

A DUNGEON MASTER'S GUIDE TO **NEVERWINTER**

**Journey through an exciting magical city
in the world's greatest roleplaying game.**

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INTRODUCTION

Welcome, Dungeon Masters! If you're looking at this guide, you're undoubtedly looking for information or resources related to the captivatingly magical city of Neverwinter. This guide was created to provide DMs with the necessary information about Neverwinter as it exists for the Fifth Edition of Dungeons & Dragons, particularly in the early 1490s DR.

Many Dungeon Masters have started their campaigns, and often their role as a DM, using either of the wonderful **Lost Mine of Phandelver** or **Dragon of Icespire Peak** starter adventures. While these adventures provide plenty to do in the small town of Phandalin and its surrounding areas, they're also placed *temptingly* close to the city of Neverwinter on the Sword Coast. It's not uncommon for players to ask to visit the city of Neverwinter. This can feel overwhelmingly difficult for unprepared DMs to manage (especially newer DMs). Not a tremendous amount has been described about Neverwinter as it exists in the Fifth Edition of D&D, so a diligent DM might feel compelled to scour through loads of out-of-print material. This guide attempts to consolidate much of that information and help all seeking to venture into Neverwinter.

ABOUT THIS GUIDE

This guide has two primary goals:

1. To provide accurate information about Neverwinter as it comes from official Dungeons & Dragons Source Books and Adventures. Information that is *not* from such a source will be clearly marked.
2. To provide Dungeon Masters with a set of tools and ideas to help them craft an adventure should their table decide to wander into Neverwinter.

A secondary goal of this guide is to be compatible with the wealth of existing official adventures out there. In particular, the homebrew ideas and shops are crafted with both of the two starting adventures, **Lost Mine of Phandelver** and **Dragon of Icespire Peak**, in mind.

SPOILERS

This is a guide for Dungeon Masters and contains a few spoilers to the events in other D&D 5th Edition adventures. In particular, some of the events of *Lost Mine of Phandelver*, *Dragon of Icespire Peak*, *Storm King's Thunder*, and *Tyranny of Dragons/Rise of Tiamat* are mentioned in this guide. If you are planning to be a player in any of those adventures, you may want to avoid this guide. If you are a player, and your Dungeon Master is going to run you through a Neverwinter setting, you may also want to avoid this guide.

THE "LOCATIONS" SECTIONS

The first part of this guide details the official locations of Neverwinter. This section has a wealth of resources for any campaign set in Neverwinter. We have an amazing high resolution map of the city itself and beautiful artwork for many of the city's points of interest. Be sure to check **Appendix B** for cards that list prices for goods and services, and much more. Everything in this section is from official material (save the "Dungeon Masters' Inspiration" section).

Later in the guide, there is a "Homebrew Locations" section. These locations were crafted just for this guide, and are ultimately created to be utilitarian shops and locales that players might expect to exist in a city the size of Neverwinter. As these are entirely non-canonical, feel free to change them to suit your whims! **Shop cards** are provided for these as well.

THE "QUICK ADVENTURES" SECTION

In addition to details about Neverwinter's locations and history, this guide provides small "adventures" that a DM might use to give their players something to do while in the city. These adventures are meant to be small, with only one or two encounters, and not require a long-term commitment or storyline.

To run one of these Quick Adventures, Dungeon Masters would be expected to have the D&D fifth edition core rulebooks (i.e., the **Player's Handbook**, **Dungeon Master's Guide**, and **Monster Manual**).

When text appears in a box such as this one, it means that it is descriptive text that should be read aloud, or paraphrased, to the players. It will be used to describe scenes or provide scripted dialogue from non-player characters.

DUNGEON MASTERS' INSPIRATION

Throughout this guide, ideas are suggested on how a Dungeon Master might choose to use some particular location or information in their own campaign. It's totally normal to feel paralyzed by the scope of running your campaign through a big city, so consider using a few of these ideas as seeds for adventure and intrigue.

These DM Ideas will be marked in a box that looks like the one below:



Dungeon Masters' Inspiration

Idea 1. This would be the first idea.

Idea 2. This would be the second idea.

SOURCE READING MATERIAL

This guide aims to be diligent in achieving accuracy with officially published source material. You may see this book symbol below with references on where you may go to find further reading on a particular location or topic.



Read More

Example Reference 1, p. XXX - XXX, (Nth Edition)

Example Reference 2, p. XXX - XXX, (Nth Edition)

While this guide strives to make the information as current as possible, much of the material referenced comes from materials authored for older editions of Dungeons & Dragons (as described at the end of each reference). As such, it may or may not be official canon for Fifth Edition. Read more about the official [D&D Canon Policy](#).

HOME BREW CONTENT

Whenever you see the mug icon below, it means the section is "Homebrew" content. That is, this content was made up for this guide and is not a part of any official Forgotten Realms lore or canon. In such sections, it is entirely acceptable to change the names and demeanor of NPCs, stores, inns, items, etc. to fit *your* campaign.



Homebrew Content

This section is an unofficial Neverwinter location made up for this guide. Customize it for *your* campaign!

VIRTUAL TABLETOPS

This guide was designed with virtual tabletop (VTT) software in mind. If you have come across this guide in PDF

form, but need maps, tokens, images or other resources for your Virtual Tabletop, please visit [the website for this guide](#) where all of the resources can be downloaded for free.

Official modules for this guide can be found for [EncounterPlus](#).

CONTRIBUTING

This guide is open source! This means that if you find any errors in this guide and wish to contribute, you may do so by going to the [source repository](#) for this guide and submitting your suggested changes. If your changes are accepted, you will have your name added to the list of contributors in the credits!

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I have a question or suggestion not covered here!

I'd love to hear from you! [Contact me here](#).



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- 2 HALL OF JUSTICE
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- 13 NEVERWINTER RIVER
- 14 SEALED CHASM
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TOWER DISTRICT

BLUELAKE DISTRICT

PROTECTOR'S ENCLAVE

CHASM DISTRICT

Docks

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LOCATIONS OF NEVERWINTER

CASTLE NEVER

Castle Never, towering over the western end of the city, is impossible to miss. The castle sits on the rocky cliffs and outcroppings on the north side of the estuary where the Neverwinter River and the Sea of Swords meet. The castle has a circular rock around its main structure from which three bridges radiate out over the Neverwinter River: the Sleeping Dragon Bridge, the Winged Wyvern Bridge, and the Dolphin Bridge.

The castle straddles the boundaries between the Protectors Enclave, the Neverwinter Docks, and the Bluelake districts. Throughout history, Castle Never has been claimed as a part of many city districts, but it might be best to consider the Castle as its own district. The three bridges around the castle serve as an essential part of city infrastructure, providing a way of traversing the Neverwinter River and getting between the Protectors Enclave and Bluelake districts.

The castle's interior and exterior structure are both currently in disrepair, making the structure too dangerous for any inhabitation. The city's current de facto leader, Lord Dagult Neverember, is making inroads into restoring Castle Never.

CASTLE NEVER: RISE AND FALL

A visitor to Neverwinter may note that its architecture differs a bit from that of other parts of the city. That is because Castle Never is actually over a millennium old, having been commissioned by the sun elf, Lord Halueth Never, who famously conquered the city of Illusk (of whose ruins modern-day Luskan now sits atop). Much of Castle Never was presumably built between -10 DR (Lord Never's conquest of Illusk) and 87 DR (the time Neverwinter was officially founded as a city).

Throughout Neverwinter's many attacks and disasters, Castle Never has stood tall as an imposing symbol of the city's resolve as well as a monument to the city's former glories. That isn't to say, however, that the Castle has been left unscathed. Perhaps the most-significant disaster for Castle Never was in 1451 DR when **"the cataclysm"** struck Neverwinter and left most of Castle Never in ruins and killed almost all of its inhabitants (including the ruling lineage). Castle Never now remains haunted with the spirits of those killed in the cataclysm.



INSIDE THE CASTLE

Exploring the interior of Castle Never is currently a perilous activity. Adventurers looking to navigate the castle would find it inhospitable due to both its ghostly inhabitants as well as the simple dangers of exploring a building so severely damaged. The Castle is a massive structure with countless stories that both ascend toward the sky and descend to the depths. It has a number of well-documented areas of danger:

- **The Atrium.** The atrium, now boarded over to keep sunlight out and the heat of rot inside, contains an eerie display of exotic bird skeletons in gilded cages. The atrium is now home to territorial **Myconids** that will attack and feast on intruders.
- **Hall of Mirrors.** Previously a long hall of mirrors where nobility practiced gait and posture, any mortal intruder that enters this hall will find a magical recreation of the hall's destruction. Shards of flying mirror glass and fiery ruins will be launched at any that dwell in the hall for too long.
- **Neverneath.** The catacombs under the castle, referred to as the "Neverneath", feature an enchantment that cause the maze-like layout to change dynamically with a malevolent sentience. Structures will change to create dead ends, tunnels that lead back on themselves, or doors that lead to new locations each time they are opened. All of this serves to trap adventurers in until they meet their demise, likely at the claws of the catacomb's many **gargoyles**.
- **The Vault of the Nine.** This tomb is the resting place for the nine bodyguards of Neverwinter's royal lineage. The vault contains an outer chamber which features everburning torches that light the room when mortals enter. Undead lurk in the shadows of this outer chamber. The inner chamber, sealed away behind a giant stone door bearing the sigill of Neverwinter, has nine marble coffins that encircle a throne. Visitors that manage to make it to the inner chamber of the Vault of the Nine and take a rest may awaken to find the spirits the Nine standing vigil over them.

RESTORING CASTLE NEVER

Lord Dagult Neverember has made it one of the city's priorities to see to the restoration of Castle Never. This is a tremendous undertaking that is likely to take years or decades. Neverember sees the endeavor as a worthwhile symbolic pursuit of the city's rejuvenation.

Grimly, one of the first portions of the castle that *has* been restored to functional use is its dungeons. Neverember has directed that those in Neverwinter convicted of high crimes be placed in castle dungeons, referred to as "The Holes" by the locals. Executions happen daily, at noon, in The Holes — generally two days from when the prisoner is sent to The Holes.

Dungeon Masters' Inspiration

Murderous Merchants. The restoration of Castle Never has come at the cost of high taxation to the populace of Neverwinter. This has upset some powerful merchants with deep pockets and unsavory company. Lord Dagult Neverember knows assassination attempts are likely and tasks the party with his protection and removal of his would-be killers.

Sentimental Relics. A now-elderly Neverwinter noble lost a loved one in the castle's destruction nearly half a century ago. The elderly noble tasks the party with entry into the ruined castle to retrieve a sentimental relic from the body of their lost lover.

Construction Blocked. Crews overseeing the Castle's restoration know ghosts and other monsters will need to be cleared from the castle. Lord Neverember has hired warriors and mages to help with this. However, construction has stopped because the crew found a magical barrier they cannot get across. The party must investigate a way to get construction rolling again.

Read More

Acquisitions Incorporated, p. 121 - 122, (5th Edition)

Sword Coast Adventurer's Guide, p. 51, (5th Edition)

Neverwinter Campaign Setting, p. 148 - 149, (4th Edition)

Grand History of the Realms, p. 59, 61, (3rd Edition)

The North - Guide to the Savage Frontier - Cities and Civilizations, p. 16 (2nd Edition)

Volo's Guide to the North, p. 134 (2nd Edition)

PROTECTOR'S ENCLAVE

THE HALL OF JUSTICE

The Hall of Justice stands as the primary temple to Tyr, the god of law and justice, in the city of Neverwinter. The Hall's grand stone walls, towering stone pillars, and high domed roof make it an impressive and intimidating structure. Its interior is also large enough to house large races such as giants and dragons.

Serving as much more than a mere temple to a deity, the Hall of Justice functioned as the city's court for low justice (i.e., excluding crimes where the accused were of noble birth, lacking citizenship, or charged with murder). It also served as a drilling and training ground in disciplined weaponry for those devout followers who served to defend the temple and that for which it stood. The Hall's functions largely ceased with Tyr's death in the late 1300s DR.

Even after Tyr's death, residents of Neverwinter refused to repurpose the temple to worship other deities. When Lord Neverember arrived in the city, he installed a temporary priesthood of Torm at the location, reasoning there were similarities in religious tenets. He also used the temple as a base for his operations in the city as well as a personal residence. Both actions were met with disapproval by the city's residents.

With Tyr's recent resurrection, the temple has now been rededicated to Tyr, and Lord Neverember now uses a private villa as his personal residence. The Hall's restoration was highly regarded by the citizens of Neverwinter and did much to improve Lord Neverember's esteem with locals. With the Hall of Justice returning to its former glory, it once again serves as the central focal point, in both physical location and spirit, of the Protector's Enclave.

Read More

Sword Coast Adventurer's Guide, p. 51, (5th Edition)

Neverwinter Campaign Setting, p. 140 - 141, (4th Edition)

Volo's Guide to the North, p. 133 (2nd Edition)

THE HOUSE OF KNOWLEDGE

The House of Knowledge is both a library and the primary temple to Oghma in the city of Neverwinter. Architecturally, it is regarded as one of the most impressive and beautiful structures in the city – featuring abundant windows and an impressive arched roof. Its vast libraries contain many centuries worth of precious records and materials, including modern government documentation as the city lacks a formal seat of government at present.

Like so much of Neverwinter, the House of Knowledge suffered near total destruction with the eruption of Mount Hotenow in 1451 DR. A dedicated young Loremaster, Atlavast, saved much of the library's precious contents by sealing away the temple's inner sanctum and trapping himself inside. Alone and in solitude, Atlavast managed to survive the cataclysm and save multitudes of rare tomes, documents, and artifacts. However, he soon grew reclusive and a little mad from the isolation. He spent his time repeatedly cataloging and reorganizing the library. He grew extremely protective of the content. During this time, the outer sections of the House of Knowledge were taken over by various squatters, including the devil-worshipping Ashmadai cultists.

Since the chasm's sealing, the faithful of Oghma have returned to the temple and work to restore it as a center of knowledge and learning. The stern Grand Scribe Spivey Liethennson now oversees the House's reconstruction with an iron fist and short temper. The House of Knowledge's exterior has already been largely restored, though much restoration work remains underway on the interior. Still, the house has once again become a functional location for those seeking local lore and records.

Dungeon Masters' Inspiration

Inconvenient Information. Players seeking specific lore about Neverwinter or the surrounding area would be wise to consider the vast wealth of information stored at the House of Knowledge. However, to access some pieces of knowledge, the party might have to contend with the short fuse of Grand Scribe Liethennson or the cracked, over-protective demeanor of Loremaster Atlavast. Either may make the party prove themselves in some way before they would be trusted with the library's contents.

Read More

Sword Coast Adventurer's Guide, p. 51, (5th Edition)

Acquisitions Incorporated, p. 122, (5th Edition)

Neverwinter Campaign Setting, p. 144 - 145, (4th Edition)

The North - Guide to the Savage Frontier - Cities and Civilizations, p. 16 (2nd Edition)



THE FLOATING EARTHMOTES

One of the most enchanting features of the city of Neverwinter is its three large floating earthmotes. The Spellplague of 1385 DR caused chunks of Neverwinter (as well as other areas all over Toril) to rise up and begin floating away. Industrious residents of Neverwinter were able to tether a few of these earthmotes with ropes and prevent them from ultimately flying off into the Sword Coast.

THE MOONSTONE MASK

The Moonstone Mask is a large inn that sits on a floating earthmote connected to the docks of the Protector's Enclave section of Neverwinter. It is regarded by many as Neverwinter's finest, most luxurious inn. The locale is named for the half-masks worn by all of its staff, which are lined with glowing moonstones.

THE MASK'S STAFF

One might assume the Moonstone Mask's impeccable accommodations and unparalleled views are what entices its patrons, but it is actually the Mask's staff that are the inn's primary draw. The serving staff are all trained to be expertly-skilled companions as well as friendly and loyal confidants. The staff can be expected to offer erudite conversation and skill in a variety of games. It is this companionship that has made the Moonstone Mask a destination for the people of high rank and wealth for over a century.



While the Moonstone Mask no longer employs only women as its serving staff, all of the customer-facing employees are exceptionally attractive. The Moonstone Mask's staff are all dressed in sheer black, each also wearing the inn's namesake masks and an amulet. However, these clothing items are no simple uniform. The masks provide the wearer with the abilities of Dark Vision or Infravision, allowing all of the staff to gracefully traverse dim or darkened areas of the inn. The amulets, also magical, provide the staff immunity from mind-reading or control — an important quality given how much sensitive information the inn's companions are entrusted with. The amulets also allow magical communication with the inn's proprietor using only silent-thought — an important security feature were an employee to ever encounter an unruly or unsavory guest.

Liset Cheldar, a half-elf woman, currently serves as the Moonstone Mask's proprietor. Liset is presumed to be the descendant of the Moonstone Mask's previous owner, Ophala Cheldarstorn. Unlike Ophala, who was a powerful mage, Liset does not appear to possess such powers. Liset is friendly and known to flirt with guests.

THE MASK'S AMENITIES

The inn features a large, warm, and inviting ground floor dining room. The room also serves as a comfortable lounge with an impressive hearth. The rest of the first floor is taken up by kitchens dedicated to preparing haute cuisine for the inn's many guests. A grand, spiraling staircase leads up from the dining room to the guest rooms above. The atmosphere of the dining room is generally relaxed with polite conversations occurring throughout.

Guest rooms occupy the second through fourth floors. The rooms range in size from single-bed studios to large suites on the upper floors. All feature comfortable beds and luscious fur rugs. Guests staying in the inn's rooms can expect meals to be included with the price of their stay, but alcohol can cost extra. Naturally, the Mask features an impressive selection of fine libations.

For guests travelling through the most elaborate means, the roof features a special landing for winged steeds. It is rumored the Mask is laden with hidden wall panels that can open up for secretive travel within the inn itself. The staff is said to open these panels by speaking certain magical words. The fifth floor, directly below the penthouse suites, houses a lively festhall with music and dancing. The aforementioned magical soundproofing ensures this doesn't disturb any of the guests.

Dungeon Masters' Inspiration

Knowledge Base. Liset and the other Moonstone Mask staff would possess a wealth of information and rumors about the city. They'd never offer up confidential information about one of their clients, but they would be able to inform adventurers about non-confidential events and rumors.

Good Company. It wouldn't be uncommon or surprising to find notable figures at the Moonstone Mask, including Lord Dagult Neverember himself. Use this location as a place for notable run-ins.

Baubles in the Basement. If players were able to creep around the various storage rooms in the Mask's basement without getting caught, they may find all manner of magical items.



LISET CHELDAR
OWNER, INNKEEPER

THE MASK'S HISTORY

The Moonstone Mask was built by Ophala Cheldarstorn, a mage and member of the Many-Starred Cloak. Ophala is also the creator of the magical masks and amulets worn by the staff. Before the Mask was sent floating above Neverwinter, it was rumored to feature secret entrances where special guests could enter and depart unnoticed. It was also rumored to have basements that connected to tunnels of dwarven-held areas of the Underdark.

In the mid-1400s DR, the inn drifted into the Sea of Swords after the eruption of Mount Hotenow snapped the inn's rope tethers. The ropes tethering the inn were eventually replaced by large, sturdy chains, but only after the inn went drifting over the Sea of Swords for months. Even after the Mask was finally returned to Neverwinter, it ultimately attracted too few guests, became insolvent, and shuttered for a few decades. After Lord Dagult Neverember started his "New Neverwinter" movement to begin rebuilding Neverwinter, Liset Cheldar was able to not only convince Neverember that she was the rightful heir of the Moonstone Mask, but also able to have him help fund the restoration of the inn to much of its former glory under Ophala Cheldarstorn. In repayment the inn served to often house Neverember and many of his mercenaries and officers throughout the 1470s and 1480s DR.

Read More

Neverwinter Campaign Setting, p. 142 - 143, (4th Edition)

Storm Over Neverwinter, p. 8 - 11 (4th Edition)

Volo's Guide to the North, p. 138 - 140 (2nd Edition)

The North - Guide to the Savage Frontier - Cities and Civilizations, p. 16 - 17 (2nd Edition)

PIRATES' SKYHOLD

Northwest of Neverwinter, just off the Sword Coast, is another floating earthmote referred to as "Pirates' Skyhold". Soon after the Spellplague, some pirates in the area noted the earthmote could serve as a defensible base in the coasts they roamed. One band of pirates, in possession of a skyship, claimed the earthmote as their own and built up modest wooden fortifications on the earthmote.

A mysterious tragedy befell the skyhold that left most, if not all, of its pirate residents dead or missing. Their skyship remains docked on the earthmote as an eerie reminder of its abandonment. No one knows precisely what happened on the skyhold, but scores of rumors about the location circulate in Neverwinter. Some claim a dragon took the skyhold, others claim it is being inhabited by Netherese, while still others claim it is haunted by all manner of ghosts.

It is also rumored that a hoard of treasure still exists on the earthmote. The pirates were reported to store their booty in the skyhold, and given their sudden demise, it is thought the treasure must surely still be on the earthmote somewhere. Getting to the skyhold, however, is no easy feat. Some form of aerial or magical transportation will need to be procured to access the area.

Dungeon Masters' Inspiration

An Open Book. Per the Neverwinter Campaign Setting of Fourth Edition, the Pirate's Skyhold was intentionally left mysterious and open for Dungeon Masters to create their own adventures at the location.

Dragon's Hoard. It's well-known dragons love a good hoard! A younger dragon may have attacked the Skyhold, slain all the inhabitants, and kept the pirates' booty as its very own hoard.

Zombie Pirates. The god of death, Myrkul, has been very active in the area (see **Dragon of Icespire Peak** and the **Beyond Dragon of Icespire Peak** trilogy). Undead have overrun the Skyhold and turned it into a fort of the damned. The Death Knight-Dreadnaught is eerily anchored below the earthmote.

I'll Take One of Each. Myrkul has sent a **Dracolich** or **Ghost Dragon** to the Skyhold, where it sits on a hoard of pirate booty and lords over an army of undead pirates!

Read More

1 - *Neverwinter Campaign Setting*, p. 148, (4th Edition)

FISHER'S FLOAT

Fisher's Float is an earthmote just southwest of Neverwinter that a hearty guild of fishermen has made their home and business headquarters. The homes and warehouses visible on the earthmote are austere by all accounts. The small, wooden shanties certainly imply that the fishers and sailors that call the Float their home are not living indulgent lifestyles.

While these fishermen peacefully supply a massive portion of Neverwinter's seafood, they also manage to keep largely to themselves. As a result, there exist plenty of rumors about the goings-on of Fisher's Float. One particularly prevalent rumor is that the residents of Fisher's Float are in some form of allegiance with evil sea gods and/or sea monsters.

Read More

Neverwinter Campaign Setting, p. 148, (4th Edition)

NEVERWINTER'S DOCKS

THE BEACHED LEVIATHAN

The Leviathan was an infamous pirate vessel that prowled up and down the Sword Coast, striking terror into those that crossed its path. The Leviathan's captain, Harrag, was a fearsome foe to any that met him at sea, and no sailors felt their treasure safe while Harrag was out hunting on the Sea of Swords. Sometime after the eruption of Mount Hotenow, the Leviathan ran aground in northern Neverwinter and punctured its hull. Rather than abandon his ship, Harrag stayed with it as the city's docks were rebuilt around the ship (part of the general reconstruction efforts of the time). Harrag oversaw the ship's conversion from a wreck into a thriving inn and tavern.

WALKING THE PLANKS

The ship is divided into three levels for guests. The first level ("the hold"), entered from the docks, hosts the Beached Leviathan's kitchen and tavern. The tavern has a large number of tables fit for parties of all sizes. The second level ("the quarters") hosts an inn with 12 rooms of various sizes for rent, and the third level ("the deck") features private parlor rooms and tables that can be rented for a heftier price. Atop "the deck" is an extra upper cabin that serves as Captain Harrag's private quarters. The decks' various levels are accessible via a small spiral staircase at the center of the ship. In addition, a pulley-operated lift can transport goods between each of the levels via a small shaft that extends through each of the levels.

The entire ship is decorated with nautically-themed paraphernalia, many of which are trophies from Harrag's past conquests. The interior of the ship and its furnishing are well-crafted, featuring fancy oak and cherry woodwork. However, years of patrons coming, going, and brawling have left the finely-crafted interior well-worn.

GROG AND GANGS

The clientele of the Beached Leviathan are generally a humble, mixed bunch. Any with coin to spend are welcome at the tavern. Frequent patrons include sailors as well as more land-bound residents of Neverwinter. Both staff and patrons frequently use nautical slang in the tavern (e.g., referring to a drunkard as "ballast" or calling a newcomer a "privateer"). It's very common for landlubbing visitors to feel a bit lost when it comes to parsing the sailors' dialect. Gambling and brawling are both frequent occurrences, though the latter is likely to get you promptly tossed off the ship.

It's also extremely common to find any number of seedy factions represented at the Beached Leviathan. Commonly sighted at the tavern are smugglers, thieves, and press gangs. To these ilk, the Beached Leviathan serves as an important place of business. Deals are made, trades are performed, and the occasional drunken sailor is enslaved. All of this is relatively well-known to Lord Neverember and his forces, who often also

discretely monitor the tavern to keep abreast of the city's seedy underbelly. Neverember and his watch, however, almost never intercede in these foul dealings, choosing instead to keep the tavern as a reliable source of information.



LOYAL SHIPMATES

An establishment like the Beached Leviathan couldn't exist without a fearless captain and a hearty crew to support him. The Beached Leviathan has a colorful collection of staff and regulars that make the location such an interesting place. Becoming a regular at the tavern is likely to earn one an apt, nautically-themed nickname.

Captain Harrag. Captain Harrag is a burly, hairy man with only one leg (he lost the other in a fight with sahuagin). He has a fearsome and gruff exterior, but those who know him closest are aware that the man possesses an impressive amount of compassion and empathy. The Beached Leviathan is a true labor of love for the Captain, and he takes immense pride in the establishment. That said, Harrag is no pushover. Harrag will not shy away from securing good deals for his business even if the tactics demand he be cutthroat. Likewise, those that threaten the establishment will be swiftly and strongly dealt with.



CAPTAIN HARRAG
PROPRIETOR, CAPTAIN

STAFF ("CREW")

Andrella. "Mate" - Andrella is Harrag's right hand. A middle-aged, human woman, she is the lead barmaid (Jyseria, Sandrine, and Willow being the other barmaids). She leads the staff when Harrag isn't around and cares very deeply for Harrag. She has developed somewhat of a secret, unrequited love for the Captain.

Feng. A very large half-orc male, Feng serves as the tavern's bouncer.

Tabnab. An oddball human male, Tabnab is the inn's cook.

REGULARS

Len-jes. "Harbormaster" - Len-jes, a female scarred watersoul genasi, is actually the harbormaster of Neverwinter. She rents a room in the Beached Leviathan semiregularly.

Umi. "Helmswoman" - Umi, also a female watersoul genasi, is Len-jes's cousin and serves as backup to Feng if a situation at the tavern becomes too rowdy. She's highly skilled with the sword.

Bobrik Highmantle. "Bosun" - Bobrik, a stout male dwarf with a pet monkey, is a regular fixture at the bar. He has a fiery temper that occasionally gets him kicked out of the tavern for a few days.

Markul. "Lookout" - Markul, a young human man, is constantly listening to all the goings-on at the tavern. For the right price, he's willing to share the secrets he has learned, as long as they aren't secrets that he perceives would harm the Leviathan.

Ettain. "Caulker" - Ettain, a half-elf male, works as the ship's handyman. He's a skilled carpenter that can repair the ship as well as craft or repair its furniture when needed. He knows every square inch of the ship, including its secrets.

Korin. "Chanteyman" - Korin, a middle-aged male dragonborn bard, plays music and sings at the tavern. He is often known to get the whole bar singing sea shanties and folk songs. He gladly accepts tips and drinks. His family was slaughtered by cultists, which he will sometimes work into a sorrow-laden dirge.

STORMY WATERS

Throughout its relatively brief history in Neverwinter, the Beached Leviathan has found itself embroiled in conflict well beyond its seemingly-humble station. This is largely because of the type of patronage allowed in the Leviathan, in addition to Lord Neverember's own involvement with the locale. It was with Neverember's support and patronage that Harrag was able to create the establishment at all — as Neverember was ultimately the one to expunge record of his numerous crimes on the high seas. This made Harrag a true Neverember loyalist. Lord Neverember absolutely uses Harrag for his own ambitions. Neverember even went so far as to turn Harrag's own shadow into a sentient creature used to spy on the facility.

In 1479, as part of the scuffle over the true heir to the throne of Neverwinter and the lost crown of Alagondar, the Leviathan was attacked by furious Neverwinter members. The Leviathan was only saved because of intervention from adventurers and Neverember's top general, General Sabine. Later, that same year, Ashmadai cultists and demons infiltrated the Beached Leviathan and killed one of General Sabine's top advisors. This was ultimately part of a larger plot by a powerful mage named Elden Vargas to use the powers of Asmodeus to his own purposes.

Read More

Dungeon, Issue #193, p. 79 -83, (4th Edition)

Neverwinter Campaign Setting, p. 154-155, (4th Edition)

Lost Crown of Neverwinter, p. 18 - 19, (4th Edition)

Storm Over Neverwinter, p. 17 - 18, (4th Edition)

THE DRIFTWOOD TAVERN

Almost more of a museum than a tavern, the upscale and expensive Driftwood Tavern sits in the northern docks area of Neverwinter. The tavern is one of Neverwinter's older drinking locales — having been in operation since before the Spellplague of 1385 DR. After the cataclysm of 1451 DR, the tavern was used to shelter refugees and served as a makeshift city hall while the city regained some semblance of normalcy.

The establishment is chock-full of bric-a-brac. Rather than viewing the establishment as cluttered or disorganized, however, many view it as a beautiful tribute to “Old Neverwinter” and a vital part of preserving the city's history. Indeed, many travelers visit the tavern and pay its high prices for drinks and/or lodging simply to enjoy the relics collected at the establishment.

Madame Rosene, now roughly 70 years old, runs the establishment. In 1479 DR, she was secretly the leader of the Sons of Alagondar (i.e., the Graycloaks), a rebel group that opposed Lord Neverember's rule in the city. The faction, now, has largely made peace with Neverember's rule, many members even enlisting in Neverwinter's army (feeling it better that they control their own army rather than continuing to let Mintarn mercenaries have power in the city). Madame Rosene is a fount of knowledge regarding the city's history and will happily chat about old times with patrons.

Read More

Sword Coast Adventurer's Guide, p. 52, (5th Edition)

Neverwinter Campaign Setting, p. 154-155, (4th Edition)

THE TARMALUNE TRADE HOUSE

A trade cartel from the city of Tarmalune has procured a large warehouse complex on the southern docks of Neverwinter. Outside of the docks, a large swath of stalls and booths have been set up with goods for sale. The Tarmalune merchants are trying desperately to establish a solid trade presence in the area, largely to counter their rival traders from the city of Lylorn that have recently established a trade route in nearby Luskan.

Dungeon Masters' Inspiration

No Free Two-Day Shipping. If your players need something very specific and hard-to-acquire, it would be somewhat reasonable that the Tarmalune's large trade network might be able to procure the item. However, it would *also* be entirely reasonable to expect this favor to come at a high price and to take some time. After all, it takes a long time, a lot of resources, and a lot of risk to sail such a distance in Toril.

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Neverwinter Campaign Setting, p. 147, (4th Edition)



TOWER DISTRICT

THE SHARD OF THE MOON

The Shard of the Moon, formerly called “The Shard of Night”, is a floating tower in the Tower District of Neverwinter. The tower has had a storied journey through both the Material Plane and Plane of Shadow.

The tower began its existence as Moonshadow Hall, over a thousand miles away from Neverwinter, in the city of Yhaunn. In the late 14th century DR, the Shadovar (dwellers of Shadowfell and one of the few remaining factions of Netherese) assaulted the temple and magically tore away one of its towers and sent it to Shadowfell. The Shadovar learned they were able to manifest the tower at arbitrary locations in the mortal realms, and thus placed it strategically floating over Neverwinter during the Spellplague. The Netherese could use a portal in the tower to transport between Xinlenal and Neverwinter.

The tower was darkened black and cast no shadow in the day. This was actually because the temple was magically manipulated to absorb shadow. This shadow, in turn, powered the tower’s teleportation devices. The ominous, forboding tower looming overhead was largely avoided by all in Neverwinter as any who ventured inside would never return.

LADY JASMINE PRIESTESS OF SELÛNE



In 1479 DR, adventurers raided the tower and allowed the priests of Selûne to return to the tower and perform a purification, restoring the tower to its alabaster white appearance. Now, at night when three magical shards are placed within, or below, the floating tower, a stairway of solid moonlight descends from the tower entrance. The priests of Selûne will allow only trusted visitors entrance into the tower. Those particularly-trusted visitors that take a long rest in the tower find that they receive an extra healing surge until they next take a long rest.

Read More

Dungeon, Issue #193, p. 57 - 78, (4th Edition)

Neverwinter Campaign Setting, p. 158, (4th Edition)

THE CLOAK TOWER

The Cloak Tower is a wizard tower that served as a meeting place and citadel to the Many-Starred Cloak order of wizards. The tower suffered a prolonged occupation by orcs, but has recently returned to the custody of the Order of the Many-Starred Cloaks.

VANISHING FORTIFICATIONS

The Cloak Tower, and all of the wizards within, disappeared during the Spellplague in 1385 DR. The tower mysteriously returned about six months later — albeit in a new location. However, there were no traces of the wizards that had once resided there.

Naturally, once the tower returned to Neverwinter, it didn't take long for thieves to attempt looting the tower. The tower, after all, was thought to contain a wondrous magical device found in a Netherese ruin called "Halavar's Universal Pantograph". The device could reportedly duplicate metal objects that were "the size of a large throne or smaller" — this included coins! However, all the thieves soon perished in the tower, leaving a sole survivor to recount the tales of what was seen.

The thieves didn't locate the magical device, and they saw neither wizards nor their bodies. The colorful cloaks mysteriously remained, however, hanging on the pegs where they were left. Suddenly, the colorful cloaks came to life and smothered the thieves to death, save the sole survivor.

ORC INFESTATION

The Many-Arrows orc tribe invaded the tower and were able to claim it. The Neverwinter residents, assuming the tower was warded by some leftover magical defenses left by the Many-Starred Cloak wizards, thought the orcs too would

soon perish in the tower. The orcs, however, seemingly did not meet any resistance in the tower and were able to hold it.

Lord Neverember tolerated the orcs in the location largely because he had no better option. The tower was actually one of the most fortified locations in the city, which left Neverember simply biding his time until he could figure out a way to rid the city of the orcs. Luckily, the Many-Arrow orcs decided to vacate the tower and move east with to help their brethren battle the dwarves.

The Order of the Many-Starred Cloaks has once again become active with some ranking members even working with Lord Neverember to secure the region. It is presumed that custody of the Cloak Tower has returned to the Many-Starred Cloaks.

Read More

Sword Coast Adventurer's Guide, p. 51 (5th Edition)

Storm Lord's Wrath, sec. *House of Thalivar* (5th Edition)

Neverwinter Campaign Setting, p. 120, 157 (4th Edition)

Volo's Guide to the North, p. 134 (2nd Edition)





THE FALLEN TOWER

The Fallen Tower is a tavern constructed in the ruins of a wizard's tower. The tavern features a rather unique and macabre nightly spectacle that has kept it a popular drinking location for well over a century.

THE TOWER'S HISTORY

Decades before the Spellplague, the tower was owned by a powerful wizard named Llomnauvel "Firehands" Oloadhin. The Arcane Brotherhood coveted Oloadhin's accumulation

of magical items. One night, the Brotherhood violently attacked the tower in an attempt to steal the magical goods and capture Oloadhin. A spectacular magical battle raged throughout the tower. Oloadhin had anticipated the attack and rigged his tower with all manner of magical traps, including maniacal spells that turned the trespassers into lowly sea creatures. However, Oloadhin's traps were ultimately unable to stop the raid. Rather than let the Arcane Brotherhood take his tower and the contents within, the unhinged Oloadhin triggered a final massive spell that destroyed the tower. As the tower fell in a magical blaze, everyone inside perished (including Oloadhin himself).

THE NIGHTLY SHOW

Phantasmic remnants of the tower's destruction remain at the location. Every night, at the exact time Llomnauvel triggered the explosion that destroyed the tower, visions of those final moments appear at the ruined base of the tower. These silent magical projections depict Brotherhood mages, ablaze, falling helplessly to their deaths. This is soon followed by the Brotherhood's Overwizard falling similarly while his limbs transform into eels.

This seemingly harmless magical vision both horrified and fascinated onlookers. Naturally, some entrepreneurial individuals managed to turn this tragic spectacle into entertainment for locals and travelers alike. The base of the tower was renovated into a tavern. The area of the spectacle was railed off, and tables were placed all around it so that patrons may watch the "show" as they sipped on their drinks. Sadly, the tavern eventually gained a reputation for mediocre, overpriced drinks and a steep cover charge. That, combined with the multiple catastrophes that hit Neverwinter in the 15th century DR, eventually left the tavern abandoned.



VAGDRU ONE-EAR
PURVEYOR, BARTENDER

UNDER NEW MANAGEMENT

The Many-Arrow tribe discovered and started to loot the tavern and its vast wine stores when they invaded Neverwinter's Tower District. One night, in the midst of their looting and revelry at the Fallen Tower, the phantasmic images appeared and scared the orcs out of the building. The orcs eventually mustered their courage and, once realizing the phantom images were harmless, returned to the building.

An enterprising single-eared orc named "Vagdrú One-Ear" restored the site to being a functioning tavern. By way of a mutual agreement between Lord Neverember and the leadership of the Many-Arrow tribe, the tavern now serves as a neutral ground between the orcs and other races that occupy the city. All are welcome to enjoy the tavern's offerings provided they start no trouble. Any troublemakers that violate this truce are likely to face the immediate wrath of the tavern's regular clientele. The tavern's current offerings, however, are "humble" and priced accordingly. The wine and ale are inexpensive but satisfactory. Raw meat, of an unknown source, is served up to be prepared over an open cook fire.

Dungeon Masters' Inspiration

Technical Difficulties. Something goes wrong, and the previously-benign nightly magical visions of the falling mages become real; the flames of the falling mages scorch patrons. Adventurers must contain the Fallen Towers magic lest the tavern's business be ruined.

Diplomatic Immunity. The Fallen Tower is the perfect place to have a parlay between adventurers and some of the less-respected races of Faerûn.

The Other White Meat. Vagdrú One-Ear tasks the adventurers with heading out into the wilds to slay some gross-looking, level-appropriate monsters (e.g., **Giant Spiders** or a **Sibriex!**) and return their corpses as proof of their accomplishments. To the adventurers' horror, he serves the monsters' meat to patrons for that night's dinner.

Read More

Neverwinter Campaign Setting, p. 157, (4th Edition)

Volo's Guide to the North, p. 135 - 138 (2nd Edition)

The North - Guide to the Savage Frontier - Cities and Civilizations, p. 15 - 16 (2nd Edition)

BLUELAKE DISTRICT

The Bluelake District, formerly the “Blacklake District”, was home to many of the noble estates in Neverwinter. Most of the estates fared well against the cataclysm thanks to their sturdy construction. However, many were left abandoned after their owners perished in the cataclysm. The abandoned buildings proved fertile ground for the seedy underbelly of the city to gain a foothold.

Lord Neverember and his mercenaries saw great opportunity in resettling the overgrown estates in the district. However, when they attempted to do so, they found themselves attacked by a variety of factions. Seemingly every shadow faction of the city, from the Sons of Alagondar to the Dead Rats, had taken up residence in the area. It became extremely dangerous to traverse this section of the city. In recent years, however, it has improved dramatically.

BLUELAKE

Bluelake, formerly called “Blacklake”, is a lake that sits in the center of its namesake district. The lake is used for boating activities at times. However, in the summer, the lake’s level decreases dramatically and becomes somewhat more of a swamp.

The lake became particularly vile and sludge-filled after the eruption of Mount Hotenow, which filled the lake with ash. Lord Neverember made dredging and restoring the lake one of his priorities. This effort seems to have been successful, and it was renamed “Bluelake”.

Read More

Neverwinter Campaign Setting, p. 153 - 154, (4th Edition)
Lost Crown of Neverwinter, p. 33, (4th Edition)

HOUSE OF A THOUSAND FACES

The House of a Thousand Faces is a comfortable tavern in the Bluelake region of Neverwinter. The building was once a boutique clothing store for the rich nobles of the area and is full of mirrors and mannequins displaying antiquated clothing styles. The mannequins and their reflection are what give the building its name of a “Thousand Faces”. It features lush and comfortable couches where citizens sit and converse happily.

The basement of the tavern is the secret meeting location for the Neverwinter chapter of the Harpers. The Harpers, generally an organization that stands for preserving history and all things “good”, have a particularly complicated history in Neverwinter. The reputation of the local Neverwinter

chapter of the Harpers was damaged when one of its high-ranking members was caught acting as a sort of double-agent between Lord Neverember and the Sons of Alagondar (who opposed Neverember’s rule).

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Neverwinter Campaign Setting, p. 153 - 154, (4th Edition)

THE CHASM DISTRICT

THE SEALED CHASM

When Mount Hotenow erupted, a giant canyon into a Spellplague-laden section of the Underdark was torn open in the southeastern quarter of Neverwinter. This portion of the city was essentially leveled in the process. From this giant chasm all manner of unnatural beasts emerged. Any that approached the chasm would experience anxiety and other unpleasant mental effects. A wall was erected around the region to contain the horrors that arose from the chasm.

With immense effort and expense, Neverember was able to have the chasm sealed shut with powerful magic. The chasm sealed, the district was left as not much more than leveled ruins. The area was made free for the taking. Anyone who wanted to make a settlement in the region was free to claim the land and do so. Bold settlers, particularly those too poor to do so elsewhere, are flocking to the Chasm District to build a new life for themselves.

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Sword Coast Adventurer’s Guide, p. 52 - 53, (5th Edition)
Neverwinter Campaign Setting, p. 159 - 164, (4th Edition)

NEVERDEATH

Neverdeath is Neverwinter’s graveyard. It is divided into two major sections. The Pauper’s section, to the southwest, contains rows upon rows of humble graves. Many are unmarked with nameless souls that perished in one of Neverwinter’s numerous tragedies and cataclysms. The other section contains more elaborate mausoleums where nobility and wealthy were laid to rest.

Both sections of Neverdeath were strongly affected by the Spellplague. In addition to physically altering the landscape of the graveyard, the corpses now spring back to life and attack visitors. Tall walls protect the horrors of the graveyard from attacking the city, and Neverwinter’s residents know to stay well away from the horrors that await within. The people of Neverwinter now burn their dead.

LORD PROTECTOR NEVEREMBER

Dagult Neverember, Lord Protector of Neverwinter, is the de facto leader of Neverwinter. He is a complex character that often straddles the edge between altruistic and self-serving. Almost everyone would describe him as ambitious. Lord Neverember has bold plans and, with an intense pragmatism, tends to see those plans through to completion. He is described as confident and charismatic. Those face-to-face with him often find him easily likeable.

Born in 1429 DR, Dagult Neverember grew up in Neverwinter with aspirations of forming a mercantile empire from the city. However, he eventually moved to Waterdeep and married the wealthy Alethea Brandarth. They had one son together, Renaer, but Alethea died when Renaer was still young. Alethea left all her wealth to Renaer rather than Dagult. The move left a rift between father and son. Still, Neverember was ultimately able to obtain the high title of Open Lord of Waterdeep by age 50. In this position, he managed to restore the city to much of its former glory after decades of corruption and neglect.

While Neverember was rising to power in Waterdeep, he was also formulating plans for restoring his childhood home of Neverwinter. This would be no easy feat, however, as the city was still in ruins from the eruption of Mount Hotenow. The southeastern quarter of the city had a giant chasm that was spewing out plaguechanged monsters regularly, orcs had invaded the northeastern quarter of the city, and much of the rest of the city was razed. Still, in this destruction, Neverember saw an opportunity. He employed his great wealth and connections to recruit mercenaries to aid him in the task of reclaiming the city.

Neverember's attempts to take control of Neverwinter, however, were met with resistance. Multiple factions, some in the shadows and some public, began to contest Neverember's leadership. There were fights over claims to the throne (as the entire known royal family died in the cataclysm); Neverember claimed himself an heir of former King Nasher Alagondar's bastard son. Neverwinter residents began to express feelings of foreign occupation because of the mercenary forces Neverember hired. While Neverember stretched his resources thin trying to help and control Neverwinter, the Masked Lords of Waterdeep ousted him as Open Lord.

Neverember resented the decision to remove him as Open Lord of Waterdeep, but he was not one to sulk. Instead, this ultimately allowed him to dedicate all of his focus to advancing Neverwinter. This increased focus on Neverwinter, and his prior accomplishments in the city, are quickly improving his standing with the Neverwinter residents. Many of Neverember's former adversaries in the city are losing their will to oppose his rule. Neverember will pay to silently "dispose" of any that claim to be an heir of Alagondar. Neverember moves into a modest villa — a show of humility that resonates well with the populace. Neverember has started efforts to restore Castle Never.



AN ABRIDGED HISTORY OF NEVERWINTER

-10 DR. Lord Halueth Never, a sun elf, settles the area in his conquest of Illusk. Construction of Castle Never begins.

87 DR. The settlement of “Eigersstor” is founded around Castle Never. A later translation to Chondathan would name this settlement “Neverwinter”.

457 DR. The School of Wizardry is founded in Neverwinter by the Wizards Aganazzar, Ilyykur, Presper, and Grimwald (collectively known as the covenant).

955 DR. Red Wizards of Thay aid orc hordes in escaping the wizards of Neverwinter starting the “Orcgates Affair” and a centuries-long feud between Thay and Neverwinter.

1081 DR. Red Wizards slay Aganazzar and destroy the School of Wizardry.

1329 DR. Nasher Alagondar becomes king of Neverwinter.

1372 DR. An illness befalls Neverwinter that kills most of its residents within ten days of onset. It becomes known as the “Wailing Death”.

1379 DR. The Shadovar attack Moonshadow Hall and send one of its towers to Shadowfell. In a few years it will appear in Neverwinter as the floating Shard of Night.

1385 DR. The Spellplague strikes Toril. This creates the floating earthmotes on which some of Neverwinter’s landmarks reside, sends the Cloak Tower to the Far Realm, causes the rise of undead in the Neverdeath graveyard, allows the Netherese to transport the Shard of Night to Neverwinter, and corrupts the Underdark directly beneath Neverwinter (which gets exposed as the Chasm later).

1451 DR. An adventuring party in Gauntlgrym caused the primordial Maegera to fly into a fit of rage and lay waste to much of the surrounding area. This included causing Mount Hotenow to erupt, opening a massive chasm in the southeastern quarter of Neverwinter and laying ruin to much of Castle Never (killing most of the castle’s inhabitants as well). This even is often simply referred to as “the cataclysm.”

1467 DR. Still reeling from the destruction of the cataclysm, Dagult Neverember hires Mintarn mercenaries to aid him in bringing order back to Neverwinter. He calls this the “New Neverwinter” movement.

1474 DR. The Sons of Alagondar are formed as a nationalist group opposed to Dagult Neverember’s rule of Neverwinter.

They have two factions, The Nashers and The Graycloaks. The Nashers are more violent in their attempt to remove Neverember, whereas the Graycloaks tend to use politics and subterfuge to depose Neverember.

1479 DR. Seldra Tylmarande is given a replica of the Crown of Neverwinter. She uses the fake crown, along with a male disguise, to try to make claim to the throne of Neverwinter and depose Neverember. She is defeated and the plot fails. Neverember also claims he is a legitimate heir to the throne but is unable to find a real crown and prove it.

1479 DR. Selûne intervenes in mortal affairs and sends shards to Toril that allow Lady Jasmine and other selûnite priestesses (with the help of adventurers) to cleanse the Shard of Night into the Shard of the Moon.

1479 DR. Elden Vargas, a powerful War Wizard from Cormyr, sends a good portion of Neverwinter’s populace into madness in a plot to rescue his wife that is being held in Helm’s Hold by Ashmadai cultists attempt to exploit the mage. The conflict results in demons and cultists attacking the Beached Leviathan.

1486 DR. The Chasm is sealed, but at great expense to the city of Neverwinter.

1489 DR. Lord Neverember is ousted as Open Lord of Waterdeep and can focus his attention more-solely on Neverwinter.

HOME BREW LOCATIONS

Homebrew Content

This section is an unofficial Neverwinter location made up for this guide. Customize it for *your* campaign!

Welcome, Dungeon Masters! While the guide has focused on the canonical locations and history of Neverwinter thus far, this section is all about providing newly made-up locations that Dungeon Masters may find useful if running a campaign through this sprawling city. Despite the great locations that are offered up in official lore sources, the city is actually light on more run-of-the-mill, utilitarian shops and locations (at least compared to somewhere like Phandalin).

In this section, you will find an armor shop, a weapons shop, a potions shop, a general goods store, and a magical items shop - all the sorts of things one might expect to find in a larger city in Faerûn. Everything in this section has been made just for this guide, so you should have no worries about changing any of the details about these locations for your campaign should you decide to use them!

Be sure to check out [Appendix B](#) for useful shop cards that you can hand your players when they visit these locations.

BRANNUR'S DEPENDABLE DEFENSES

Brannur Lutgehr, a talented and hard-working young (by dwarven standards) male dwarf, has seen an opportunity in Neverwinter's reconstruction efforts. Brannur has opened up a blacksmithing shop in Neverwinter's Chasm District to sell armor, tools, and larger pieces of farming equipment (e.g., plows). While the nascent shop is still only positioned to offer the more-standard forms of armor, Brannur is quickly gaining a reputation for well-crafted goods and has even scored some contracts supplying armor to Neverwinter's guard forces.

The shop is impeccably clean and well-organized. Much of the armor on display is polished to a mirror-like finish and always arranged in a perfectly symmetrical configuration on the shop's walls and stands. If Brannur isn't in the back of the shop working with the forges, he can be found in the front of the shop either sweeping or running around with a cloth to remove any smudges that may have found their way onto one of his works. A customer accidentally bumping one of the armor stands such that it skews slightly is likely to give Brannur an involuntary twitch.

Brannur has a calm and polite demeanor, and most of his customers would find it hard to picture him ever raising his

voice - be it in excitement or anger. This comes through in his work, as Brannur likes to focus his talents on crafting items of defense and utility rather than items of intended to harm. However, this illusion of a calm stoicism would quickly be dispelled if one were to see Brannur and his sister, Brannwyn, interacting. When those two are in the same room, a heated argument is sure to arise.

Dungeon Masters' Inspiration

Top Shelf Ingredients. Brannur wants to take his shop to the next level, but to do so, needs a rare ingredient not easily accessible in this area. He's heard rumor the ingredient was in possession of the pirates at Pirates' Skyhold and would like the party to procure it for him.



BRANNUR LUTGEHR
BLACKSMITH



BRANNWYN'S SHARP EDGE

Brannwyn Lutgehr, sister of Brannur, also sought out the fortunes that a quickly-evolving Neverwinter may offer. Brannwyn has opened up a shop next door to her brother, Brannur, where she also exhibits her blacksmithing skills by creating all manner of weapons. Like her brother, Brannwyn is also gaining a reputation as being a reliable source to arm Neverwinter's growing defense forces. In fact, some of the city's procurement staff have ired both Brannur and Brannwyn by placing a single order for both armor and weapons, thinking their two shops are a single entity.

Brannwyn's shop lacks the meticulous cleanliness exhibited in her brother's shop, but that doesn't imply the goods are of any lesser quality. The weapons crafted in Brannwyn's shop are forged with care, and they are known to be as reliable as they are deadly. The swords crafted at Brannwyn's shop are sharp, well-balanced, and very sturdy.

Brannwyn's personality is almost the exact opposite of her brother's, and the "Sharp Edge" name of her shop is as likely to be referring to her demeanor as it is to her finely-crafted weapons. Brannwyn is quick-witted and won't hesitate to take a verbal jab at any that arrive in her shop. Those that are easily offended are probably better off shopping elsewhere.

BRANNWYN LUTGEHR BLACKSMITH





Sibling Rivalry

Brannur and Brannwyn are extremely competitive with each other, and each will do almost anything to top the other. Their two shops are immediately next door to each other, which means that such competitions come up often. Some keen shoppers have noticed that they can use this rivalry to their advantage — generally by playing the siblings off each other. All it generally takes is a simple assertion that the other sibling has claimed the ability to do something better than the other; this will cause the first sibling to work extra hard or cut prices simply to one-up the other.

However, insulting either Brannur or Brannwyn in front of the other sibling will be met with swift fury. At the heart of it, the siblings care deeply for each other, and their petty squabbles are far overshadowed by the immense sense of familial pride and unity. It's quite common to see one of the Lutgehr siblings helping the other by lending a tool or even donating expensive metals and materials. An outsider taking a jab at one of the siblings will, at best, be met with a glare and a return insult and, at worst, get you thrown out of the shop or have the entire Lutgehr clan up in arms.

PRISCILLA'S PERFUMES AND POTABLES

Priscilla's Perfumes and Potables is owned and operated by a young human woman who goes simply by "Priscilla" — never a last name given. The beautiful shop, located in the Bluelake District, has floor-to-ceiling shelves filled with fresh flowers and glass bottles of vibrantly colored liquids. In fact, there are so many flowers in this shop that a number of newcomers have mistaken it for a florist. All of the cabinetry in the shop is ornately crafted and polished to a shine.

While the shop's name may seem to indicate that it is focused around perfumes and fragrant beverages, Priscilla is an extremely talented alchemist and apothecary. She is capable of making exotic and rare concoctions for the right price. She also has some talent in diagnosing maladies, though she generally doesn't offer those services unless asked explicitly.

While extremely jovial, Priscilla will avoid giving away much personal information. How she came to possess her skills at such a young age, how she could afford such a nice shop in the Bluelake District, and her family history are all mysterious. Local residents of Bluelake will tell you the shop itself seemed to spring up from nowhere overnight.

Despite being relatively new to the city, Priscilla is now well known to a large swath of Neverwinter residents as a person with great compassion. She frequently donates her goods and services to poorer Neverwinter residents that are truly in need. She even regularly makes her way down to the Chasm District to hand-deliver potions and poultices to the sick or injured.

PRISCILLA

ALCHEMIST & APOTHECARY



All the same, her shop is absolutely befitting of the Bluelake District's desire to be restored to noble estates and households. The more-wealthy residents of Neverwinter all know of Priscilla and frequent her shop for both her potions and finely-crafted fragrances. The poorer residents of Neverwinter may not know of the shop, but will absolutely know of Priscilla herself and her supposed "miracle" cures.

SWIFT HEART SUNDRIES

Swift Heart Sundries is a general goods store owned by Swift Heart, an older female Tabaxi. The storefront is a modest new building that was built upon the foundations of a flattened building in the Chasm District. The recently-

constructed building smells of fresh wood, fresh flour, and hanging dried herbs. The offerings are humble, but the shop is tidy.

Swift Heart, after a long life filled with treasure-seeking adventures, has used her small collection of wealth to settle down and seek retirement. Always bold, however, Swift Heart intentionally chose to place her shop in an unfamiliar city. She reasoned settling in a strange, new location would at least provide her excitement even in "retirement". Over the course of her travels, she has made numerous connections with suppliers and traders, and surmised she could use these connections to make a profitable little shop. Upon word of the nearly-free land available in Neverwinter's now-sealed chasm, she made haste to the city to establish her store.

Swift Heart now has a relaxed and empathetic disposition, but she will be the first to tell you that she was a passionate adventure-seeker in her youth. She'll gladly tell you a tale or two about her dangerous treks through jungles filled with giant venomous snakes, near-death experiences wandering in endless desert dunes, or even times spent on the high seas with her Tabaxi sea captain friend, Stands in Tar.

SWIFT HEART

PROPRIETOR





ARCANE ACQUISITIONS

Arcane Acquisitions is a shop that sells magical arms and armor located in the Chasm district. The shop is generally very easy to locate, as it will generally be emanating a bright purple, green, or blue glow from one of its many forges and braziers (much to the chagrin of its neighbors). Approaching the shop, a customer will generally hear the banging of hammer on anvil, the hiss of steam valves being released from the many stills and alchemical contraptions, or the roar of seemingly-magical flames.

The shop is run by the eccentric half-elf Wizard named Flinar Ralolar. Flinar wears a robe and goggles around his shop, where he quietly toils away with a perpetual frown on his face. His assistant, a goblin by the name of Gigz, performs most of the mundane blacksmithing at the shop. Patrons will never, however, hear Flinar and Gigz conversing as Flinar chooses to telepathically communicate with his assistant.

Flinar Ralolar, age unknown, is a mysterious individual. Not one to volunteer much information, little is known about the wizard. What some do know, however, is that before Flinar arrived in Neverwinter, he was among the many that came to the Wave Echo Cave outside of Phandalin to study the Forge of Spells (once it was cleared of malicious forces by adventurers).

FLINAR RALOLAR OWNER, WIZARD



GIGZ ASSISTANT



Flinar isn't unfriendly, per se, just merely very flat in his demeanor. His frown seems to be more of a physical attribute of the man than an actual indication of his discontent. Flinar will even attempt to smile and warmly greet customers that enter his shop, though the expression generally comes across as awkward, insincere, and off-putting. Attempts to converse with Gigz will never result in anything more than a nod or shake of the head.

Flinar offers a variety of magical weapons, armor, and items that he crafts in his workshop. He does not generally take requests or commissions, instead, offering only what he was already created. Some speculate the store is more of a research laboratory for the wizard, and he only chooses to sell his goods to make room for new research.

Use the following table for magical items that might be offered up at Flinar's shop:

D12 Magic Item

Quicksilver Longsword

Weapon (Longsword), uncommon (requires attunement)

- 1 The bearer may use a bonus action to change the form of the weapon to any other simple or martial melee weapon. It always counts as a silvered weapon no matter what form it takes.

Rain-Activated Chain Mail

Armor (Chain Shirt), uncommon (requires attunement)

- 2 This chain mail becomes +1 armor when wetted by rainfall. The chain mail must be wet, and the water must come from rain, otherwise the armor is merely standard chain mail.

Deerstalker Hat

Wondrous Item, uncommon (requires attunement)

- 3 The wearer gains +1 to Investigation checks.

Tithing Mace

Weapon (Mace), uncommon (requires attunement)

- 4 The bearer may lay 10 gold coins along the surface of the weapon and pray to a God of their choice for 10 minutes. At the end of this ritual, the weapon becomes a +1 weapon until the next long rest and the 10 gold coins are permanently gone. This boon will be lost if the bearer acts in a way that is contradictory to that deity's teachings.

D12 Magic Item

Defensive Cleaver

Weapon (Handaxe), uncommon (requires attunement)

- 5 Whenever the bearer takes a dodge or disengage action, they may move an additional 5 feet that round.

Extra-Light Longbow

Weapon (Longbow), uncommon (requires attunement)

- 6 The bearer gain a +1 bonus to initiative rolls.

Bartender's Boots

Wondrous Item, uncommon (requires attunement)

- 7 The wearer gains +1 charisma when doing Persuasion or Deception checks against any creature to whom they have served a beverage.

Airy Leather Armor, *Armor (Leather), uncommon (requires attunement)*

- 8 Contains **1d4** unreplenishable charges of the Feather Fall spell.

Enraged Dagger, *Weapon (Dagger), uncommon (requires attunement)*

- 9 Once per day, the bearer may spend their reaction to gain +1 AC and +1 Damage for 30 seconds.

Babel Earring

Wondrous Item, uncommon (requires attunement)

- 10 Contains **1d4** unreplenishable charges of the Comprehend Languages spell.

Shadowgarb Armor

Armor (Leather), uncommon (requires attunement)

- 11 From dusk until dawn, the wearer may treat this as +1 armor.

Ring of Echoes

Wondrous Item, rare (requires attunement)

- 12 The bearer may cast Prestidigitation once per day.

QUICK ADVENTURES





THE ABANDONED TOWNHOUSE

Homebrew Content

This section is an unofficial Neverwinter location made up for this guide. Customize it for *your* campaign!

This Quick Adventure is designed for a party of roughly three to five 5th level players.

ADVENTURE BACKGROUND

In the Bluelake district of Neverwinter sits an abandoned townhouse. The home used to belong to the Cormyrean war wizard, Elden Vargas. Elden Vargas had dealings with the Ashmadai who ultimately exploited him and kidnapped his wife and committed her to Helm's Hold. In an attempt to rescue his wife from Helm's Hold, he used his substantial psychic magic to send many of Neverwinter's residents into madness. Soon after this attack, he left Neverwinter for Helm's Hold. Elden Vargas and his foul deeds were ultimately stopped at Helm's Hold (where heroic adventurers either captured or killed him), and Vargas never returned to his townhouse.

Before leaving, Elden Vargas used magic to seal shut his townhouse to prevent intruders from entering. This abandoned property has been long-desired by those looking to claim the abandoned estates of the Bluelake district, but the magical wards on the property have, so far, kept any squatters from taking the property.

The Dead Rats gang, who operates in the sewers of Neverwinter, has been eying the property for some time. They have recently enlisted one of their mages from Luskan to help break the magic wards on the property so they can claim whatever magical relics might lie within.

ADVENTURE HOOKS

Rumors of Riches

The adventurers overhear tavern talk about a strange, abandoned noble estate that has yet to be looted. The tavern patrons speculate there are rare magical items in the estate and anyone brave enough to enter the place would be richly rewarded.

Commissioned

The adventurers are commissioned by a wealthy merchant to break down the magical barrier preventing entry into the house. The merchant would ultimately like to renovate and sell the estate, but can't do so until the magic barrier is removed.

INVESTIGATING THE TOWNHOUSE

When the players approach the house, read the following:

An iron fence surrounds the townhouse, but the gate swings open freely. The wind begins unnaturally howling and the sky darkens slightly with cloud cover. The townhouse, other than having some untended plants taking over, appears to be in decent shape. The windows emit a faint blue glow but are otherwise too dusty to peer through.

1. TOWNHOUSE EXTERIOR

The door to the townhouse is firmly locked. The entire house is protected with abjuration magic, and attempts to physically break through a window or door will be met with failure (no matter how strong the party members are). The magical barrier, placed by Elden Vargas, was meant to keep common thieves out of his home while he was away. A simple *Dispel Magic* spell will rid the entire townhouse of the barrier.

As the players try to enter the door, however, three members of the Dead Rats gang (2 **Wererat Assassins** and a **Wererat Wizard**) approach from behind:

As you work out how to enter the structure, three half-man-half-rat hybrids enter the gates behind you. Two are dressed in black leather and carry an array of swords and daggers, and one is in robes and carries a glowing staff. One of the leather-clad rats snarls at you, "this is Dead Rats property you're trespassing on, and we think it is best if you leave."

The party is free to leave unharmed if they wish. If they choose to do so, the next time they return to the property, it will be ransacked and empty of all items. If the adventurers decline to leave, the wererats attack. If the Wererat Assassins are killed first, the Wererat Wizard will attempt to flee. The Wererat Wizard can be coerced to dispel the magic barrier if captured alive.

2. DINING & LIVING ROOM

A strange blue flame flickers in the hearth but produces no heat. Old cobwebs line the walls, and dust has settled on every surface. A DC 15 Intelligence (Investigation) check on the bookshelves will reveal a *1st Level Spell Scroll*.

3. KITCHEN

The same strange blue flame is in the kitchen hearth. Despite producing no heat, a pot of water boils away on the hearth. Despite bubbling away, however, the water is actually cold to the touch. All of the food in this area has long rotted away to dust. When a creature enters the bathing room attached to the kitchen, the tub magically fills with water and starts heating.

4. STUDY

The floor in the study has grown creaky and the upstairs furniture is coated in dust like all the other areas of the home. A potted plant has long since died and withered away. The door to Elden Vargas's bedroom (Section 5) gently bangs as if a window inside were left open. A DC 15 Intelligence (Investigation) check on the bookshelves will reveal a *2nd Level Spell Scroll*.

5. BEDROOM

Elden Vargas has left a **Storm Gyre** in his bedroom to stand sentry. When the players open the door to the room, read:

In the center of the room, a swirling vortex crackles with arcs of lightning. The vortex stays steady in the center of the room for a few heartbeats, but then a face emerges from the tempest. A chaotic wind sweeps through the room and sends papers on the desk flying. The vortex comes rushing at you.

The Storm Gyre attacks any creatures on sight and will fight until it is destroyed. It is not particularly smart, and will attack the nearest creature. However, if multiple creatures are close together, it will attempt to use its lightning attack to arc lightning through multiple creatures.

After defeating the Storm Gyre, players that search through the wardrobe in the bedroom will find a random item from **Magic Item Table B** from the Dungeon Master's Guide. Pinned to a desk is a note that simply reads:

MY DEAREST KARIS - IF YOU'RE READING THIS, KNOW THAT I'M TRULY SORRY. - ELDEN

APPENDIX A - MAPS





NEVERWINTER





THE BEACHED LEVIATHAN

1st Floor



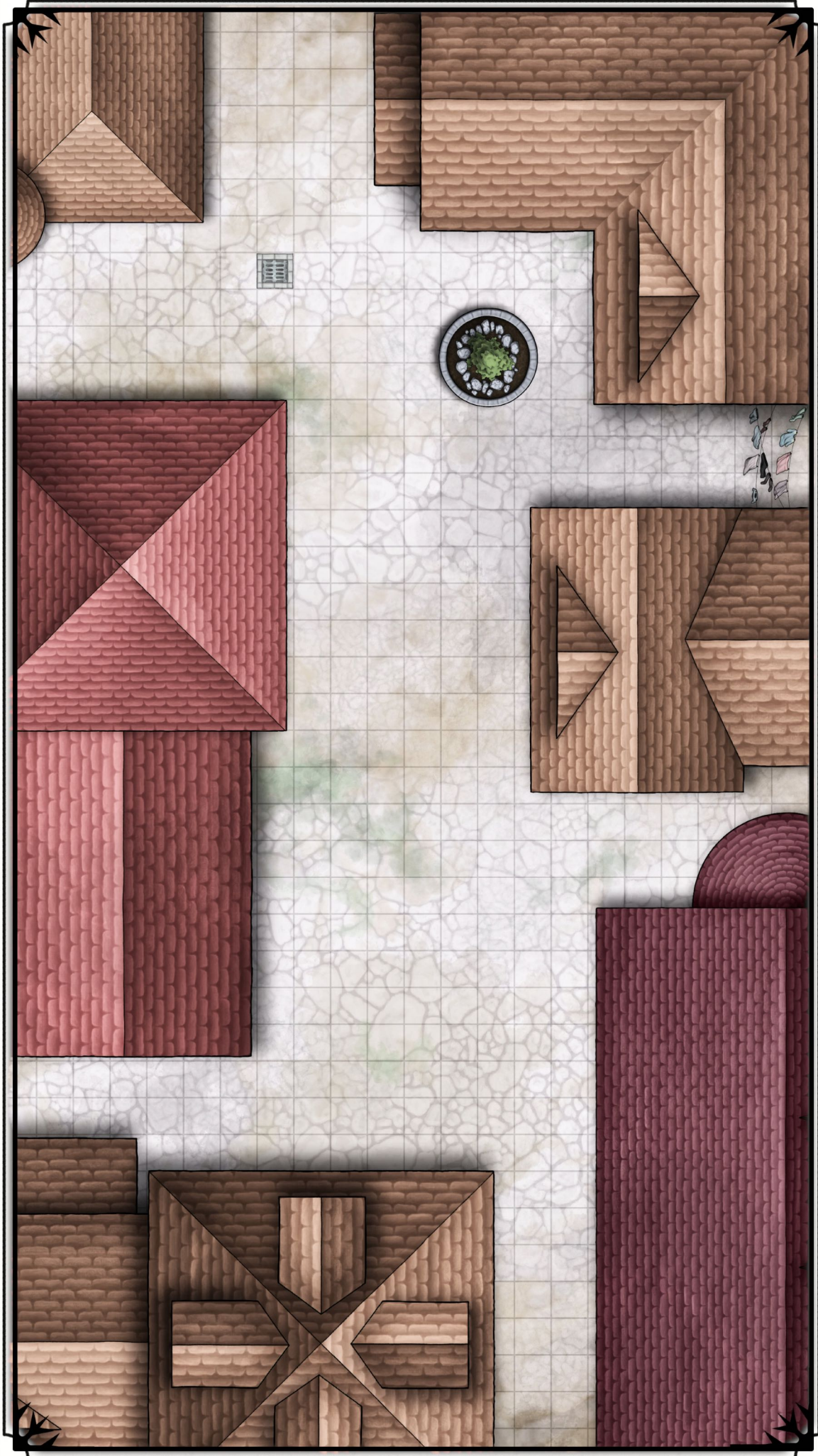
2nd Floor



ABANDONED TOWNHOUSE



CITY MAP 1



CITY MAP 2

APPENDIX B

POINT OF INTEREST CARDS



The Moonstone Mask



LISET CHELDAR
OWNER & INNKEEPER

Inn Services

Rooms, includes meal and stabling	2 pp
Walk-In Dining	1 pp
Company of a Mask	5 pp

Fine Drinks

Ale, tankard	4 cp
Cider, tankard	4 cp
House Wine, bottle	9 sp
Fine Wine, bottle	6 gp
Firewine, bottle	9 gp
Elverquisst, bottle	2 pp
Feywine, glass	1 gp
Feywine, bottle	5 gp
Strong Dwarf Liquor, glass	1 gp
Strong Dwarf Liquor, bottle	5 gp

Dinner Menu

Appetizers	
Octopus Broth	
Mushrooms in Herb-and-Garlic Sauce	
Fennel in Parsley-and-Mint Broth	
Entrées	
Daintyfish Skewers	
Mussel-and-Basil Soup	
Clam Chowder	
Turtle Soup	
Hot Pie, Boar and Veal	
Hot Pie, Bacon and Kidney	
Hot Pie, Chicken Liver	
Dessert	
Blackberry-and-Apple Pie	
Almond Tart	
Seasonal Strawberries in Chocolate	

"The women of the Mask are famed as good friends, worthy gaming opponents, and wise conversationalists. Many important personages of Amn, Baldur's Gate, Waterdeep, and the North come to Neverwinter regularly to discuss their plans and business with their favorite lady in a mask."

- *Volo's Guide to the North*



Shard of the Moon

Temple & Faith Supplies

Alms Box	5 gp
Bell	1 gp
Blanket	5 sp
Book, Scripture	25 gp
Candle	1 cp
Case, Map or Scroll	1 gp
Censer	5 gp
Chalk, piece	1 cp
Healer's Kit	5 gp
Holy Symbol, Amulet	5 gp
Holy Symbol, Emblem	5 gp
Holy Symbol, Reliquary	5 gp
Holy Water, flask	25 gp
Incense, block	1 cp
Ink, 1-ounce bottle	10 gp
Ink Pen, Fountain	3 gp
Lamp	5 sp
Paper, sheet	2 sp
Parchment, sheet	1 sp
Perfume, vial	5 gp
Rations, day's-worth	5 sp
Torch	1 cp
Vial	1 gp
Waterskin	2 sp



LADY JASMINE
PRIESTESS OF SELÛNE

The Beached Leviathan



1st Level - The Hold (Kitchen & Bar)

Food	
Fish Stew	▲ 3 sp
Grilled Sea Bass	▲ 5 sp
Bread, loaf	■ 2 cp
Cheese, hunk	▲ 1 sp
Vegetable Soup	▲ 2 sp
Drink	
Ale, gallon	▲ 2 sp
Ale, mug	■ 4 cp
Rum, cup	▲ 1 sp
Wine, common (bottle)	▲ 5 sp
Grog, cup	▲ 1 sp

2nd Level - Quarters (Inn)

Small Cabin (9 available)	▲ 1 sp
Medium Cabin (1 available)	▲ 5 sp
Large Cabin (2 available)	▲ 8 sp

3rd Level - Deck (Private Parlors)

Private Parlor (2 available)	■ 2 gp
------------------------------	--------

CAPTAIN HARRAG
PROPRIETOR, CAPTAIN

BEACHED LEVIATHAN SLANG

The crew of the Beached Leviathan shares a language all their own, which was built around nautical terms.

Albatross: Someone bringing bad luck to the tavern.

Ballast: A drunkard.

Batten the Hatches: Shut your mouth.

Bowsprit: A sword, especially a large one.

Capstan: A cask of ale or wine.

Deadlights: Eyes, especially those of a drunk person.

Doldrums: Boredom.

Drink the Coin: Become a member of the crew.

Feeding the Fishes: Referring to a crew member not currently in the tavern.

Flash Packet: A weakening.

Furole: Magic.

Heavy Packet: A strong person.

Heel: To fall over.

Kiss the Lady: Be kind to Andrella.

Lash Up: Finish drinking.

Place the Black Spot: Agree to dislike someone.

Press-Gang: A rowdy group of patrons.

Privateer: A newcomer to the tavern.

Scrimshaw: Writings or etchings.

Scupper: One's mouth.

Short-Handed: Lacking a barmaid to take orders.

Slipped His or Her Rope: Referring to a patron who has passed out or is otherwise incapacitated.

Wag: A patron of the tavern who is not a crew member.

The Fallen Tower

FALLING MAGES

"Late every night, at the precise time of the explosion that destroyed the tower, one can see the soundless phantoms of two terrified Brotherhood mages, limbs blazing, falling down like rag dolls."

- *Volo's Guide to the North*



"Refreshments"

Vagdrú's "Special" Brew, tankard	■ 2 cp
Cider, tankard	■ 2 cp
Stout, tankard	■ 2 cp
Ale, tankard	■ 2 cp
Brown Bread, loaf	■ 2 cp
"Meat" Pie, served raw upon request	■ 4 cp
Rhubarb Pie	■ 4 cp

VAGDRU ONE-EAR
PURVEYOR, BARTENDER



Brannur's Dependable Defenses

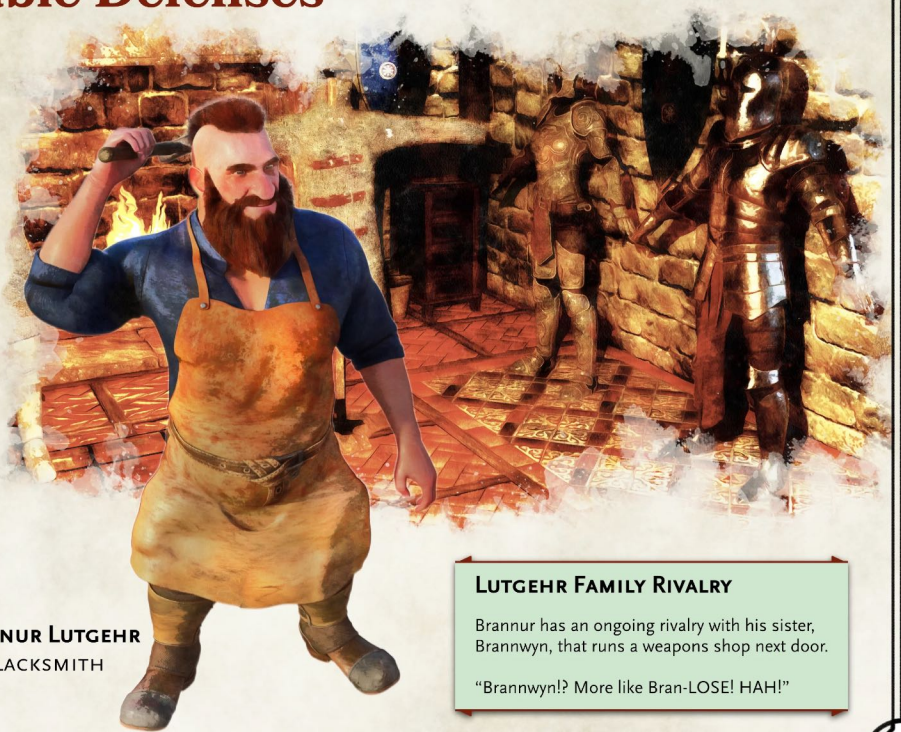
Armor

Light Armor		
Studded Leather	🔨	45 gp
Medium Armor		
Chain Shirt	🔨	50 gp
Scale Mail	🔨	50 gp
Breastplate	🔨	400 gp
Half Plate	🔨	750 gp
Heavy Armor		
Ring Mail	🔨	30 gp
Chain Mail	🔨	75 gp
Splint	🔨	200 gp
Plate	🔨	1500 gp
Shields		
Standard Shield	🔨	10 gp

Tools

Chain	🔨	5 gp
Crowbar	🔨	2 gp
Hammer	🔨	1 gp
Hammer, Sledge	🔨	2 gp
Manacles	🔨	2 gp
Pick, Miner's	🔨	2 gp
Pot, Iron	🔨	2 gp
Smith's Tools	🔨	20 gp
Tinker's Tools	🔨	50 gp

BRANNUR LUTGEHR
BLACKSMITH



LUTGEHR FAMILY RIVALRY

Brannur has an ongoing rivalry with his sister, Brannwyn, that runs a weapons shop next door.

"Brannwyn!? More like Bran-LOSE! HAH!"

Brannwyn's Sharp Edge

Simple Melee Weapons

Dagger	🔨	2 gp
Handaxe	🔨	5 gp
Javelin	🔨	5 sp
Light Hammer	🔨	2 gp
Mace	🔨	5 gp
Sickle	🔨	1 gp
Spear	🔨	1 gp

Martial Melee Weapons

Battleaxe	🔨	10 gp
Flail	🔨	10 gp
Glaive	🔨	20 gp
Greataxe	🔨	30 gp
Greatsword	🔨	50 gp
Halberd	🔨	20 gp
Lance	🔨	10 gp
Longsword	🔨	15 gp
Maul	🔨	10 gp
Morningstar	🔨	15 gp
Pike	🔨	5 gp
Rapier	🔨	25 gp
Scimitar	🔨	25 gp
Shortsword	🔨	10 gp
Trident	🔨	5 gp
War Pick	🔨	5 gp
War Hammer	🔨	15 gp

BRANNWYN LUTGEHR
BLACKSMITH



LUTGEHR FAMILY RIVALRY

Brannwyn has an ongoing rivalry with her brother, Brannur, that runs an armor shop next door.

"Brannur's so dense he could use his own head for an anvil! Might actually improve his looks!"

Priscilla's Perfumes and Potables



PRISCILLA
ALCHEMIST & APOTHECARY

MADE TO ORDER

In addition to the standard gear, Priscilla can make special potions to order. However, be prepared to pay an extremely high price for them.

Concoctions

Acid, vial	25 gp
Alchemist's Fire, flask	50 gp
Antitoxin, vial	50 gp
Perfume, vial	5 gp
Poison, Basic (vial)	100 gp
Potion of Healing	50 gp

Ingredients & Gear

Component Pouch	25 gp
Vial	1 gp
Oil, flask	1 sp
Common Ingredients	3 sp
Uncommon Ingredients	1 gp
Rare Ingredients	10 gp

Custom Potions

Common Potion	75 gp
Uncommon Potion	300 gp
Rare Potion	2500 gp



Swift Heart Sundries



SWIFT HEART
PROPRIETOR, EX-ADVENTURER

ADVENTURING GEAR

Backpack	2 gp
Barrel	2 gp
Bedroll	1 gp
Blanket	5 sp
Bottle, glass	2 gp
Bucket	5 cp
Candle	1 cp
Clothes, Common	5 sp
Flask or Tankard	2 cp
Ink (1 ounce bottle)	10 gp
Journal, Soft Bound, 25 Sheets	7 gp
Jug or Pitcher	2 cp
Ladder (10-foot)	1 sp
Lamp	5 sp
Lantern, Hooded	5 gp
Mess Kit	2 sp
Mirror, Steel	5 gp
Parchment (one sheet)	1 sp
Pick, Miner's	2 gp
Piton	5 cp
Pole (10-foot)	5 cp
Pot, Iron	2 gp
Pouch	5 sp
Rations (1 day)	5 sp
Rope, Hempen (50 feet)	1 gp
Sack	1 cp

Shovel	2 gp
Tent, Two-Person	2 gp
Tinderbox	5 sp
Torch	1 cp

TOOLS

Carpenter's Tools	8 gp
Cobbler's Tools	5 gp
Cook's Utensils	1 gp
Leatherworker's Tools	5 gp
Mason's Tools	10 gp
Potter's Tools	10 gp
Smith's Tools	20 gp
Weaver's Tools	1 gp
Woodcarver's Tools	1 gp

Arcane Acquisitions



FLINAR RALOLAR
OWNER, WIZARD

GIGZ
ASSISTANT

Magical Arms & Armor

QUICKSILVER LONGSWORD

550 gp

Weapon (Longsword), uncommon (requires attunement)

The bearer may use a bonus action to change the form of the weapon to any other simple or martial melee weapon. It always counts as a silvered weapon no matter what form it takes.

TITHING MACE

350 gp

Weapon (Mace), uncommon (requires attunement)

The bearer may lay 10 gold coins along the surface of the weapon and pray to a God of their choice for 10 minutes. At the end of this ritual, the weapon becomes a +1 weapon until the next long rest and the 10 gold coins are permanently gone. This boon will be lost if the bearer acts in a way that is contradictory to that deity's teachings.

DEFENSIVE CLEAVER

250 gp

Weapon (Handaxe), uncommon (requires attunement)

Whenever the bearer takes a dodge or disengage action, they may move an additional 5 feet that round.

NOT MADE TO ORDER

Flinar becomes agitated and uncomfortable when asked to craft specific pieces. He instead prefers to only sell what he has already created.

APPENDIX C – CREATURES



STORM GYRE

Medium Elemental, Typically Neutral

Armor Class 18 (natural)

Hit Points 135 (9d10 + 35)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	5 (-3)	14 (+2)	5 (-3)

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Auran

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Air Form. The Storm Gyre can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Percuss. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (2d10 + 8) thunder damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the gyre's next turn.

Conduction. The Storm Gyre picks a target within 60 feet. That target, and all other targets within 10 feet of that target, must make a DC 14 Dexterity saving throw. All targets take 22 (5d8) lightning damage on a failed save, or half as much on a successful one.



WERERAT ASSASSIN

Medium Humanoid, Any Alignment

Armor Class 16 (Studded Leather)

Hit Points 75 (9d10 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Perception +3, Stealth +7

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 13

Languages common, thieves' cant (can't speak in rat form)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes 3 attacks with its dagger.

Dagger (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target *Hit:* 6 (1d4 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

BONUS ACTIONS

Change Shape. The wererat transforms into a rat-humanoid hybrid, into a giant rat, or back into its humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

REACTIONS

Uncanny Dodge. The wererat halves the damage that it takes from an attack that hits it. It must be able to see the attacker.



WERERAT WIZARD

Medium Humanoid, Any Alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (11d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages any three languages and thieves' cant (can't speak in rat form)

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes three Arcane Burst attacks.

Arcane Burst (Humanoid or Hybrid Form Only). *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 19 (3d10 + 3) force damage.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Spellcasting (Humanoid or Hybrid Form Only). The wererat casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 14):

At will: *dancing lights, mage hand, prestidigitation*
2/day each: *fireball, mage armor, unseen servant, ice storm*

BONUS ACTIONS

Change Shape. The wererat transforms into a rat-humanoid hybrid, into a giant rat, or back into its humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.



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- Jordan Cooper
- Jennifer Johnston

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TAKE A DETOUR

With so many official fifth edition DUNGEONS & DRAGONS® adventures taking place on the Sword Coast, *temptingly* close to the city of Neverwinter, a proper guide to this wonderful city is long due.

Dungeon Masters can now arm themselves with interesting details on fantastic official locales such as The Beached Leviathan, The Moonstone Mask, The Fallen Tower, and many more. This guide also contains a wealth of homebrew locations, shops, and mini adventures to give your players plenty to do should they choose to venture to Neverwinter!

A Dungeon Master's Guide to Neverwinter contains all original artwork, including a beautiful hand-drawn Neverwinter city map as the city exists in fifth edition D&D, battle maps, character artwork, shop cards, and more!

For use with the fifth edition *Player's Handbook*®, *Monster Manual*®, and *Dungeon Master's Guide*®, this guide provides a Dungeon Master with the tools needed to take their party to the captivatingly magical city of Neverwinter.



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