secretly worship Talona, the goddess of disease and poison.

## Rival Houses

With House Rosznar involved in multiple businesses, numerous family rivalries are impossible to avoid, some based on business competition, some based purely on jealousy, some on long-standing historical hatred.

**Houses Cragmere, Husteem, Thann, Urnbrusk.** Land ownership in and around Waterdeep is a fierce competition and these families owe a large portion of their wealth to the real estate industry. Sabotaged properties and other efforts to devalue estates and commercial buildings recently for sale are not unheard of.

**House Hydcont.** This is the Amnian branch of House Rosznar. While the families share the same ancestors, long-standing animosity exists between the two houses related to the separation of the Rosznars from the Hydconts and the Hydconts continued efforts to infiltrate and influence the Rosznars to reestablish Hydcont's slave and poison trade in Skullport. The Hydconts continue to scheme to bring House Rosznar back under their control.

## House Alliances

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Despite its checkered past, House Rosznar is well-liked by much of Waterdeep's nobility, somewhat due to its recent efforts to repetition for its nobility status in the city.

**Houses Amcathra, Ammakyl, Melshimber, and Thann.** These houses represent the other main winemakers in Waterdeep, which is commonly a friendly business rivalry. As Waterdeep holds an endless supply of wine consumers, the houses have built strong relationships with each other over time, often sharing grape cuttings as each growing area produces a slightly different flavor.

**Lathkule.** This family is famous for its gem prospecting, mining and gemcutting activities and is a frequent wholesale supplier of gems for House Rosznar's gem trading activities. When the family's gem store, Rosznar's Fine Jewels, gets an order for a rare gem, House Lathkule is usually their first stop.

## Jalanvaloss

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**Jalanvaloss** (Appendix A) is a steel dragon that has lived in Waterdeep for more than a century and has developed a particular affinity to members of House Rosznar that are actively resisting the efforts of House Hydcont to reassert itself in Waterdeep. In 1352, agents of House Rosznar in Amn (now House Hydcont) set fire to several of her properties in Waterdeep as revenge for some other prior conflict – and she has never forgotten, always taking delight in House Hydcont's troubles and willing to help cause more.

While typically a strong ally to House Rosznar, when it comes to real estate holdings, Jalanvaloss is very much a competitor and often demands property in payment for any favors.

## Welcome to the Family

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*Waterdeep – Dragonheist* provides the opportunity to begin a character as part of the Rosznar family, through the noble background (Appendix F). 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 in the family wine or jewelry stores for 10 gp per workweek, with no risk of complication.

**Family Goods.** You have the ability to obtain almost any gem sourced from Faerûn costing 1,000 gp or less at a 25 percent discount from *Player Handbook* prices (larger gems are at a 10 percent discount and can take several weeks to obtain). Once per month, you can receive one bottle of Scarlet Rosznar wine and one bottle of Red Hyd poison at no cost. You also have the connections to obtain any other poison in the *Dungeon Master's Guide* at a 25 percent discount.

## Family as a Group Patron

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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, real estate agent, or others with Dungeon Master approval.



# Rosznar Properties

House Rosznar owns five main properties in Waterdeep including a sprawling estate, a newly acquired tower, a realtor's office, a gem store, and a wine shop. It has several wineries scattered throughout the region and in the foothills of the Sword Mountains. In addition, it owns numerous investment properties in the city and surrounding areas.

## R1. Rosznar Estate

Located in the Sea Ward on Thunderstaff Way between Copper Street and Shield Street, west of High Road, the Rosznar main estate (Appendix D) includes two 2- and 5-story buildings.



## R2. Yellowspire Tower

Newly acquired by Esvele Rosznar who gained an interest in the building after several weeks of research in the archives of Waterdeep's libraries, this building is still under renovation, being brought up to the various Waterdeep building codes. Named Yellowspire Tower due to being made of bricks with a pale yellow tint, it is typically occupied by at least four **guards** employed by the family. The tower is located in the Sea Ward, in the center of the block between Breeze's Cut and Aurenaar Street, west of Street of the Singing Dolphin.

*Viperfang* (Appendix C) is currently mortared solidly behind a 1-foot stone (which shields it from *detect magic*) in the base of the tower, where it has sat for a century.

See chapter 4, encounter 7, of *Waterdeep – Dragonheist* for a map of the 'Old Tower'. Depending on the season chosen in *Waterdeep – Dragonheist*, the tower is located in the Dock Ward, Castle Ward, Trades Ward, or Sea Ward. In the summer season version it is in the Sea Ward where it is occupied by Esvele Rosznar. This document considers the tower to be in the Sea Ward.

### R3. Rosznar's Realty

The Rosznars have numerous investment properties in Waterdeep and the surrounding areas. These properties are managed through their office in the Sea Ward (Appendix E), which serves clients looking to buy/sell property and functions as a real estate management office for their many portfolio properties.

### R4. Rosznar's Fine Jewels

Rosznar's Fine Jewels (Exhibit E) focuses on selling gems to investors, wholesalers looking for loose cut gems to set into jewelry, and the occasional arcane customer looking for spell components. In the Trade's Ward, the building includes both a retail store and a large metal room-sized vault lined with stone with multiple physical locks and arcane wards. The store contains most common and rare gems costing up to 1,000 gp, and it can obtain most any gem found in Faerûn under 5,000 gp, given several weeks notice with a hefty down payment.

### R5. Rosznar's Wines

Rosznar's Wines (Exhibit E) is a wine boutique that sells primarily its own wines and finer wines imported from vineyards across Faerûn. It has recently started wine tasting nights with an exclusive guest list to help improve the family name. Wines are sold by the bottle and the more commonly in stock wines include:

Amphail Mushroom Wine	15 gp
Kara-Tur White	25 gp
Nimpeth White	25 gp
Sembian Icewine	25 gp
Silver Marches White	25 gp
Haerlu Red	30 gp
Scarlet Rosznar	50 gp
Purple Hills (Tyther) Red	60 gp
Aglarond Blood Wine	100 gp
Rashemen Firewine	100 gp

### Vineyards

House Rosznar has several vineyards along the sword coast (and is always on the lookout for more), with the vineyards around Amphail producing some of their finest wines. The vineyards, frequently visited by family members

during growing and harvesting seasons, have a small staff of **commoners**, although the seasonal workforce grows significantly during harvest season.



### Amphail

Amphail, population roughly 700, lies on the Long Road, about three days' ride north of Waterdeep in the foothills of the Sword Mountains. The town is named after Amphail the Just, one of Waterdeep's early warlords, who is said to haunt the surrounding hills in spirit form, frightening away monsters. Horses are bred and trained here, rich Waterdavians maintain secluded estates in the hills, and farmland is plentiful. Stands of dark duskwood and spruce trees are everywhere.

In one corner of the town square stands the Great Shalarn, a black stone statue of a famous war stallion bred in Amphail long ago. Gelded by a prankster, the rearing horse is often painted bright colors by highspirited locals. Children are allowed to hurl stones at birds perched on the statue, to keep it free of droppings. The children often climb it themselves and cling precariously to the high, tilted saddle, waving their arms and commanding imaginary armies into battle. Within spitting distance of the statue is the Stag-Horned Flagon, a cozy tavern.

*Sword Coast Adventurer's Guide* and *Storm King's Thunder* have additional information on Amphail.





# Waterdeep

City of Splendors



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Scale: 0 250 500 1000 feet



# Appendix A. NPC's

## Jalanvaloss

*In many ways, she's more Waterdavian than most Waterdavians.*

*- Laeral Silverhand*

**Jalanvaloss** is a steel dragon that has resided in Waterdeep at one point or another for centuries, having been touched by the *dragon-staff of Ahghairon* long ago.

Not having a typical horde of treasury, Jalanvaloss has an affinity for real estate and covets the property deeds humans are so fond of. She fully or partially owns numerous shops throughout Waterdeep (although always with at least a controlling share), with some of the more famous being the House of Pride Perfumes (J1), Meiroth's Fine Silks (J2), The Sword's Rest Inn (J3), Firesong Villa (J4), and Stagdown Manse (J5). One feature all of her properties have in common is that they all have upper-floor apartments; at least one in each building is never rented and has its own secret entry linked to cellars, nearby stables, or the sewers. She's shown a particular weakness for properties around the High Forest, where she dreams of founding her own kingdom, commanding an army of human adventurers.

In her true form, Jalanvaloss looks like a slender, 30-foot-long dragon with shiny steel-gray scales covering her body, steely talons, and blade-like horns that sweep back from her narrow head. She assumes a different human shape for visiting each property. Very few know of her true identity, but broader rumors exist of a steel dragon who once lived in Waterdeep that left a vast horde hidden in the city, perhaps in the sewers or in a well guarded tomb somewhere in the City of the Dead. Some versions of these rumors state that the caches contain nothing but clothing, makeup, and accessories that support her many human personas; other versions state they contain a small mountain of deeds for properties throughout the Sword Coast.

She is deeply enmeshed in the schemes of Waterdeep's merchant nobility and has long opposed the Cult of the Dragon, actively helping preventing it from establishing a foothold in Waterdeep (including the slaying of the black dragon, Nabalnyth when he estab-

lished a presence in the Rat Hills outside of the city). She has a particular affinity to followers of Lathander and Pelor, as well as members of House Rosznar.

**Spellcasting.** Also known as 'The Wyrms of Many Spells', she was magically altered in her youth when she was the steed of the wizard Rathtalies, resulting in her acquiring the ability to cast spells as a 12th level wizard when in human shape. She's collected many spells and has created a few of her own.

**Tactics.** Jalanvaloss is constantly scheming, displaying an aptitude and a love for all manner of tangled intrigues. She is constantly nurturing new agents and allies, few of whom know the true identity of their benefactor. As with most steel dragons that avoid combat where it can, the Wynn of Many Spells avoids situations that might lead to physical combat whenever possible, but once she enters into battle, her fury is unmatched. If possible, she attempts to maneuver the field of battle to her advantage before such hostilities erupt.

## Group Patron

Jalanvaloss is an enthusiastic fan of adventurers and enjoys their company. She could easily be willing to insert herself into the roll of a group patron, although that doesn't stop her from constantly manipulating them.

**Perks.** Parties with Jalanvaloss as their patron might receive the following perks:

- \* **Discounts.** You receive a 10 percent discount at any establishment owned by Jalanvaloss.
- \* **A Dragon's Charm.** Jalanvaloss's charm has rubbed off on you, you can cast the *friends* cantrip once per day.
- \* **Always a Way Home.** You have access to a permanent *teleportation circle* located in a secret room of Meiroth's Fine Silks, located in the Trades Ward of Waterdeep.

**Contact.** Jalanvaloss's main contact with the group is a well known real estate broker, Simeel Rosznar (LG female human **bard**).

**Agents.** Jalanvaloss has developed a strategy of using multiple real estate agents to insure land owners don't know the true buyer's identity. Adventures will often be tasked with scouting properties, negotiating prices with all variety of land owners, collecting rents, or expelling unwanted tenants.

# JALANVALOSS

*Huge dragon (steel), neutral good*

**Armor Class** 19 (Natural Armor)

**Hit Points** 243 (18d12 + 126)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

**Saving Throws** Dex +5, Con +12, Wis +6, Cha +10

**Skills** Arcana +8, History +8, Perception +6, Stealth +5

**Damage Immunities** Acid

**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

**Languages** Common, Draconic, Elvish

**Challenge** 16 (15,000 XP) **Proficiency Bonus** +5

**Legendary Resistance (3/Day).** If Jalanvaloss fails a saving throw, she can choose to succeed instead.

**Spellcasting (Human form only).** Jalanvaloss is a 12th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). While in human form, Jalanvaloss can cast *project image* once per day and has the following wizard spells prepared:

Cantrips (at will): *acid splash, friends, mage hand, message, minor illusion*

1st level (4 slots): *charm person, mage armor*

2nd level (3 slots): *acid arrow, arcane lock, detect thoughts, suggestion*

3rd level (3 slots): *counterspell, fast friends, scattergloom*

4th level (3 slots): *arcane eye, steelsting, vitriolic sphere*

5th level (2 slots): *geas, modify memory*

6th level (1 slot): *mass suggestion*

## ACTIONS

**Multiattack.** Jalanvaloss can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence.** Each creature of Jalanvaloss's choice that is within 120 feet of her and aware of her must succeed on a DC 18 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 Jalanvaloss's Frightful Presence for the next 24 hours.

**Breath Weapons (Recharge 5–6).** Jalanvaloss uses one of the following breath weapons.

**Acid Breath.** Jalanvaloss breathes acid in a 60-foot long, 5-foot wide line. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

**Paralyzing Breath.** Jalanvaloss exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed 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.

**Change Shape.** Jalanvaloss magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Jalanvaloss's choice).

In a new form, Jalanvaloss retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

## LEGENDARY ACTIONS

Jalanvaloss can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. She regains spent legendary actions at the start of her turn.

**Detect.** Jalanvaloss makes a Wisdom (Perception) check.

**Tail Attack.** Jalanvaloss makes a tail attack.

**Wing Attack (Costs 2 Actions).** Jalanvaloss beats her wings. Each creature within 10 feet of her must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.



## Jalanvaloss's Lair

Jalanvaloss doesn't patrol and defend a territory as most dragons do, her lair could be said to be the entirety of Waterdeep; although she'll happily share the city with other dragons hiding in human form that don't disturb city life. She will reveal herself; however, to savagely fight off any wyrm who dares threaten Waterdeep or citizens in its immediate surroundings.

### Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- \* Jalanvaloss creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- \* A blisteringly cold wind blows through the area near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

### Regional Effects

The region containing a legendary Steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects. Jalanvaloss has chosen to only use her regional effects to benefit the residents of the City of Splendors, as a political move to help keep both the **Blackstaff** and the ever-bothersome Watchful Order of Magists and Protectors from arguing against her removal from the city.

- \* Once per day, Jalanvaloss can alter the weather in a 6-mile radius centered on The Market in Waterdeep. She doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell. Jalanvaloss typically uses this to make the weather more comfortable for the residents (southern wind in the winter, etc).
- \* Within 1 mile of the walls of Waterdeep, winds buoy non-evil creatures that fall due to no act of Jalanvaloss's or her allies. Such creatures descend at a rate of 60 feet per round and take no falling damage. Water-

deep Griffon Cavalry riders have found this particularly helpful although they are not aware of the true source of the effect.

If Jalanvaloss dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

Steel dragons are metallic and appear in *Waterdeep – Dungeon of the Mad Mage*, as well as in multiple legacy publications. Jalanvaloss is described in several legacy publications and is on D&D Beyond, <https://www.dnd-beyond.com/monsters/1809457-jalanvaloss>

## Black Viper (Historical)

*Your turn to contribute – may the rest of your day be as nice.*

*-The Black Viper*

The original Black Viper persona was created by Alauneth Orrane, from Amphail, when she made a lair for herself in Undermountain, becoming infamous for daringly robbing Waterdavian nobles and merchants, usually accompanied by clouds of smoke that often knocked out victims. She always left a note with just the phrase "The Black Viper" scrawled on it. Her thefts were more a statement than a source of income and included heists such as stealing arms from inattentive guards and snatching bridal gifts from bedchambers.

In later years she allied herself with the Shadow Thieves, originally as a scout and later in the formal role as Silhouette of Shadows, the leader of the Waterdeep sect of the organization. In this role she focused on recruiting and thieving to gain material that could be used to blackmail nobles and merchants in the event they were needed to help counter threats against the guild's activities.

Her weapon, the *viperfang*, is currently hidden in Yellowspire Tower. She was also rumored to own a *+3 mithral chain shirt*, the *dartdasher*, *slippers of shadowwawking*, and other magic items; the whereabouts of which are unknown. See Appendix C for magic item descriptions.

*Waterdeep – Dragonheist* has more details on Esvele Rosznar, and her role as the current **Black Viper**.

# Appendix B. Spells

## FAST FRIENDS

*3rd level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** Concentration, up to 1 hour

When you need to make sure something gets done, you can't rely on vague promises, sworn oaths, or binding contracts of employment. When you cast this spell, choose one humanoid within range that can see and hear you, and that can understand you. The creature must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed in this way, it undertakes to perform any services or activities you ask of it in a friendly manner, to the best of its ability.

You can set the creature new tasks when a previous task is completed, or if you decide to end its current task. If the service or activity might cause harm to the creature, or if it conflicts with the creature's normal activities and desires, the creature can make another Wisdom saving throw to try to end the effect. This save is made with advantage if you or your companions are fighting the creature. If the activity would result in certain death for the creature, the spell ends.

When the spell ends, the creature knows it was charmed by you.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd.

*Fast friends* is found in *Acquisitions Incorporated*.

## SCATTERGLOOM

*3rd level evocation*

**Casting Time:** 1 action

**Range:** 35 feet (100-foot radius)

**Components:** V

**Duration:** Concentration, 3 rounds

You create four cylinders of magical darkness within the area, which randomly and rapidly move around at ground level. The cylinders of shadow (called "glooms") occupy space 5-foot square and 10 feet tall, and cannot leave the area of the spell. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

The glooms are under your limited control. While the spell is in effect, you can use an action to direct a controlled gloom to attach itself to and envelop a particular target and follow it. The target is surrounded by magical darkness unless it successfully makes a Wisdom saving throw, which cause the gloom to dissipate. Once the gloom is attached to a target, a gloom stays with the target until the spell expires.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the duration increases by 1 round for each slot level above 3rd.

*Scattergloom* is on D&D Beyond, <https://www.dndbeyond.com/spells/1049675-scatter-gloom>, and is a revision of the spell in *Dragons of Faerûn*.

## STEELSTING

4th level evocation

**Casting Time:** 1 action

**Range:** 140 feet (25-foot cylinder)

**Components:** V

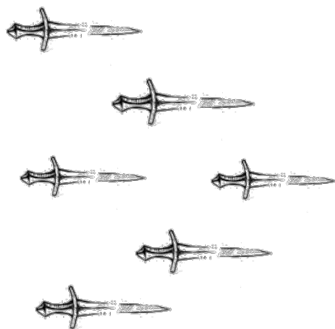
**Duration:** Instantaneous

This spell brings into being a brief maelstrom of dagger-like flying darts of enchanted force, that whirl and flash about within the spell's area of effect, slicing all creatures they come into contact with. Each creature in a 10-foot by 25-foot wide cylinder centered on a point of the caster's choosing must make a Dexterity saving throw. A target takes 6d4 force damage on a failed save, or half as much damage on a successful one.

The magical blade-like "darts" the spell creates are emissions of a whirling magical field. Shields and armor can't stop them, though a wall or closed door can; rather than ricocheting off a partial barrier such as a shield, a dart simply "dissolves" back into the field and flares into sharpness again on the other side of the barrier.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d4 for each slot level above 4th.

*Steelsting* is on D&D Beyond, <https://www.dndbeyond.com/spells/1049647-steelsting>, and is a revision of the spell in *Dragons of Faerûn*.



## Appendix C. Magic Items

### DARTDASHER

Weapon (rapier), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon. While wielding this weapon, you are immune to *magic missile*. When you are subjected to a *magic missile* spell, the weapon absorbs it. On your next turn, you can use an action to direct it at a new target; otherwise the spell drains harmlessly away.

*Dartdasher* is on D&D Beyond, <https://www.dndbeyond.com/magic-items/3625292-dart-dasher>, and is a revision of the item in *Waterdeep, City of Splendors*.

### VIPERFANG

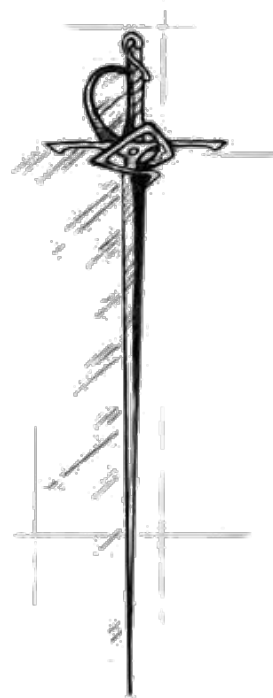
Weapon (dagger), very rare

Custom-built to the Black Viper's specifications by the **shade** Hadrhune, this unique black dagger has a curved blade and serrated edge.

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 16 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

*Viperfang* is a *dagger of venom* with a +2 bonus and is a revision of the item in *Waterdeep, City of Splendors*.





## SLIPPERS OF SHADOWWALKING

*Wondrous Item, very rare (requires attunement)*

These soft black slippers were originally fashioned by the human necromancer Marune, in his attempts to give the Shadow Thieves an edge over the Lords of Waterdeep. When worn, they enable the wearer to *shadowwalk* once per day.

To use the slippers, you must be in an area of shadowy illumination. You and any creature you touch are then transported along a coiling path of shadowstuff to the edge of the Material Plane where it borders the Plane of Shadow. The effect is largely illusory, but the path is quasi-real. You can take more than one creature along with you (up to 1 per your level), but all must be touching each other.

In the region of shadow, you move at a rate of 50 miles per hour, moving normally on the borders of the Plane of Shadow but much more rapidly relative to the Material Plane. Thus, you can use this item to travel rapidly by stepping onto the Plane of Shadow, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality between the Plane of Shadow and the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the item virtually useless for scouting or spying. Furthermore, when the item's effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity induces each creature with level 1 exhaustion (no save).

Shadowwalk can also be used to travel to other planes that border on the Plane of Shadow, but this usage requires the transit of the Plane of Shadow to arrive at a border with another plane of reality. The transit of the Plane of Shadow requires 1d4 hours.

Any creatures touched by you when the slippers are used also makes the transition to the borders of the Plane of Shadow. They may opt

to follow you, wander off through the plane, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). This effect is negated for any unwilling creature that successfully makes a DC10 Wisdom saving throw.

This item is on D&D Beyond, <https://www.dnd-beyond.com/magic-items/3625307-slippers-of-shadowwalking>, and is a revision of the item in *Waterdeep, City of Splendors*.

## Appendix D. Equipment

### RED HYD

**Type:** Poison (Ingested) **Cost:** 150 gp

**Weight:** 3 lb

While most poison comes in a vial, Red Hyd comes in a wine bottle. Tasting like red wine with hints of oak, berries, and herbs, a creature that has consumed more than one standard wine-glass sized container of this poison must make a DC 16 Constitution saving throw approximately 1 hour after consumption of the second glass. On a failed save, it takes 6 (1d12) poison damage per glass of poison consumed and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned. For purposes of calculating damage, a partially consumed glass counts as a full glass.

**Ingested.** A creature must ingest at least one wine-glass sized container of poison to suffer its effects.

### WINE, SCARLET ROSZNAR (BOTTLE)

**Type:** Drink **Cost:** 50 gp **Weight:** 3 lb

This ordinary rare wine, tasting of oak and berries, is produced in the Amphail region of the Sword Coast and is a product of House Rosznar.



# Appendix D. Rosznar Estate

## First Floor

### Main House

1. Main social area
2. Main dining area
3. Staff area
4. Privy

### Staff House

5. Break area

### Guest House

4. Privy
6. Main social/living area

### Stables

7. Family stables



## Second Floor

### Main House

- 1. Master bedroom
- 2. Private bath
- 3. Bedrooms
- 4. Privy
- 8. Private Study

### Staff House

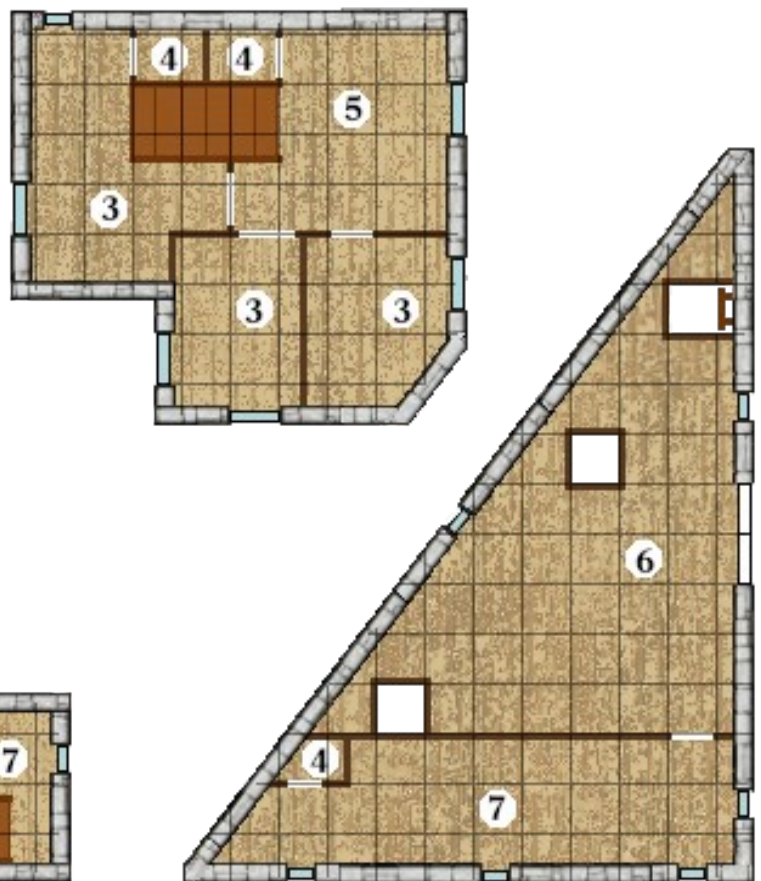
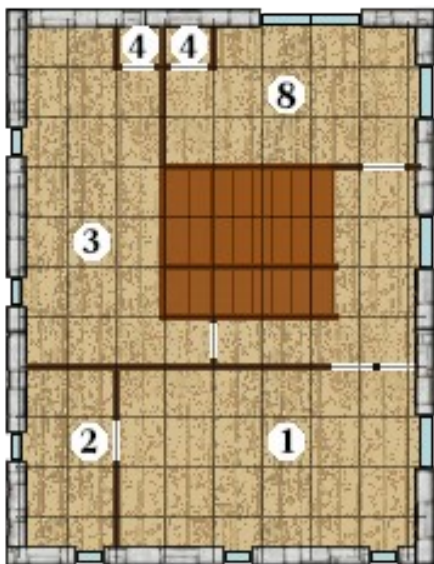
- 4. Privy
- 7. Staff sleeping area

### Guest House

- 3. Bedrooms
- 4. Privy
- 5. Lounge area

### Stables

- 4. Privy
- 6. Hay loft and storage
- 7. Staff sleeping area



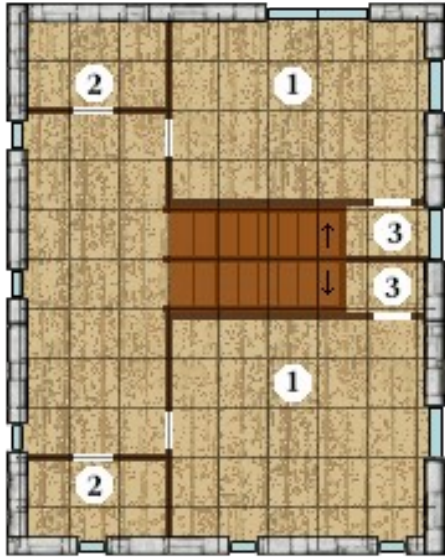
One Square = 5 feet



## Third Floor

### Main House

1. Bedrooms
2. Storage
3. Privy

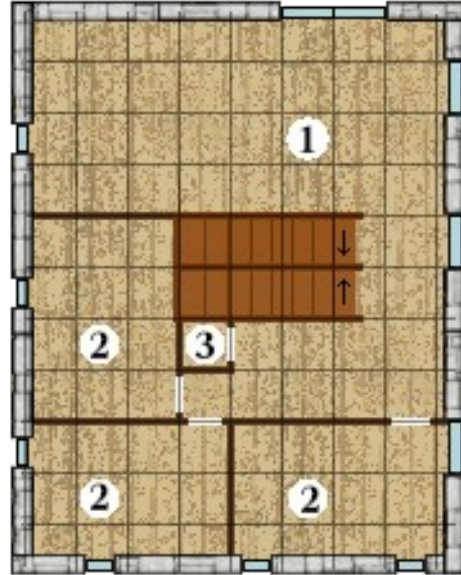


One Square = 5 feet

## Fourth Floor

### Main House

1. Library
2. Bedrooms
3. Privy

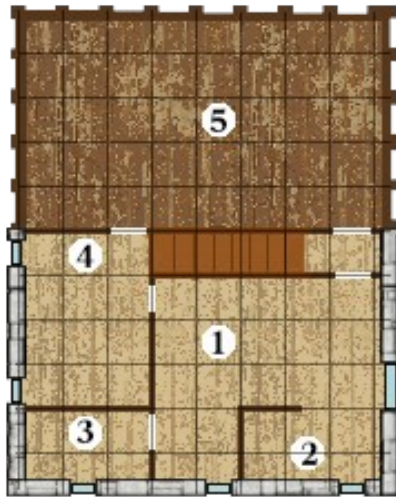


One Square = 5 feet

## Fifth Floor

### Main House

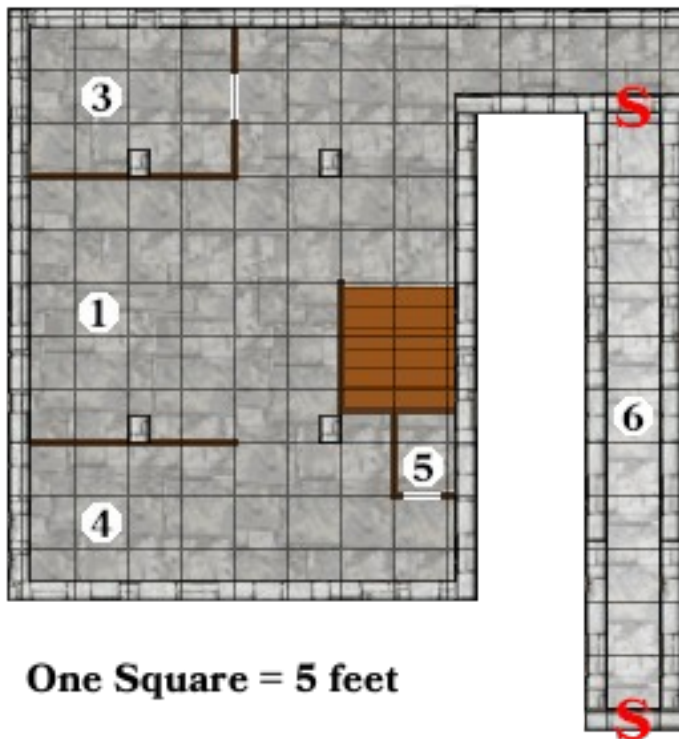
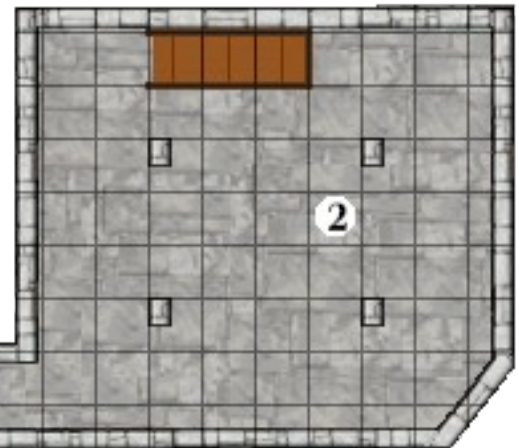
1. Private apartment
2. Kitchen
3. Bath
4. Bedroom
5. Balcony



One Square = 5 feet

## Basement

1. Main Kitchen
2. Wine cellar
3. Staff sleeping area
4. Storage
5. Privy
6. Passage to sewer



One Square = 5 feet



# Appendix E. Other Rosznar Properties

## Rosznar's Realty Floor

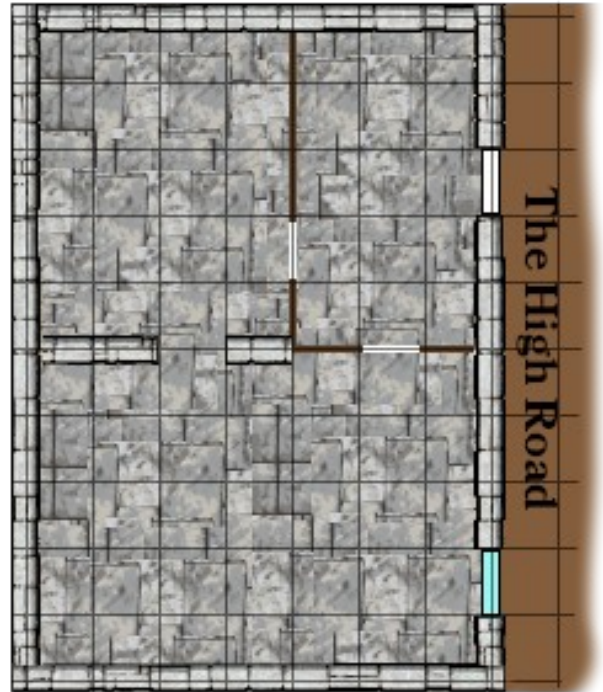
Located in the Sea Ward, this office building has a front and back office as well as a foyer by the street.



One Square = 5 feet

## Rosznar's Wines

Located in the Castle Ward, this store has a clerk's counter in the front, a large room with tables and wine racks set up for wine tasting events, and wine storage in the back.



One Square = 5 feet

## Rosznar's Fine Jewels

Located in the Trade's Ward, this building has a front showroom and a large vault in the back, consisting of wood, stone, and steel walls. It has several *guards and wards* spells cast on the door and on the bags and boxes of gems inside the vault.



One Square = 5 feet

# Appendix F.

## 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 Brooch

To serve as a player reminder of family benefits, a *family brooch* 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/3614783-rosznar-signet-ring>.