**Waterdeep Cult Sites**

**1. Docks Ward (Classic Smuggling Hub)**

* **Why It Fits:** The Docks Ward is naturally chaotic, rife with crime, and has a reputation for illicit trade. Smugglers’ tunnels beneath the wharves and abandoned warehouses offer hidden spots perfect for contraband and trafficking.
* **Cult Flavor:** Vesuvius could use a front business—like a fishery or shipwright—as a cover. A derelict ship anchored off the coast could serve as a ritual site or a mobile trafficking hub.

**2. The City of the Dead (Secretive & Symbolic)**

* **Why It Fits:** Despite being a public park by day, the City of the Dead becomes eerily quiet at night. Family mausoleums and crypts, many of which have hidden lower levels, offer excellent secrecy.
* **Canon Tie-In:** The **“Mourner’s Hold”**, a lesser-known crypt, could have been repurposed by the cult. Ancient, sealed-off catacombs beneath could serve as ritual chambers or holding cells.
* **Cult Flavor:** Vesuvius could conduct soul-binding rituals here, using the proximity to the dead as a conduit for darker magic.

**3. Undercliff (Hidden in Plain Sight)**

* **Why It Fits:** This rural area on Waterdeep’s southeastern outskirts features farmland, small hamlets, and old ruins—less guarded and ideal for trafficking victims without raising suspicion.
* **Cult Flavor:** A ruined temple or desecrated shrine could serve as a hideout, with underground tunnels leading into the city’s sewer systems for movement.

**4. Skullport (Underdark Access)**

* **Why It Fits:** Known as the “Port of Shadows,” Skullport is a haven for slavers, black markets, and evil cults. While dangerous for surface dwellers, Vesuvius might use a secret passage from Waterdeep’s sewers to reach Skullport, trading trafficked victims with duergar slavers or worse.
* **Cult Flavor:** If the PCs follow a trail into the Underdark, they could stumble upon horrifying trafficking operations and infernal pacts.

**5. Castle Ward – The Yawning Portal’s Lower Depths**

* **Why It Fits:** Few know that the Yawning Portal isn’t just a tavern with access to Undermountain—it also hides abandoned smuggler tunnels sealed off over the years. A bribed employee or corrupted guard could give Vesuvius’s cult occasional access.
* **Cult Flavor:** This offers a surprising twist—while the PCs expect seedy docks or crypts, the real access point is beneath the feet of Waterdeep’s adventurers.

**Blending the Locations for Depth:**

* **Primary Base:** A crypt beneath the City of the Dead, repurposed for dark rituals.
* **Trafficking Route:** Victims are funneled through the Docks Ward, then smuggled into the City of the Dead via hidden tunnels or into Skullport for trade.
* **Plot Twist:** The cult uses the ruins in Undercliff as a breeding ground for infernal pacts, drawing little suspicion from Waterdeep’s authorities.