



TREASURES & TRINKETS

WATERDEEP DRAGON HEIST

**AN AID FOR HELPING DUNGEON MASTERS
QUICKLY STOCK ENCOUNTERS WITH TREASURE**



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WATERDEEP DRAGON HEIST

A supplement to help DM's in stocking encounters with treasure.

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What's in Your Purse?

Here are some random values for the amount of money that IS carried in purse, wallet or pocket by any nonplayer characters the PCs might encounter in Waterdeep.

These are relative values, not the actual coins, nor do they represent the NPC's total wealth, particularly for persons of modest means and above. But this does indicate how much wealth they might carry as they go about their daily business.

They are arranged by living expenses category. For the purposes of this table, the Wretched don't possess any wealth; they are fortunate enough should they have two coins to press against one another.

Waterdeep Coinage

Nib	Copper piece
Shard	Silver piece
Sambar	Electrum piece
Dragon	Gold piece
Sun	Platinum piece

NPC purses, by living expense categories

d10	Squalid <i>in nibs</i>	Poor <i>in shards</i>	Modest <i>in shards</i>	Comfortable <i>in sambars</i>	Wealthy <i>in dragons</i>	Aristocrat <i>in suns</i>
1	16	13	27	6	27	2
2	25	17	19	10	13	3
3	8	10	18	9	12	5
4	17	12	13	5	10	4
5	21	16	11	7	8	2
6	12	14	22	12	11	5
7	22	21	29	15	14	1
8	15	13	20	10	10	5
9	13	19	21	11	9	5
10	7	13	33	17	7	2



Treasure parcels

These caches are appropriate for adventurers in Tier 1. Roll d10 to determine.

Set 1

No.	Assorted coins, approximate value in dragons (gp)	Mundane items	Magic items
1	80	fillet (19 gp), whip.	
2	70	carpet (17 gp), shield, 6 gems of lapis lazuli (10 gp ea.)	
3	80	portrait of a merchant (16 gp), spear, rowboat, embroidered silk handkerchief	
4	70	jewelry box (19 gp), rapier, 6 bloodstones (50 gp ea.)	
5	90	set of silverwork pots (20 gp), shield, 7 blue quartz (10 gp ea.)	2 potions of healing, potion of climbing
6	80	decorative urn (23 gp), warpick, statuette of carved bone (25 gp)	potion of healing, scroll of mage hand, scroll of disguise self, scroll of blur, potion of climbing
7	80	set of brass brackets (23 gp), spear, 4 sardonyx gems (50 gp ea.)	bag of holding, potion of healing, scroll of silent image
8	100	ceramic jug (23 gp), longbow, 12 tiger eye gems (10 gp ea.)	dust of dryness, +1 arrow, potion of growth, Mariner's armor
9	110	glass candlesticks (26 gp), dart, set of five copper chalices with silver filigree (25 gp for set)	cap of water breathing, potion of resistance (psychic), robe of useful items
10	90	scale (weights and measure) (18 gp), half plate armor, 4 quartz gems (50 gp)	potion of fire breath, potion of greater healing, potion of water breathing

Set 2

No.	Assorted coins, approximate value in dragons (gp)	Mundane items	Magic items
1	70	set of 6 glass jars (25 gp), light crossbow, 4 obsidian gems (10 gp ea.)	Quall's feather token (tree), potion of mind reading, +2 crossbow bolt, potion of stone giant strength
2	50	clothing rack (24 gp), splint mail, a gold locket with painted portrait (25 gp)	potion of frost giant strength, folding boat
3	90	silver ewers (29 gp), suit of plate mail, 7 onyx gems (50 gp ea.)	horseshoes of speed, scroll of protection (undead), potion of gaseous form
4	120	sculpture of Piergeiron's Palace in miniature (20 gp), shortbow, pair of small gold bracelets (25 gp ea.)	eyes of the eagle, sentinel shield, +1 shield
5	90	embroidered tablecloth and runners (14 gp), half-plate armor, 9 citrine gems (50 gp ea.)	eyes of charming, hat of disguise, rod of the pact keeper +1, suit of adamantite chain mail
6	40	elaborately carved set of dragonchess pieces (16 gp), shield, set of 10 embroidered silk handkerchiefs (25 gp each)	glamoured studded leather
7	60	silver tray (19 gp), ring mail, 7 chrysoprase gems (50 gp ea.)	wand of binding
8	80	silver candlesticks (18 gp), pike, set of three copper chalices set with gold filigree (25 gp ea.)	potion of greater healing, goggles of night
9	60	glass epergne (20 gp), glaive, 6 rhodochrosite gems (10 gp ea.)	potion of gaseous form, potion of diminution, Heward's handy haversack
10	90	dinner place settings for 10 (19 gp), longsword, silver ewer (25 gp)	staff of the adder, amulet of proof against detection and location.

At the DM's discretion, any of the following equipment packs or kits can be substituted for any weapon or armor found above.

Burglar's pack, Diplomat's pack, Dungeoneer's pack, Entertainer's pack, Explorer's pack, Priest's pack, Scholar's pack, Artisan's tools, Poisoner's kit, Herbalism kit

100 Trinkets from across Waterdeep

Select from this list or roll d100 to randomly determine an item with a distinctive Waterdeep flavor for filling the pockets of player characters and NPCs alike.



d100	Item
1	Brass fitting swiped from a fixture at Shipmaster's Hall, private inn and dining club
2	A brass key stamped with the number 6 from The Hanging Lantern festhall.
3	A sachet of wood shavings scooped up from The Old Koblob Shop
4	A love letter from a Waterdeep nobleman to a dockworker purchased for a nib at Serpent Books and Folios.
5	A pair of magnifying peering glasses filched from the Three Pearls Nightclub.
6	A "hurl bird," a hollow clay sphere with feathers glued to the side, a memento of a show at the Three Pearls Nightclub.
7	A blood stained apron smelling faintly of sweet perfume once worn by a the proprietor of the Thirsty Sailor
8	A black gauzy veil of the sort worn by the wait staff at The Blushing Mermaid.
9	A vial of scent used to make rosy bubbles in bathwater or the sort used at The Copper Cup.
10	The key to a longbox stamped RSW (for Red Sails Warehouse).



d100	Item
11	A pipe with an engraved stem lifted from a nobleman at The Hanged Man.
12	A wood mug whose handle has a small chain, the unattached end linked around a long, flat-head nail, once pulled from a table at The Bloody Fist.
13	A worn, creased and tattered pamphlet describing the amenities at the Blackstar Inn.
14	A small cushion with tassels of the sort that adorn The Purple Palace.
15	A ruby, pitted and scorched, as if it was magically drained.
16	A brass plate with the name "Kappiyan" emblazoned on it.
17	Dragonborn scales floating in viscous fluid in a stoppered glass vial.
18	A fairly well preserved copy of a recipe for dragon soup with a red blotchy stain in one corner.
19	A shot glass etched with "The House of Good Spirits."
20	A fine chain necklace with a half dozen room keys attached as charms, the sort worn by staff at The Jade Dancer.

d100	Item
21	A short coil of thin waxed climbing cable purchased at Nueth's Fine Nets.
22	A pouch of marbles with the store tag still attached: Pelauvir's Counter.
23	A good luck rag-rock ball, once successfully tossed through the gap in the Blacklock Alley obelisk.
24	A guild badge from Costumer's Hall.
25	A hook used to hang meat, a souvenir for purchasing a shank of beef for a party from Belmonder's Meats.
26	A carpet tassel snipped from the Golden Horn gambling house.
26	A noblewoman's slipper, carefully folded and wrapped in a preserving cloth, from Thentavva's Boots.
28	A noble woman's tiny dagger, usually the type kept in a sheath in the sleeves of a gown, made by The Riven Shield Shop.
29	An oyster shell, a trophy from a night of carousing that ended up at Felzoun's Folly.
30	A well-made hand towel embroidered by its once owner, The Unicorn's Horn.





d100	Item
31	A curved lady's hand glass, a signature item made by the House of Crystal.
32	A game token in the shape of a squat tower that wobbles and attempts to move when placed on a game board.
33	A black mask trimmed in white ribbon, once the type worn by fashionable folk attending balls at Hawkwinter House.
34	A thin leather belt adorned with feminine scrollwork fashioned to act as a holster for six wands.
35	A halfling's vest with a half-dozen secret pockets.
36	A fireplace poker once grabbed as an improvised weapon from a fireplace at The Cliffwatch.
37	A leather jack tankard whose bottom bears the mark of The Raging Lion.
38	A brass religious token worn by an adherent to Sune.
39	A wooden religious token in the shape of a leaf worn by an adherent to Silvanus.
40	A ball used in gaming at Tespergates.

d100	Item
41	A tourist's souvenir, a toy wood shield from Selchoun's Sundries Shop with the phrase "I saw Waterdeep and Survived" painted across the front.
42	A cloth cinch belt that went to a luxurious robe once worn at Maerghoun's Inn.
43	A vial of ear oil purchased in Cloaksweep Alley.
44	A military dress uniform sash with the outline of a hippo's head embroidered into it.
45	A spare set of lute strings purchased from Halambar Lutes and Harps.
46	A small bag of rivets once belonging to a suit a suit of plate armor.
47	A pair of white gloves worn by the bathing and message maids at The Jade Jug.
48	The playbill to an evening of burlesque and vaudeville acts at the Smiling Siren Nightclub and Theater.
49	A rubbing of graffiti taken from the wall along Elsamburl's Lane.
50	Three pressed and dried lemontree leaves, taken from a tree in Lemontree Alley and kept as a trophy after surviving being chased away by a zombified bear.





d100	Item
51	A clay pipe from Selchoun's Sundries Shop.
52	Crushed violet leaves gathered from offerings left at Ahghairon's Tower.
53	Bright white scarf worn to commemorate Auril's Blesside.
54	Copper token pressed with symbol of Umberlee's wave in commemoration of Fleetswake.
55	A perfumed kerchief with a noble's monogram picked up after Cynosure Ball celebrating Lliira's Night.
56	A merchant's good luck charm done in the Chondathan style.
57	A string of tiny shells usually worn as a bangle from hat or scarf in the Illuskan fashion.
58	A single bone earring favored by Tethyrian fishermen along the Sword Coast.
59	A red and blue tri-crescent patch sewn into the livery of House Amcartha servants.
60	Document signed by a Watch marshal authorizing a duel between His Lordship Helve Moonstar and the bearer.

d100	Item
61	Scrap of trollbark collected off the ground while on a Trade Way journey to Daggerford.
62	Cowbell made by a metal worker in Mirabar.
63	Griffon feathers plucked off the ground after a parade included the city's famed griffon riders.
64	A diploma for meritorious scholarship in the field of Eldritch Astronomy issued by Eltrorchol Academy dated from 1368.
65	A pair of taut red leather gloves once purchased from a merchant who claimed they came from a Thayan enclave.
66	A notebook only one-quarter filled with a notes, largely indecipherable, written by a student attending Blackstaff Tower academy for a short time.
67	A handwritten instruction manual for playing a glaur signed by Jhandess Millomyr of New Olamn College.
68	A bookmark embroidered with the sign of the Watchful Order, a white human hand on a field of purple.
69	A ribbon of gold that was formerly the trim on a tabard of the a City Guard uniform.
70	A ship in the bottle, the model being a the type of ship once used when Waterdeep had a navy.

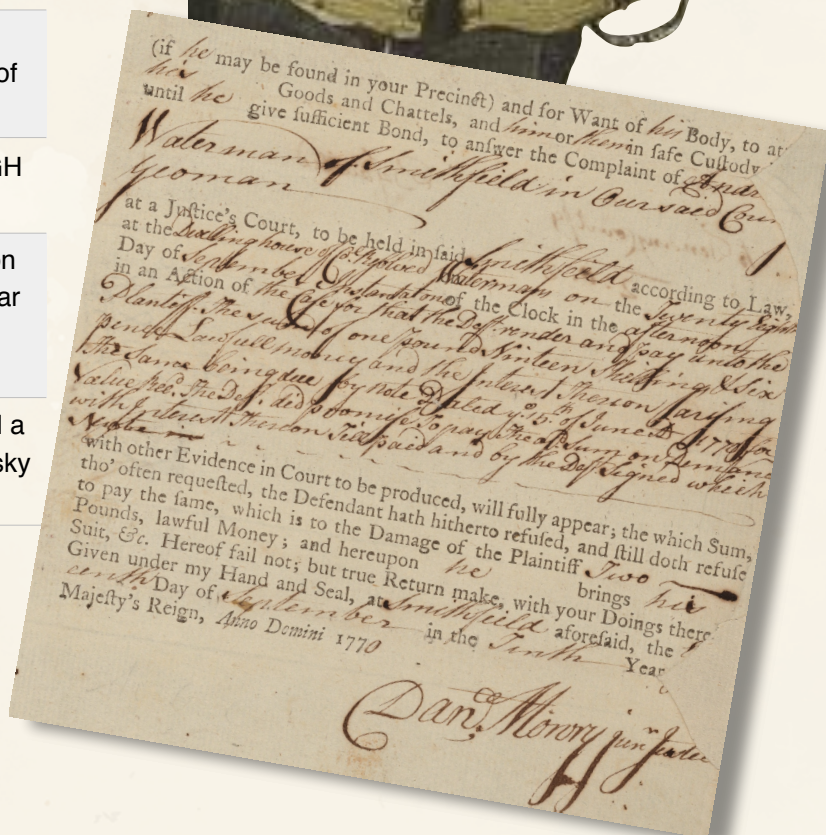




d100	Item
71	A receipt from Bulthorr's Rare and Wondrous Treasures for a pawn exchange of 50 gold pieces for an ogre's skull carved with swirls and sworls and a inscribed with draconic letters.
72	An unopened vial. The handwritten label reads "Mordayn Powder."
73	A metal guild badge of the Most Excellent Order of Weavers and Dyers attached by chain to a title rocker stamped "Master."
74	Camel bridle, a token for accompanying a caravan led by Rhazbos Redbridle.
75	A cork that stoppered a memorable bottle of Zzar drank at the House of Good Spirits.
76	A belt buckle stamped with a stylized axe personifying Clan Horn.
77	A thick ring with a radiant skull, the symbol of Cyric.
78	A Gond egg timer, a clockwork chicken that walks across a stand then sits at the end.
79	A magnifying glass with the symbol of Lathander inscribed along the brass edge.
80	A thigh belt with interior studs, a self-flagellation device used by faithful of Loviatar.

d100	Item
81	A set of earrings in design of Mystra's stars.
82	A strap for carrying books with a brass buckle with Oghma's symbol.
83	Peering opera glasses in the style of Our Lady of Silver's symbol.
84	A hand mirror with embossed with a cameo of Sune's likeness on the reverse side.
85	A white eyepatch with a knight's helm of Talos painted in black lines on it.
86	A vial of brine, symbolic of Umberlee worship.
87	An extremely accurate nautical map of the Sword Coast in miniature upon a parchment, signed Society of Stalwart Adventurers Club, Suzail.
88	A well-read and re-stitched together chapter pulled from a copy of Lancegrove's Travels. The section is focused exploring in the Moonshae Isles.
89	Paintbrush and portable watercolor set with engraved metal plate: "Starshine Academy, Neverwinter."
90	A men's grooming kit from Mathulk's House, Suzail.

d100	Item
91	Portable abacus from Corondorr's Countinghouse, Aveen Street, North Ward.
92	A stage hand's much notated copy of the stageplay "King Helcantur the Doomed."
93	A handwritten recipe for a sleep remedy that includes Harlthorn thorns and hoof leaves.
94	A godsfrown warrant issued in Secomber for the arrest and detainment of a Waterdeep gnome known as Pirus Quickenbush for impersonating a judge and for spellcasting in court.
95	A string finger knot reminder attached to a tag with "Zhent, 10 dragons" written on it.
96	A purple drawstring bag that once held a bottle of distilled spirits and now carries a set of dicing bones.
97	A soft leather peaked woodsman's cap, sized either for a child or one of the smallfolk.
98	A barber's set of shears with an LGH silversmith's mark.
99	A set of three Zhentil counterfeit iron coins in silver paint. All are triangular and pierced in the center.
100	An empty flask that once contained a portion of Darkdew perfume, a musky scent that still lingers.



The Curious Case of Laeral Silverhand's anklet

Essay by Volothamp Geddarm

*and annotated by Elminster Aumar,
Archmage of Shadowdale*

In these days, it is hard to imagine Laeral Silverhand as anything but open lord of Waterdeep, guiding hand of government for the City of Splendors. It is a role she has settled into so seamlessly, with such dignity and grace, it is hard to imagine that it was not always so. Yet, not so long ago, another person held that post while she was retired from public life, devoting days and weeks to magical research and contemplation upon her long life, as so many other mages of her reputation and longevity have done.

A period in her life that many Waterdehavians remember fondly, however, is when Khelben Blackstaff Arunsun occupied Blackstaff Tower and the Lady Mage of Waterdeep was at his side. She was his partner and his greatest love, as he was to her in equal measure. The city has never seen such a couple as the Blackstaff and his consort. It was a period of stability.

It was also one in which Lady Laeral fulfilled the role and expectation of celebrity, if I might be so bold as use that term, in the eyes of the general populous. Throughout that period she was beloved and admired.

It was also a time when she found herself (much to her surprise, I imagine) as being seen as a trendsetter in fashion. For a woman, who admittedly, was always more comfortable wearing the doeskin leggings and forester's attire of an adventurer in the North, it was quite a change.



A portrait of Laeral Silverhand when she was Lady Mage of Waterdeep and resided at Blackstaff Tower.

But her role as Lady Mage of Blackstaff Tower required a different sort of courage than was required of someone who fearlessly led the Nine. She would now venture forth into the domains of nobles and the city's movers and shakers, armed not with sword and arcane powers, but finery and fashionable hairstyles.

The city's best dressmakers and jewelers made sure she was provided with their latest creations -- largely in the hope that by selecting something they made, she would by example send business their way.

It is hard to say what Laeral thought of the attention or this newfound area of influence. But the slim lithe woman of surpassing beauty need only cast an impish gaze here or there and young nobles -- men and women alike -- would stumble over one another to do her bidding. Likewise, they were quick to pick up on her fashion cues and incorporate them herself.

Any doppelganger who thought themselves clever by attempting to mimic the form of the Lady Mage might as well not try -- there already were scores of admiring young women (and a few young men) attired so alike as to be indistinguishable.

It is thought that Lady Laeral attempted to distinguish herself by wearing a particular piece of jewelry so outside the bounds -- not to mention the expense -- of ordinary Waterdeep pockets that she might stand alone. So it was that Lady Laeral took to wearing upon each ankle a sort of ankle bracelet, or "Laeral's Anklet" as folks started to refer to it. (1)

The anklets were of a particular design. Made of fine silver chain, they were adorned with tiny padlocks as charms. It had the opposite effect as Laeral intended. Instead of dissuading her admirers from adopting the fashion, they

embraced it. And soon, all the female nobles were donning all sort of counterfeit anklets with padlock charms.

Things got even more interesting, however, when astute observers noticed the wondrous magical nature of the anklets. And, supposing the anklets were a gift from Khelben, all sorts of rumors and speculation about the nature of the adornment were flung from every place two people in Waterdeep stop to gossip.

Before long, one might hear any of the following on the streets:

Nobles speculate that the spirited woman had been pursuing a love affair with someone(s) other than the Blackstaff. Rather than face embarrassment of being a cuckold, Khelben fashioned the anklets to so they were a sort of magical chastity device.

Less salacious, but in the same vein, it wasn't another lover that Laeral pursued, but it was forbidden magics. To keep Laeral in check, Khelben made the anklet to bind her powers to him.

Loviatar worshippers, noticing the similarity of the jewelry to some of their own adornments, let it be known that Laeral -- like many thrill-seeking members of the nobility -- was secretly a member of their cult and this was a signal to them.

The woman's long association with the Harpers sparked another round of rumors. In this, the padlocks denoted her as a keeper of Harper secrets. Her weekly visits to the home of Remalia Haventree for afternoon tea were simply cover for Harper exchanges, where the anklets would be unlocked and magically pour forth all sorts of intelligence that Harper spies had collected.

(1) *Once again, our dear friend Volo shows himself to be lacking into both sense and intimate knowledge of the situation. To think that Laeral Silverhand would wear an anklet simply to get ahead of fickle Waterdeep fashion is preposterous. As his own document will show, fashion was the least of Laeral's concerns at the time. No, the anklet was her own creation, and it contained such magic as to assure her safe passage through the city. But of those two things, safe passage through Waterdeep and magic, does our friend Volo, respectfully, know next to nothing and absolutely nothing.*

It was thought that the anklets contained binding magic. But instead of anchoring Laeral to the Blackstaff's person, it anchored her to the tower, preventing her from ever leaving the city.

(2)

One particularly juicy rumor was that the anklet operated as a genie's lamp might, a tiny prison for an elemental being of immense power. Laeral never discouraged speculation that she was, in fact, a genie of the air kept under tight control by Khelben's anklet. At one banquet a Calisham diplomat presumed such, and brashly suggested that Khelben was a lucky man to have such a fair creature as Lady Laeral under his control, that she might dance for him in the flimsy silks that dancers of his land might wear. Lady Laeral laughed off the notion, then added dryly, giving one foot a little jingle before answering, "Oh, my dear Sultan, while by charms we shall not discuss I am completely Khelben's to command. The fact is, however, there is no magic in all of Faerun that compels me to wear anything but a floor-length nightshirt of common cloth." (3)

Lastly, came the notion that the anklets were somehow siphoning away or dampening Lady Laeral's magical powers. According to this theory, the padlocks were draining her of her magic, slowly making her less powerful over time. (4)

Now, I have it on good authority that Laeral's anklets are, in fact, a wondrous item incorporating both transmutation and abjuration magics and designed for her

protection. The anklets must be worn on both ankles to be effective. Imbued with the *mage armor* spell, the anklets provide protection such as an invisible suit of magical armor might (AC 13 + Dexterity modifier) and has two charges of the *passwall* spell so that Lady Laeral might make a swift escape through a wall to a nearby hallway or adjoining room. (5)

As part of the fallout of this episode, however, is the fact that mages can't leave well enough alone. Not only are there all sorts of mundane copycat versions of the anklets available for purchase, even today, in an around Waterdeep — more than a few counterfeit wondrous items are out there, too. Because these magical item creators didn't have Lady Laeral's original anklets to examine, and because they supposed the charms contained other types of magical powers, adventurers might come to possess other versions of Laeral's Anklets.

Here are just a few that I've come across personally or heard about from reliable sources. (6)

Laeral's Geas: There are at least two versions of the anklet. Both compel the wearer not to travel a distance more more than twenty miles from the anchor point or be subject to a geas spell. The charm is broken however, by visiting the anchor point. In this case, the anchor point is not Blackstaff Tower, but rather a ramshackle apartment above an alley off Caravan Court, certainly an inconvenience if one is accustomed to leaving the city by The River Gate for getaways to the country.

(2) *In fact, Volo is half-right on this score. There was, indeed, rampant speculation among those who practice the Art that the padlock charms were a sort of binding magic of the abjuration school. But keen observers noted there were many occasions during that period when Laeral traveled beyond the boundary of the city by means both magical and mundane. I suppose that didn't stop the common folk, who might be unaware of these forays, of thinking it true.*

(3) *Laeral would never say this. She might think it, but she would never say it. A complete fabrication.*

(4) *Utter nonsense. The idea that Lady Laeral's powers have diminished over time is complete folderol.*

(5) *The first thing Volo's gotten right today. As Lady Laeral so rarely wears anklets, anymore, I think I can fairly say that Volo has accurately portrayed some, with an emphasis on some, of the jewelry's magical attributes.*

(6) *What, pray Mystra, is a "reliable source" in thine eyes, dear Volo?*



Khelben Arunson, when he was master of Blackstaff Tower.

Laeral's Siphon: Wearing the anklets can dampen spellcasting abilities by emanating a weak antimagic field. While worn the anklet requires the caster to make a DC 15 Constitution check before attempting to cast a spell. Failure causes the magic to dissipate, expending the spell slot or extinguishing the magic writing on a scroll.

Laerel's Will: These anklets, the efforts of a magic user with a particularly evil intent, work against the will of the user, making them more susceptible to magical enchantments. Any saves by the wearer made against an enchantment spell must be done at disadvantage. Almost all of these anklets in circulation were given as gifts by suitors with malicious intent.

Laeral's Reminder: This anklet was seemingly devised by a priestess of Loviatar in response to the rumor spread by their faith's believers. A wearer who attempts to remove the padlock charm activates a not-so-subtle reminder of their obedience to the Maiden of Pain with a quick hit of *sacred flame*. (1d8 points of radiant damage). Only a priest or priestess of Loviatar can unlock the anklet without activating the magic. The magic is not strong, however, and a quick cast of a *dispel magic*, or a rogue with a good set of lockpicks and skilled with arcane devices can also free the wearer without any undo damage.

As I final word, let me say this: While in Waterdeep, many a merchant or purveyor of wondrous items may come forward with a piece of jewelry fashioned to look like Laeral's Anklet. But chances are few and far between that it is the genuine article. In fact, the original is still with our open lord.
(7)

(7) Well, actually, no, it isn't



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