

Loremaster's Guide to Neverwinter

A D&D 5e Campaign Guide Organized by
LoremasterL



The Guide Itself

This guide was created in order to act as a sourcebook for Neverwinter, centralizing knowledge about the city from the Forgotten Realms wiki, the Neverwinter Video Game wiki, Storm King's Thunder, and the Sword Coast Adventurer's Guide into one, easy to use book. I'm also drawing from the 4e book on Neverwinter, but I have found that the information there can be especially vague in certain areas. I started this as a passion project after I finished running the Waterdeep Dragon Heist adventure, and decided that I wanted to set a campaign in Neverwinter.

A Note About Format

This guide will try to stay as cannon as possible, but I have found that my sources conflict in certain areas, or are generally vague in others. If my sources conflict, I will prefer information from books over wikis, and information from the Forgotten Realms wiki over the Neverwinter wiki. As with all things written about D&D, feel free to modify as much of the information in this guide as you want.

As there are no 5e books for Neverwinter itself, many of the NPCs lack stat blocks. In order to provide possible stat blocks for the NPCs in this guide, I'm going to be using the Forgotten Realms wiki to help define stat blocks for specific NPCs, as it sometimes provides challenge ratings for NPCs, and the DMG to define stat blocks for NPCs in Factions, as the Factions sections does suggest some leveling restrictions which can be converted into a CR for NPCs.

Why Neverwinter

In my eyes Neverwinter is a very unique setting. In the other cities of the Sword Coast, noble houses and guilds can control much of the city's politics and inner workings, whereas Neverwinter's status as a ruined/abandoned city returning to its former glory allows players to better manipulate the status quo. There's great treasure within the ruins of this city, yet there's also many threats that players may have to contend with. Thayan wizards and Bregan D'aerthe drow vie for control of the abandoned Castle Never, a gang known as the Dead Rats prowl the streets at night, and an evil cult to Asmodeus seeks to corrupt the mercenaries which serve as Neverwinter's guardians. Mount Hotenow still rumbles, undead and dark fey stalk Neverwinter Wood, and giants have been seen descending the slopes of the Sword Mountains to the south. And yet, deep beneath the city, lurking in long forgotten underground waterways, there lies something malevolent, manipulative, and evil.

History

As is the case with many of the cities of the North, the city known as Neverwinter was settled by an ancient empire of elves in 87 DR. As time went on, the empire was weakened and later collapsed due to orc invasions and internal conflicts, allowing for the foundation of new city states.

Neverwinter became a center of civilization, peace and culture and was widely viewed as a marvel by visitors. As of 1370 DR, Neverwinter was a cosmopolitan and cultured city, and even merchants from Amn and Calimshan, who had a poor opinion about the cities of the North, considered Neverwinter to be a civilized place. The Neverwintans avoided conflict and controversy, and were considered to be a quiet, mannered, literate, efficient, and hard-working folk, who had great respect for deadlines, as well as for the property and happiness of others. Neverwinter's beautiful gardens and highly skilled craftsmen lead many to call it "City of Skilled Hands," and even "Jewel of the North."

Two popular legends about the source of Neverwinter's name stir up endless debate among scholars and loremasters such as myself. One legend holds that the city is named for a persistent heat in the river that provides warmth regardless of the season. The other credits the talents of the city's first gardeners, whose flowers bloomed in the depths of winter. Residents of Neverwinter enjoy debating the merits of both stories as much as other people talk about the weather or politics; I think it likely that both legends are true.

Generally speaking, the city is temperate, shielded by sea breezes from the worst of winter storms and summer heat. The Neverwinter River flows warmly throughout the year, steaming on chilly winter days and keeping the port free of ice in the coldest months.

This trend of prosperity lasted until 1372 DR when a disease known as the Wailing Death laid low most of the city's inhabitants. Then, in 1385 DR, the Spellplague struck. While the plague didn't hit Neverwinter as hard as it did other settlements, it did create a plagueland in the Underdark below Neverwinter. This festering wound would prove nearly fatal to the city when, in 1451 DR, the seemingly inactive Mount Hotenow erupted. The resulting eruption and earthquake saw a chasm open up within the city, a chasm which connected the previously unknown plagueland to the southeastern quarter of Neverwinter, causing most to flee their ruined homes as plaguechanged horrors spawned forth from the chasm. Additionally, a tribe of orcs invaded the River District, bringing further ruin to the once proud city.

Over the next decade, remaining citizens of Neverwinter bravely fought off the spellplague, constructing a wall using debris and other materials which cordoned off the Chasm from the other Districts. The Chasm was later sealed in 1484 DR.

As part of his bid to create a mercantile empire in Neverwinter, Dagult Neverember created the title of "Lord Protector of Neverwinter", held to this day by Neverember, in 1462 DR. This was the beginning of Neverember's "New Neverwinter" movement, which attempted to rebuild the city by encouraging trade, driving out the orc tribe in the River District, and securing the city using mercenaries.

While Dagult Neverember's efforts were undoubtedly the cause for much of the city's good fortune in recent years, Dagult's leadership (which many considered to lack any rightful justification) often came under question, and so many factions arose which vied for Neverwinter and the citizens were divided in loyalties. These divides were only furthered by Neverember's position as Open Lord of Waterdeep. As he had to fulfill his obligations as Open Lord, Lord Neverember left the day-to-day running of the city to General Sabine and Mayor Soman Galt (who, by 1479 DR, was under the control of the Abolethic Sovereignty).

In 1489 DR, while Neverember was overseeing development in Neverwinter, the Masked Lords of Waterdeep voted to exile Neverember on the grounds that he had been investing too much of Waterdeep's wealth on Neverwinter, that he had avoided keeping a standing city guard, and that he had tried to enforce too many restrictions on the guilds. Since that time, Neverember has wholly dedicated himself to Neverwinter.

As of 1491 DR, Neverember has managed to bolster his reputation and convince the people of his legitimacy as the Lord Protector of Neverwinter, and has created a standing army called the Neverwinter Guard, composed of mercenaries, militia members, and adventuring bands. Yet the Lord Protector's focus on Neverwinter hasn't proven pleasant to all of the city's denizens. Due to his previous relations with the guilds of Waterdeep and his sense of betrayal after the Masked Lords ousted him from the office of Open Lord, Neverember has imposed harsh restrictions on the guilds and nobles of Neverwinter as to prevent them from growing in power. Whatever people's opinions are of his claim to Neverwinter's throne, he has proven a capable, inspiring leader over these last few years, and the population has embraced him as Lord Protector. He engineered the sealing of the Chasm and the restoration of the High Road, and is seeking other ways to repair and improve the city. Even if he can never prove his descent from Lord Nasher Alagondar, the last rightful ruler of Neverwinter, the people of Neverwinter have generally accepted his leadership.

Religion

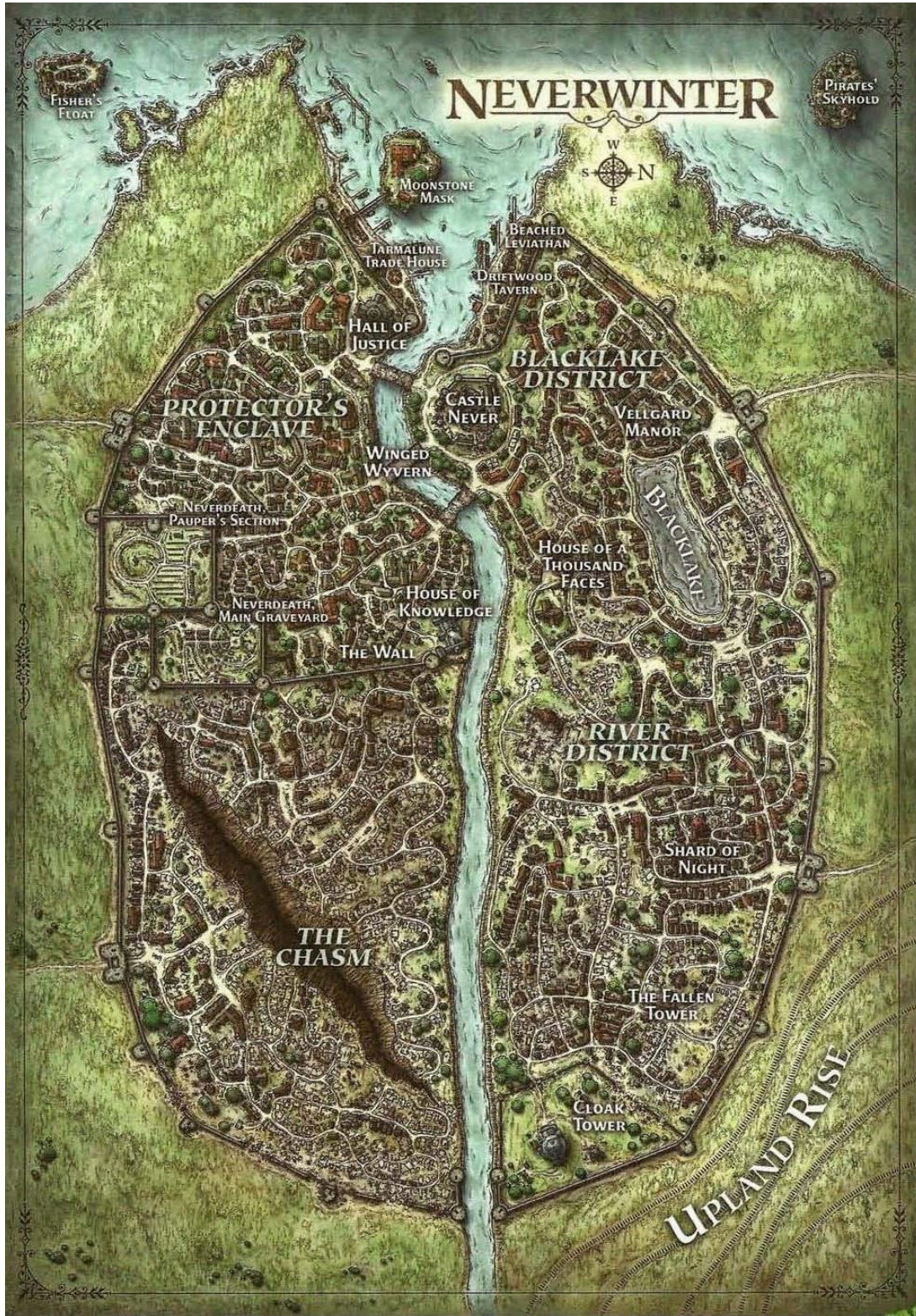
The main faiths in Neverwinter in the 14th century were those of Helm, Oghma and Tyr. The temples of the Hall of Justice and House of Knowledge served to cater the faithful of Tyr and Oghma, while the faithful of Helm congregated in nearby Helm's Hold.

With the deaths of Helm and Tyr in the years before the Spellplague, their faiths were replaced by those of Torm and his subordinate deity Bahamut, as well as the faith of Selûne, as her followers wanted to bring hope to the people of Neverwinter.

By 1479 DR the Ashmadai (the cult of Asmodeus) had great influence in the city's politics, with cells throughout the city and in the House of Knowledge, which had been abandoned by Oghma's followers shortly after 1451 DR. The Oghman priesthood, which fled to Helm's Hold, had actually been taken over by a succubus named Rohini, who was under the control of the Abolethic Sovereignty (which will henceforth be abbreviated with AS).

Kelemvor's faithful also had a strong presence in the city since before 1479 DR, and members of this faith were focused on cleansing Neverdeath of undead and other evil forces. The Neverwintans never stopped to revere Tyr even after his death, and when the god returned to life after the Second Sundering, his faith was quickly accepted again in Neverwinter, and became as popular as it was before. In the late years of the 15th century, as Neverwinter slowly restore itself into a cosmopolitan city, temples and shrines of many faiths began to become pretty common in all districts of the city.

Map of Neverwinter



Locations

As to be expected from a ‘Locations’ section, the guide will describe the canonical locations inside and near Neverwinter. Given that many of these locations (such as the Pirate’s Skyhold or the Shard of Night) once held danger and treasure, yet were recently cleared out by bands of adventures (this guide’s way of saying that it happened in a 4e adventure), the guide will include a ‘Turning Back Time’ section at the end of such locations in order to provide possible encounters and adventures.

The guide will also include “Notable NPCs” sections, and “Suggested Encounter” sections when appropriate.

Protector’s Enclave

The Protector’s Enclave contains the southwestern quadrant of the city, and holds the city’s vital Tarmalune Trade House, the mercantile heart of the city, and the Hall of Justice, which, in recent times, has acted as the Lord Protector’s seat of power.

The Bridges

The Dolphin, the Winged Wyvern and the Sleeping Dragon were once a set of three, intricately carved bridges which connected the southern and northern halves of the city. The bridges were considered to be emblematic of the city’s achievements in culture and architecture by Neverwinter’s inhabitants.

Mount Hotenow’s eruption destroyed the Dolphin and Sleeping Dragon bridges, leaving only the Winged Wyvern intact.



Hall of Justice

The Hall of Justice is located on a cliff overlooking the Sea of Swords on the south bank of the Neverwinter River, directly across the Sleeping Dragon Bridge from Castle Never. It is a beautiful and grand building (though sparsely decorated), constructed of stone, iron, and wood, and spacious enough to accommodate giants in its great hall, with rooms large enough to house dragons. It is also one of the few structures to survive the cataclysm unscathed.

The Hall itself is a temple to Tyr, the God of Justice, and it serves both as the city's official court and as the city's central government.

Notable NPCs

Dagult Neverember [Medium humanoid (human), Lawful Neutral, a lvl 5 fighter with a longsword and chainmail according to the FR wiki]

Self-declared Lord Protector of Neverwinter, Dagult Neverember lived in the Hall of Justice and until recently, when followers of Tyr requested that they be put back in charge of the temple. Neverember now lives in a private villa, likely in the Blacklake District.

Soman Galt [Medium humanoid (dwarf)
Neutral Evil or Chaotic Evil, [Bandit Captain](#) or
[Cult Fanatic](#)]

Mayor of Neverwinter:

In charge of the day-to-day ruling of
Neverwinter, Soman often takes the fall for
Neverember's less successful policies.

Thrall of the Abolethic Sovereignty:

In 1479 DR, Galt was made an unwilling
servant of the AS after he was seduced by the
succubus Rohini. Galt now is tasked with
informing his masters of any event of
importance and influencing the government
of Neverwinter in ways that would be
beneficial for the aboleths.

Order of the Gauntlet Representatives

The Order of the Gauntlet is a militant and
religious faction dedicated to fighting evil,
whose members are generally (though not
always) followers of Tyr, Helm, and Torm.
They likely has their Neverwinter
headquarters in or near the Hall of Justice,
given its association with Tyr.

For a suggestions as to the structure of the
organization and possible quests that they
might give, see the Order of the Gauntlet entry
in factions.

The House of Knowledge

At the far northeastern end of the Wall stands what was, in happier times, a flourishing temple to Oghma, god of knowledge and wisdom. Before the cataclysm, the House of Knowledge served as a repository of chronicled learning, including maps, history, and hundreds of poems and chapbooks produced over the centuries. Today, it looks less like a library and more like a refugee camp, holding the area where the Wall approaches the Neverwinter River.

After the cataclysm, leadership of the reduced flock at the House of Knowledge fell to Brother Anthus, an elderly and kind man who was secretly killed by a woman known to the House of Knowledge as the Prophet, who was actually the succubus Rohini.

The Prophet, who took command of the remaining clerics, declared that they must leave for Helm's Hold, claiming a prophesied disaster would befall the city if the scholars stayed.

After the House of Knowledge was almost entirely abandoned by the followers of Oghma (see note on Loremaster Atlavast below), a cell of the Ashmadai, posing as refugees, moved into the House of Knowledge.

The Ashmadai have gone relatively unopposed in the use of the House of Knowledge, though they have yet to venture into the subterranean inner sanctum due to the presence of Loremaster Atlavast. Only recently has there been an effort by scholars and followers of Oghma to reclaim the temple.

Notable NPCs

Loremaster Atlavast [Medium humanoid (human), Chaotic Neutral [Priest](#)]

The Last Custodian:

Atlavast, who is a middle-aged human, the custodian of the library after the cataclysm. Fearing the worst as the cataclysm occurred, the loremasters of the temple sealed the inner sanctum, leaving the young Atlavast sealed within. As the ground shuddered and shook, Atlavast's mind grew unstable. Now grown into an eccentric recluse, Atlavast keeps to the lower vaults, continually cataloguing and reorganizing. He is rarely glimpsed, and the main evidence of his existence is the occasional flickering light that filters up from cracks in the cobblestones in the dead of night.

Suggested Encounter/Story Hook

Though much of the House of Knowledge has been ruined or neglected, the inner sanctum is one of the greatest repositories of knowledge outside of the library-fortress of Candlekeep.

If the party is ever in need of information or looking for spellbooks and spell scrolls, they can likely find it here. Perhaps the party requires information on a dungeon and its inhabitants, or maybe the party is seeking forgotten lore on lost civilizations. The issue, however, will be getting access to that knowledge.

Atlavast is jealous but not necessarily malicious guardian who cares little for anything other than the preservation of lore. He lets no one see the lore he swore to protect as a youth. If intruders gain entry to the vault, his first reaction is to lead them on a chase through the maze of traps he has built over the last few decades.

Atlavast may not be hostile to the party, especially if any of them are followers of Oghma. Atlavast may be a willing ally to the party if they help him out of a dangerous situation. Perhaps an ancient tome has loosed a demon that is keeping the priest prisoner in the crypts, and he needs the characters aid to defeat the creature. Maybe a Red Wizard of Thay has broken into the temple in order to steal the lore inside. Or perhaps he, like so many others in the city, has fallen prey to the influence of the aboleths and must be freed and redeemed, after which he proves an ally to the adventurers cause.

Moonstone Mask

A vertigo-inducing journey along a cliffside trail takes the adventurous to the high-flying inn named the Moonstone Mask. The earthmote now known as the Moonstone floats beside the western edge of the Protector's Enclave, high over the docks below. It hangs a hundred feet above the crashing waves of the Sea of Swords, bound in place by thick chains strung to heavy anchors. A bridge runs between the earth mote and the docks which allows visitors to enter and exit the inn.

During the cataclysm, the ropes securing the Moonstone Mask broke, and the inn spent many months floating at sea before the remaining guests managed to guide it back to Neverwinter and secure it, only to find that the city had been ruined. The owner of the Mask commissioned chains strong enough to bind a giant, chains which now serve as the primary anchor for the earthmote. Despite this effort to keep the inn active and accessible, the Moonstone Mask closed due to lack of business in the now-ruined city.

Liset Cheldar, a female half-elf and now owner of the Moonstone Mask, was one of the few survivors of the cataclysm, and she fled Neverwinter shortly after the disappearance of the Mask. Sometime before 1479 DR, Liset convinced Lord

Neverember to assist her in reclaiming and reopening the inn. She now owns and operates the inn, though it is rumored that she is secretly under the control of a nefarious power, tasked with collecting information on adventurers and their actions through the bar. Sources suggest the Abolethic Society, the Red Wizards, or possibly even the Ashamandi. Are these rumors true? No one knows for sure, and, if they're true, Liset doesn't let on.

People come from far and wide to stay at the marvelous floating inn, though many of its patrons today are Mirtarn mercenaries and their leader, General Sabine, who is here when she is not leading the Neverwinter Guard.

Notable NPCs

General Sabine [Medium humanoid (human), Lawful Neutral [Champion](#), given her history as a skilled mercenary and leader]

General of the Neverwinter Guard:

Sabine is an intimidating, no-nonsense woman, who conducts herself with military discipline. Sabine was a Mirtarn mercenary captain who was hired by Neverember in 1467 DR to secure the city as part of the New Neverwinter movement. Besides being the commander officer for her mercenary forces, General Sabine was also in charge of all of Neverwinter military forces. Her job is to enforce the law and to protect of the city from any threat. She is authorized to hire sellswords, such as adventurers, when needed.



Neverdeath

Consisting of two wide, roughly square areas of the city, and surrounded by a wall of stone and wood, Neverdeath was the burial grounds of Neverwinter. To the city's misfortune, the graveyard was hit hard by the Spellplague and the eruption of Mount Hotenow, leaving the graveyard in disrepair.

Valindra Shadowmantle, the most powerful lich among the Red Wizards of Thay and Szass Tam's most trusted operative, was sent to Neverwinter some time before 1479 DR with order to secure Thayan interests and advance Tam's agenda. Valindra took up residence in the crypts of the Neverdeath graveyard, as it provided her with corpses for her forces in the city, in addition to easy access to

the Shadowfell through a shadow crossing located within the graveyard.

In her time here, Shadowmantle has overseen

She was recalled by Tam and sent to Chult shortly after the beginning of the Death Curse (sometime around 1489 DR),

The Shadow Crossing

Notable NPCs

The following is TOA's entry for Valindra:

Valindra is an elven [lich](#), with these changes:

- Valindra is neutral evil.
- She speaks Abyssal, Common, Draconic, Dwarvish, Elvish, and Infernal.
- When preparing her spells, Valindra can swap out any spell on her list of prepared spells for another wizard spell of the same level.
- As a bonus action, Valindra can mask her shriveled flesh and appear to be a living elf. This magical illusion lasts until she ends it as a bonus action or until she uses her Frightening Gaze legendary action. The effect also ends if Valindra drops to 30 hit points or fewer, or if dispel magic is cast on her.

Suggested Encounter/Story Hook

Tarmalune Trade House

The rebuilt docks have attracted visitors from across the sea; members of a trade cartel from the city of Tarmalune in Returned Abeir. They arrived in 1479 DR, and have since established permanent trade routes between the two continents.

The particular cartel here holds a hatred for a similar cartel in Luskan, which was established by their rivals from the Abeiran city of Lylorn.

The Abeirans have set up shop in a large warehouse complex next to a set of docks which have been largely rebuilt. The Tarmalune Trade House is a busy area where contacts gather, deals are made, and adventurers find their services in high demand. You can buy and sell just about anything at the auction house, though, be warned, you may very well be swindled by the ruthless merchants.

The Chasm

The Wall

Blacklake District



Beached Leviathan

Notable NPCs



Castle Never

Notable NPCs

Driftwood Tavern

Notable NPCs

House of a Thousand Faces

Notable NPCs

Vellgard Manor

Notable NPCs

River District



Cloak Tower

Notable NPCs

Turning Back Time

The Fallen Tower

Notable NPCs

Shard of Night

Notable NPCs

Turning Back Time

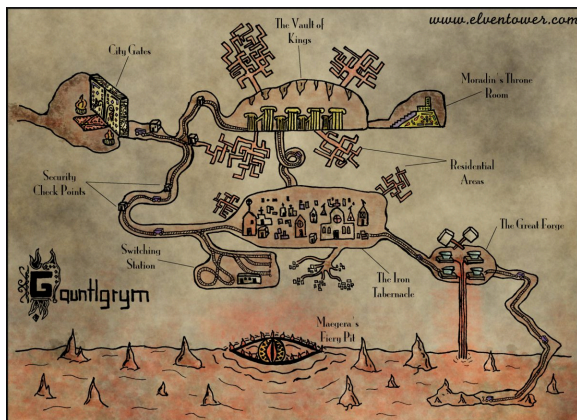
Outlying Earthmotes

Fisher's Float

Pirates' Skyhold

Turning Back Time

Beyond Neverwinter



Gauntlgrym



Helm's Hold

Turning Back Time

Mount Hotenow

Neverwinter Woods



Sharandar

Active Factions & Organizations

Abolethic Sovereignty

Notable Members

Ashmadai

Notable Members

Bregan D'aerthe

Notable Members

Dead Rats

Notable Members

Harpers

Notable Members

Neverwinter Guard

Order of the Gauntlet

Any non-evil character can join the Order of the Gauntlet. Clerics, monks, and paladins are especially welcome, particularly if they worship Helm, Torm, or Tyr.

The order's mission is to seek out and destroy evil before it gains a foothold. Given that the Order is fairly new to the city, members are likely to be eager to find adventurers who can help secure the city and assist the Order. An individual can be a member of the faction and also a member of the clergy or a knight pledged to a specific god or temple.

Members of the order act alone or in small groups. Some are locals; others hail from distant settlements and have come to the city on temple business.

Order of the Gauntlet support could come in these ways:

- If the adventurers require healing or other magic, a member of the order can facilitate meetings with local priests who worship non-evil deities.
- If the adventurers get in trouble with the law, a member of the order puts in a good word for them and tends to their affairs while they're incarcerated.

Given that my sources only specify that the Order has a presence in the city, here is my suggestion:

As the Order has only recently established itself in the city, and also given that Helm's

hold is nearby, the Order has likely sent only one or two Vindicators [I'd suggest Lawful Good or Neutral Good [War Priest](#), although it is a bit high in CR] who report back to the Righteous Hand(s) in Helm's Hold. These Vindicators are in charge of coordinating operations within the city and running the Hall of Justice.

Serving them are Five Whitehawks [Lawful Good or Neutral Good [Priests](#)], who are in charge of recruitment and training, Twelve Marcheons [Lawful Good or Neutral Good [Knights](#)], who lead missions, and Twenty Chevalls [Lawful Good or Neutral Good [Acolytes](#)], who serve as staff and foot soldiers.

The Order of the Gauntlet likely has staunch support from the people of Neverwinter, who revere Tyr, and Helm's Hold.

Red Wizards

Notable Members

