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## Skullport dungeon of the mad mage

Skullport reference 5 route maps that connect these levels. But on level 3, he doesn't say exactly where they connect? In fact, I can find only 2 possible paths (of course, without the sargauto river), which connect the skull to level 3. And it also doesn't say which paths they are named for, or where on the skullport they lead to. The areas I'm talking about are: Beggar's Rest Pass Shadow Pass Steamfall Pass Taglath's Gap Whisperhaunt Pass! can only assume I just have to decide this as my own as a DM, which is correct. But I found it annoying to waste so much time pouring through the book trying to make sure I wasn't missing something. I hate making a decision in the game, and then just find the right answer after the fact. Does anyone know what a deal is? Page 2Posted up to 1 year 11 comments I'm a relatively new GM, I don't know the extended Waterdeep maps and mythology, and I'm mostly using DotMM hardcover book. (My country is just finishing level 2, and I'm getting ready for Level 3 in Skullport, so I don't know much about the adventures past this point.) But I think I understood the care, as pointed out by the original poster. DotMM's book lists five passages in Skullport (book page 303). Four of them appear on the north side of Skullport on a reddit map, and cross-links on a reddit map with dotmm map #25 (p. 307), we can match those four Shadow Pass, Beggar's Rest Pass, Taglath's Gap and Steam Passfall (west to east). I don't know much about the extended cave network (and I condense it for my players), but they all seem to eventually lead to area 23 Sargauth level (map #3, p. 45). This leaves the southern passage, which must be whisperhaunt pass. I also did not understand why it was missing the map #25 until I checked the upper level of Skullport (map #26, p. 309), where it is in the southwest corner. So whisperhaunt pass at the top level is what binds to the passage that goes along with the river. I hope that helps! Edit Share Sargauth Level, Undermountain Eilistraee[quote required] LG NG CG LN N CN LE NE CE Body Parts, cadavers, drugs, evil magic, mercenaries, slaves, smuggling services, poison, hideous magic, undead Skull Skulls 1479 DRXanathar 1492 DR Skullport, also known as the Shadow Port, was an underground city located well below Waterdeep, within the 3rd level of the Undermountain known as sargauth level. [6] [2] Although rumors of this underground domain of scoundrels remained throughout the surface world, few of its inhabitants had knowledge of any entry points. [1] Description [edit | edit source] Built on the ruins of ancient Netherese, through a huge underground cave, the shadow port was a dark reflection of the city of Splendors above. Its structure was built in three steps, connected by narrow sidewalks and rickety scaffolding. The screaming houses, built on tiles, were accidentally built in a dense network that formed near the slit. [1] [4] Geographical [edit source] Sargauth, Portals, and Port [edit | edit source] In the cave walls along the sargauth river portals were said to have been set up by Halaster Blackcloak himself. [7] The transition through the locks separating Skullport from the Waterdeep Sea caves required the permission of the custodians. However, the talented mage could piggyback on another ship passing through the portal at the same time. [7] The Government[edit | edit source] Since 1479 DR has been most under the control of daily activities by gangs such as Lowfellows or Mandible. [4] Over the decades,[note 1] Skullport has entered the domain known as Xanathar and has become the operations base of its thief guild. [5] However, the skulls of Skullport, miraculously transformed by the remnants of the original Netherese mages, who settled in the cave, were closely watched during the trade in the city. Any activity that interfered with the city drew the attention of The Skulls, who will impose seemingly random punishments for minor violations and enslave or destroy offenders for serious crimes. [4] Organizations[edit | edit source] The Keepers: Hired mages who raised ships through magical locks that led from the port to the sea cave south of Waterdeep. 14th century[edit | edit source] 15th century[edit | edit source] Population [edit | edit source] Residents of Skullport was known as Skulkers. [4] Notable residents[edit | edit source] Skull Skullport These thirteen ancient flameskulls defended the city of Skullport from the

