

FORGOTTEN REALMS



TRINKETS OF SKULLPORT

TRINKETS OF THE REALMS VOL. 3



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Trinkets of the Realms Vol. 3

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TRINKETS OF SKULLPORT

Deep underneath the vast dungeon complex of Undermountain lies the grimy criminal outpost of Skullport. To the people of the surface world, Skullport is a rumor, a tall tale to be told in a tavern over a pint of ale or two. To the criminal underworld, Skullport is the base of operations for criminals escaping justice or for those nefarious individuals seeking to join the beholders Xanathar's criminal organization, who makes his home there. The few surface dwellers who know of Skullport's existence often have little clue of how to reach this dark, lawless reflection of Waterdeep. Maps of how to reach Skullport do exist, but for every accurate map of Skullport's location, a hundred more false maps were created to keep the city's location a secret.

Skullport is long past its heyday and has fallen into disrepair or outright ruin. Streets once full of activity are mostly barren, and the commerce the city was once known for has largely dried up. Xanathar, the beholder, has recently taken control of the city and uses it as a base of operations and a hideout from his various enemies, not the least is the authorities of Waterdeep.

The trinkets below represent items an adventurer might encounter while held up in Skullport. Many of the trinkets also act as adventure hooks for further ventures and forays in the dark city and beyond.

Trinkets of Skullport

1. A 3 by 5-foot iron plaque inscribed “Skullport” in Common.
2. A note directing the bearer to go to “The Sword and Sextant” to see if the halfling has a map of Menzoberranzan and to purchase it at any cost
3. A blue glazed ceramic vase all the way from Kozakura in Kara-Tur
4. A sizeable rusted metal cog from a piece of large machinery
5. A wicker pot using for crab fishing
6. An eye patch with a flat silver skull sewn to the front of it
7. A rusted sword in usable condition. When you wield this sword and roll a 1 on an attack roll with it, the blade snaps.



8. A soiled chamber pot in a well-used condition with something shiny stuck to the inside
9. A silver-plated medallion bearing the symbol of the god Bane
10. A letter from the Xanathar crime syndicate to the duergar of the Thaglar’s Foundry looking to purchase arms and armor
11. A small tapestry taken from dwarf ruins in Undermountain depicting a victory of the dwarves over the drow

12. A large, dried, hairy foot looking like it belongs to a massive canine
13. A map created by a now-dead party of adventurers of the 4th level of Undermountain.



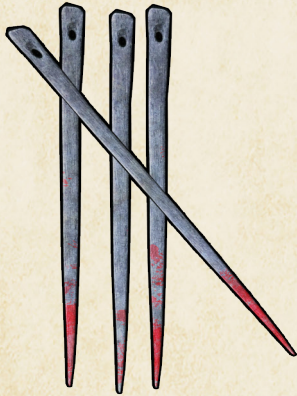
14. A rusted spear tip
15. A shed wyvern tooth
16. A green leather-bound book entitled “A Concise History of Undermountain”
17. A small granite statue of the god Lathander stolen from a temple in Waterdeep
18. A large bag filled with bleached white humanoid bones
19. 10 pieces of blank parchment paper
20. A copper ring set with a small purple stone, on the inner band of which is a series of strange arcane symbols
21. A paper advertisement telling all who may be in need of equipment to come to Thimblewine’s Pawnshop, they have the best prices in Skullport
22. A broken bow made by the elves of Evermeet
23. A cast-iron frying pan in well-used condition

24. A copper signet ring bearing the symbol of the Xanathar crime syndicate

25. A map to a secret entrance to a room under the Dark Harvest market

26. A box filled with small edible button mushrooms harvested in the Underdark

27. A green glass float



28. A single iron spike

29. A cast-iron pot with a rather large tarantula-like spider living in it

30. A spool of red silken cord

31. A tan cloth bag filled with hops for brewing beer

32. A rusted pair of manacles covered in dirt and salt from seawater

33. A peg leg in used condition, missing an owner

34. A hand-carved wooden bowl

35. A handheld paper fan, imported from Kara-Tur, with a scene of mountains painted on it

36. A large clear glass bottle containing a green liquid with a strange tadpole-like creature inside. The tadpole is alive and swimming around

37. A wooden bucket with a broken wooden handle

38. A small leather bag containing magical reagents for spell casting

39. A 20-foot coil of old, soiled rope

40. A mandolin in good condition but in need of new strings.

41. An amulet bearing the symbol of the spider queen Lolth

42. The journal of a party of adventures who survived Undermountain but met their fate in Skullport. The journal is nearly 100 pages long and details the party's adventures beginning at the Yawning Portal and ending in Skullport

43. A small wooden box with a lid

44. A red cap commonly worn by Waterdeep nobles

45. A small painting of a brightly dressed halfling noblewoman

46. A medium-sized red granite serving tray made by dwarves

47. A sealec bottle filled with Goat's Head Ale



48. A leather backpack in used condition

49. A 10-inch-high bronze statue of a leering imp

50. A small wooden cage

51. A 3-foot-long spine from a sea serpent

52. A brass spyglass in working condition

53. A 2-foot-high stone funerary urn crafted in dwarven style

54. A black leather boot made for a human male

55. A medium-sized wood crate filled with the stolen clothing of a Waterdeep nobleman

56. A blue leather-bound book entitled "A Brief History of the Masked Lords of Waterdeep"

57. A map written in Common that shows the location of various enclaves in the Underdark within 20 miles of Skullport

58. A dagger with the blade broken off just above the hilt

59. A silver-plated hand mirror with a slight crack in the lower left-hand corner of the mirror's glass

60. A tarnished brass birdcage

61. A piece of parchment noting the comings and goings of the dwarf Thorvin Twinbeard

62. A small purple stone with white swirls in it that is always warm to the touch

63. A small tan cloth bag containing a few small dried fish

64. A black cloth mask that covers from the tops of the nose to just above the eyes

65. A red cloak with the holy symbol of the spider queen Lolth on the back in black



66. A bottle of whale oil used to light lamps

67. A wire-rimmed pair of spectacles with a cracked right lens

68. A cloth game bag filled with recently-killed stirges

69. A wooden box with 6 purple glass wine bottles inside

70. An unopened bottle of Amberjack sherry

71. A set of leg irons in usable condition

72. An iron collar large enough to fit a medium humanoid

73. A small box of iron ore

74. A black-and-white striped pair of trousers

75. A deck of Three Dragon Ante playing cards from Calimshan



76. A matching set of two iron goblets

77. A bolt of green cotton cloth used for trade goods in the Underdark

78. A white stone floating 3 feet in the air that gives off bright light for 10 feet and dim light for 10 feet beyond that

79. A map written in the Githyanki dialect of the gith language detailing Level 15 of Undermountain

80. A wide-based black glass bottle that never collects dust

81. A single horseshoe, slightly rusted but still usable

82. A crate of trade goods (bolts of cloth, iron goods, mirrors) bound for the Underdark

83. A thin disk made of obsidian with polished edges

84. A black leather-bound book with a plain cover entitled "The Myth of Skullport"

85. A small bag of black soot commonly used by thieves as camouflage

86. A metal bronze disk with arcane symbols inscribed on it. A wizard can use this disk as an arcane focus

87. A bottle of indigo clothing dye

88. A steel shoulder pauldron from a suit of armor bearing the Bregan D'aerthe emblem

89. A rusted and barnacle-covered ship's anchor

90. A note written in the drow language discussing the arrival of a drow trading caravan and the amount of and disposition of the caravan guards

91. A fine sextant created by dwarven hands



92. A plain copper ring in the shape of a leering humanoid skull

93. A single steel bracer forged by the duergar as part of a suit of plate armor



94. A small clear aquarium bowl with a bit of mud at the bottom

95. A bleached white whale vertebrae

96. A cloth bag filled with clamshells

97. A hastily scribbled map of Skullport showing the most prominent locations with an "X" marking a spot in the market area

98. A small silver chain used as a necklace made by the delicate hands of the drow

99. A cast-iron kettle slightly rusted on the bottom

100. The bleached white skull of a deep dragon wyrmling



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