



DUNGEON MASTER'S SCREEN WATERDEEP DRAGON HEIST™

This screen is the perfect companion for those dungeon masters running the *Waterdeep: Dragon Heist™* adventure. The front features images of bustling streets, looming statues, and quiet alleys to inspire your players. The back displays references for some of the many exciting places to go and things to see and do, as well as the all-important Code Legal, a reminder of what *not* to do.

Product Code: 73709



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W A T E R D E E P

The Code Legal

Punishment for a crime can include one or more of the following, based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:

- Death
- Exile (for a number of years or summers)
- Floßging (a set number of strokes)
- Hard labor (for a period of days, months, or years depending on the seriousness of the crime)

- Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)
- Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)
- Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)
- Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)

I. Crimes against Lords, Officials, and Nobles

Assaulting or impersonating a Lord: death

Assaulting or impersonating an official or noble: floßging, imprisonment up to a tenday, and fine up to 500 gp

Blackmailing an official: floßging and exile up to 10 years

Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount

Murder of a Lord, official, or noble: death

Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

II. Crimes against the City

Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp

Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp

Espionage: death or permanent exile

Fencing stolen goods: fine equal to the value of the stolen goods and edict

Forger of an official document: floßging and exile for 10 summers

Hampering justice: fine up to 200 gp and hard labor up to a tenday

Littering: fine up to 2 gp and edict

Poisoning a city well: death

Theft: floßging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods

Treason: death

Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp

III. Crimes against the Gods

Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp

Disorderly conduct within a temple: fine up to 5 gp and edict

Public blasphemy against a god or church: edict

Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items

Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

IV. Crimes against Citizens

Assaulting a citizen: imprisonment up to a tenday, floßging, and damages up to 1,000 gp

Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict

Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp

Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp

Disturbing the peace: fine up to 25 gp and edict

Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin

Murdering a citizen with justification: exile up to 5 years or hard labor up to 3 years or damages up to 1,000 gp paid to the victim's kin

Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp

Slavery: floßging and hard labor up to 10 years

Using magic to influence a citizen without consent: fine or damages up to 1,000 gp and edict



City Scenes

While characters are traveling through the inhabited wards of the city, use the Daytime and Nighttime Scenes tables to generate interesting or peculiar happenings. Reroll if a given entry seems inappropriate to the season or the party's mission.

DAYTIME SCENES

d100	Scene	d100	Scene
01–04	A drunk dwarf stumbles, falls down, and picks himself back up. The dwarf drops a pouch containing 1d6 sp as he staggers away.	49–52	A kite crashes into a random character. The kite's owner, a young boy or girl, apologizes and asks for help getting the kite airborne once more.
05–08	As bystanders watch glumly, four members of the City Watch remove a dead body from a building or alley and load it into a cart heading to the nearest morgue. The Watch doesn't comment on the death, other than to say it's "not suspicious."	53–56	An archmage appears out of nowhere, having used a teleport spell to travel from a distant city. There's a 30 percent chance that the archmage arrives with an entourage of six flying swords.
09–12	A shop proprietor throws out a disagreeable customer, leading to a brief shouting match in the street.	57–60	A captured criminal or monster is moved through the city in a heavily guarded prison wagon, escorted by twelve veterans of the City Watch and a mage from the Watchful Order of Magists & Protectors.
13–16	A friendly half-orc asks the characters for directions to a random location in the city.	61–64	Several members of the City Watch knock on doors and question residents in their search for an elusive criminal. Characters who stand out are also questioned.
17–20	A griffin cavalry rider passes overhead. If any of the characters wave, the rider waves back.	65–68	A tiefling urchin begs for nibs (copper pieces) and makes kind remarks toward friendly characters.
21–24	A tiefling urchin begs for nibs (copper pieces) and makes kind remarks toward friendly characters.	69–72	A mage uses a Tenser's floating disc spell to transport a huge pile of used books.
25–28	A disheveled dwarf hawks cheap jewelry on a street corner.	73–76	A Zhent recruiter gives the characters a printed pamphlet extolling the virtues of the Black Network. The pamphlet also lists the address of a Zhentarim recruitment office on Net Street in the Dock Ward.
29–32	A Zhent recruiter gives the characters a printed pamphlet extolling the virtues of the Black Network. The pamphlet also lists the address of a Zhentarim recruitment office on Net Street in the Dock Ward.	77–80	Two old coots stand on a corner and loudly speculate about the characters' origins and business.
33–36	A Waterdavian noble strolls down the street, accompanied by an overburdened valet and sixteen guards in the noble's employ.	81–84	A small gang of friendly street urchins take a shine to the characters and follow them around.
37–40	A foreign diplomat travels by coach down the street, looking for a good tavern or eatery. The coach comes with a driver and eight guards, is further protected by four veterans on draft horses.	85–88	A modest funeral procession heads to the City of the Dead.
41–44	A broadcaster stands on a corner, selling a scandalous broadsheet for 1 nib (cp) per copy. The broadcaster resorts to flattery in an effort to get the characters to buy at least one copy.	89–92	A troupe of halfling street performers put on a puppet show, reenact an ancient battle, or play instruments for coin.
45–48	Too many wagons create traffic congestion and crowding in the streets.	93–96	A local temple sets up an outdoor soup kitchen under a tent to feed the poor. The kitchen is staffed by a priest and four acolytes.
		97–00	A disheveled figure pushes an empty baby carriage down a street or through an alley.

NIGHTTIME SCENES

d100	Scene	d100	Scene
01–04	A drifiglobe flies and bobs overhead, slowly making its way to the City of the Dead while avoiding contact with people.	61–64	As the characters pass near a sewer grate, an ottyugh lurking in the tunnel below uses one of its tentacles to pop open the grate and attack the nearest character. It attempts to drag the character down into the sewer to be eaten. The ottyugh is too big to squeeze its body through the grate opening.
05–08	A mastiff with no leash or collar wanders the darkened streets, and accepts food handouts from the characters.	65–68	The characters hear an inhuman howl coming from an alley but can't find its source.
09–12	A ghost glides through a dark alley before passing through a wall and disappearing.	69–72	Two lovers make out in the shadows. If the characters ogle them, the lovers take notice, giggle with embarrassment, and go elsewhere.
13–16	A lamplighter heading home for the night warns the characters of ruffians ahead, but further investigation yields no sign of them.	73–76	Characters hear the whistling song and footsteps of a lone City Watch officer on patrol. The officer gives each character a cursory glance and nods politely as they pass by.
17–20	A magically animated heap of trash emerges from a nearby alley to threaten the characters or other passersby. It has the statistics of a shambling mound.	77–80	A friendly courtesan makes a pass at one of the characters or tries to lure the party into a nearby festhall.
21–24	A heated argument erupts in a parked coach or dray. The commotion ends when a disgruntled passenger climbs out of the vehicle and storms off, leaving their companion behind.	81–84	1d6 giant rats scurry across a street or into an alley. There's a 25 percent chance that 1d4 of these oversized rodents are actually wererats in beast form. They're looking for unlocked cellars to plunder, and avoid potential conflict.
25–28	Two members of the City Watch drag away a lunatic who is screaming about mind flayers taking over the city.	85–88	Six kenku try to lure the characters into an alley with fake cries of help. If they succeed, they try to rob the party at sword point. The cowardly kenku flee if attacked.
29–32	The wind blows a sheet of parchment into a random character's face. Printed on the parchment is an advertisement for a new play opening in a local theater.	89–92	A rakshasa in the guise of a friendly human detective named Vincent Trench stakes out a festhall, theater, or tavern to spy on a philandering Waterdavian noble for a client. After exchanging pleasantries, "Vincent" hands the characters a card with the name and address of his detective agency—"The Tiger's Eye," located on Trollskull Alley in the North Ward.
33–36	Two people exchange a passionate kiss in the back of a coach or dray, while the horse and driver both observe silently.	93–96	A drow elite warrior draped in a musty blanket skulks through the streets, trying to pass as a homeless person to avoid attracting unwanted attention.
37–40	A vandal paints the symbol of the Xanathar (a circle with ten equidistant spokes radiating out from its circumference) on a building or parked coach.	97–00	Characters hear the alarm whistle of a City Watch officer a few streets over. Other officers converge on that location to help break up a drunken street brawl and question witnesses.
41–44	Two evil priests of Shar (goddess of darkness and loss) knock on residence doors, demanding coin for Shar's blessing. Each priest carries a purse containing 3d8 gp in mixed coinage.		
45–48	Two drunken thugs mug a pair of young lovers in a nearby alley, muffling the victims' screams. If the characters attack or shout for the City Watch, the thugs panic and flee.		
49–52	1d6 stirges swoop down and attack until they're sated with blood.		
53–56	1d6 street cleaners of the Dungsweepers' Guild make their way down a lamplit street or alley, picking up garbage.		
57–60	1d4 vampire spawn watch the characters from a dark alley or rooftop. Servants of a vampire lord known as the Baron of Blood, the spawn don't prey on residents who are well armed or likely to be missed. They retreat to the City of the Dead if the characters attack them.		

Cover art by Sidharth Chaturvedi (left and right) and Eric Belisle (center), inside art by Sidharth Chaturvedi, Richard Whitters, Ned Rogers, Claudio Pozas, and Olga Drebas.

PLACES TO GO

Inns and Boarding Houses

The following table lists some of the more popular inns and boarding houses in Waterdeep, organized by ward. The quality of each establishment determines the daily cost for lodging and meals. See the Food, Drink, and Lodging table for prices.

WATERDEEP INNS AND BOARDING HOUSES

Ward	Establishment	Quality
Castle Ward	The Jade Jug	Poor
	The Pampered Traveler	Wealthy
	Sapphire House	Aristocratic
	Wyrmbones Inn	Modest
	The Yawning Portal	Comfortable
Dock Ward	The Blackstar Inn	Poor
	Sailor's Corner	Modest
	Shipmasters' Hall	Comfortable
	The Ship's Prow	Modest
	Warm Beds	Squalid
Field Ward	The Hart's Head	Poor
	The Last Refuge	Squalid
North Ward	The Galloping Minotaur	Comfortable
	Greenglade Tower	Modest
	The Raging Lion	Wealthy
Sea Ward	Dacer's Inn	Wealthy
	Golden Harp Inn	Aristocratic
	Maerghaun's Inn	Comfortable
	The Silken Sylph	Aristocratic
	The Wandering Wemic	Modest
Southern Ward	Madam Garah's Boarding House	Modest
	Safehaven Inn	Comfortable
Trades Ward	The Gentle Rest	Modest
	Gondalim's	Comfortable
	The Gray Serpent	Poor
	Inn of the Dripping Dagger	Comfortable
	The Little Hostel (halflings)	Modest
	The Unicorn's Horn	Wealthy
Undercliff	Mother Digdown's	Modest

DAY-TO-DAY EXPENSES

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp
Dray Coach Fare	2-4 cp
Messenger	2 cp
Hiring (per day)	
Skilled	2 gp
Untrained	2 sp

Taverns and Festhalls

The following table lists just a few of the popular taverns and festhalls in Waterdeep, organized by ward. The quality of the establishment determines the daily cost for meals. See the Food, Drink, and Lodging table for prices.

WATERDEEP TAVERNS AND FESTHALLS

Ward	Establishment	Quality
Castle Ward	Azuth's Mug	Modest
	The Blushing Mermaid	Comfortable
	The Crawling Spider	Poor
	The Elfstone Tavern	Wealthy
	The Empty Keg	Comfortable
Dock Ward	The Angry Coxswain	Poor
	The Bloody Fist	Squalid
	The Friendly Flounder	Modest
	The Hanging Lantern	Squalid
	Muleskull Tavern	Modest
Field Ward	Endshift Tavern	Poor
	The High Horse	Squalid
North Ward	The Grinning Lion	Wealthy
	The Misty Beard	Comfortable
Sea Ward	The Broken Lance	Comfortable
	The Fiery Flagon	Wealthy
	The House of Purple Silks	Aristocratic
Southern Ward	The Beer Golem	Modest
	The Full Cup	Poor
	The Jade Dancer	Wealthy
	The Swords' Rest	Comfortable
Trades Ward	The Bowels of the Earth	Poor
	Felzoun's Folly	Wealthy
	Golden Horn Gambling House	Modest
Undercliff	The Plowshare	Comfortable

THINGS TO FIND

Pickpocketed Items

When a character successfully picks the pocket of an NPC in Waterdeep, you can roll on the Pickpocketed Items table to determine what they've pilfered.

PICKPOCKETED ITEMS

d100	Pilfered Item(s)	d100	Pilfered Item(s)	d100	Pilfered Item(s)
01–02	Bag of 20 caltrops	31	Gemstone worth 100 gp	57–58	Pouch containing 7 cp, 5 sp, and 2 gp
03–04	Ball of twine	32	Gemstone worth 500 gp	59–60	Pouch containing 2 cp, 4 sp, and 5 gp
05–06	Bottle of ink	33–34	Holy symbol	61–62	Pouch containing 3 sp and 10 gp
07–08	Bracelet or anklet worth 25 gp	35–36	Key	63–64	Pouch of herbs
09–10	Bracelet or anklet worth 250 gp	37–38	Laundry ticket	65–66	Pouch of 20 sling bullets
11–12	Brass shears	39–40	Letter in a sealed envelope	67–69	Ring or earring worth 25 gp
13–14	Candle	41–43	Necklace worth 25 gp	70	Ring or earring worth 250 gp
15–16	Comb or brush	44	Necklace worth 250 gp	71–72	Saltshaker or pepper mill
17–18	Component pouch	45–46	Notebook of names and addresses	73–74	Signet ring
19–20	Deck of playing cards	47–48	Pocket mirror	75–76	Silk handkerchief
21–22	1d4 dice	49–50	Potion of healing in a vial	77–78	Smoking pipe
23–24	Flute	51–52	Pouch containing 6 cp	79–80	Spectacles
25–27	Gemstone worth 10 gp	53–54	Pouch containing 11 cp and 1 sp	81–82	Spool of thread
28–30	Gemstone worth 50 gp	55–56	Pouch containing 15 cp, 3 sp, and 1 gp	83	Spyglass

Broadsheets

The following table notes some of the better-known (even if not always well-respected) broadsheets in Waterdeep. All are available for purchase at 1 nib (cp) per issue.

WATERDEEP BROADSHEETS

Name	Description	Name	Description
The Anklet	Aimed at the conservative noblewoman who demands the very height of good taste and literate fare. Bitingly satirical rag that mocks well-known Waterdavians.	Relver's Verithar The Sharkroarer	Respectable financial paper. Satirical broadsheet featuring wax-cut illustrations lampooning popular people and current events.
The Blue Unicorn		Straight Talk from the Docks	Seafarers' forum where all dirty truths are told.
The Daily Trumpet	Local news and gossip of questionable authenticity.	The Targe	Vitriolic rants on all manner of topics, from politics to how guilds conduct their business.
Halivar's Lords and Ladies	Reports news and nasty gossip about the "old nobility" in a cynical manner.	The True Waterdavian	Financial paper aimed at the wealthy, and condescending toward the unwashed masses.
Hulbrant's Record	A bland, exhaustive catalog of who was seen where—and what they were wearing at the time.	The Vigilant Citizen	Solemn "nothing but the facts" broadsheet covering local news.
Merchants' True Friend	Published by worshippers of Waukeen and focused on business and advertising.	Waterdeep Warhorn	Breaking news mixed with hot celebrity gossip.
Mount Waterdeep Times	"Life in the city" news with social announcements and dining reviews.	Waterdeep Wazoo	Salty, sneering-at-the-wealthy broadsheet featuring steamy, amorous, revel-and-bedchamber sagas.
The North Wind	Features illustrations of fashionable garments and the easy-on-the-eyes folk who wear them.		
The Purring Cat	Raunchy rag with club reviews and saucy fiction.		

