

Waterdeep

A Visitor's Guide



Waterdeep - Sea Ward

City/Settlement Name

Forgotten Realms/Abir-Toril
Campaign/World Name

Sword Coast/Faerun
Region/Nation

Party Name

30
Rough Population (in thousands)

Transportation

Label

Trolltower's Shadow Stables and Tack **14**

Price per mile/settlement

Land Sea Air Arcane/Planar

Tessalar's Tower **9**

Price per mile/settlement

Land Sea Air Arcane/Planar

Price per mile/settlement

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

Label

Tessalar's Tower **9**

Tessalar Hulicorn, an accomplished alchemist, lives in this tower. He has clout with the local noble families and provides alchemical and magical services.

Temple of Beauty **10**

A lavish temple of red marble, with gold and silver accents and many statues of the goddess and her most comely worshippers. The structure is a combination temple and pleasure dome, soaring above the neighboring noble villas, with tall towers and a central open-air ballroom that hosts revels many nights of the year.

Brokengulf Villa **11**

The Brokengulf family is one of the most distinguished in Waterdeep. They earned their title through a long history of slaying monsters, both in and out of Waterdeep. Their villa features trophies from many of these exploits.

Rosznar Villa **12**

The Amnian family of Rosznar are infamous. Originally known for their fine wines, the family was kicked out of Waterdeep for a century when they were found to be making poisons and trading slaves. They have never fully recovered.

Melshimber Villa **13**

This family of sages and researchers could provide a wealth of information, and fine wine, for those who sought their services. They do not heavily engage in family rivalries like other noble families.

Landmarks

Label

Field of Triumph **1**

This huge open-air stadium is the site of many spectacles staged for the populace of Waterdeep. From late spring to late autumn, thousands of people flood through the awe-inspiring Lion Gate to witness shows of magic, martial skills, horse races, and monstrous exhibitions of creatures big and small. The Field also acts as a public forum for such important public events as the Open Lord's proclamations to the city and special gatherings for foreign dignitaries.

Heroes' Garden **2**

Waterdeep's only public park outside the City of the Dead is a large, lush area of grass, trees, and ponds once covered by the sprawling school of wizardry known as the Tower of Yintros. A number of statues decorate the area, including large marble statues to the Open Lords Baeron and Lhestyn (as the Masked Lady). It is often the scene of adventurers retelling tales of their exploits to others and attendant local children. The watch and the local citizenry keep the park free of debris and prevent would-be heroes from carving their names into the trees.

Sea's Edge Beach **3**

Originally just an area of mud flats on the city's western seaside, the area past the West Gate has been covered with sand and turned into a beachfront. While only used as such at the height of summer when water temperatures rise to near-tolerable levels, Sea's Edge Beach is also used for reflection, solitude, and as the terminus of Auril's Blesside Cliffs Run.

Inns, Taverns, and Shops

Label

House of Inspired Hands **4**

Inn Tavern Shop

The High Flagon **5**

Inn Tavern Shop

Halazar's Fine Gems **6**

Inn Tavern Shop

The House of Purple Silks **7**

Inn Tavern Shop

Wyvern's Rest **8**

Inn Tavern Shop

Local Map

Waterdeep - Castle Ward

City/Settlement Name

Forgotten Realms/Abir-Toril
Campaign/World Name

Sword Coast/Faerun
Region/Nation

Party Name

25
Rough Population (in thousands)

Transportation

Palace Stables Label 2

Price per mile/settlement Official use Only

Land Sea Air Arcane/Planar

Castle Ward Docks 14

Price per mile/settlement Varies by ship

Land Sea Air Arcane/Planar

Thayan Embassy 7

Price per mile/settlement to and from Thay only

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

The Open Lord's Palace Label 4

The seat of power in Waterdeep, built by the previous open lord of Waterdeep. Laeral Silverhand now holds that title, though the Palace was famously built by the previous Open Lord, Piergeiron.

House of Two Hands 5

A monastery in honor of the god Tyr. The practitioners mix martial arts and clerical teachings to create a unique style, and are open to anyone who wishes to join and undergo training.

Blackstaff Tower 6

The famous tower of Khelben Arunsun, where wizard apprentices are trained by the ghosts of their predecessors. The Blackstaff have hands in much of the workings of Waterdeep, and can offer spellcasting services.

Thayan Embassy 7

A building under control of the Enclave of Red Magic, exempt from Waterdeep's laws but living within them. Thayans will sell illegal and illicit magical items if they can ensure the deal is done outside of Waterdeep's territory. The embassy has a special back room set up for just such deals.

Spires of the Morning 8

This cathedral to the god Lathander is known for its remarkable architecture and striking appearance. The three-story pink marble structure is topped by seven spires of copper, gold, and silver, that catch the light of the sun just as it rises, and shine brilliantly throughout the day.

Landmarks

The Yawning Portal Label 1

This famous inn and tavern has long been a hotspot for adventurers. The entire inn centers around a large and deep hole, lined with the shields of fallen previous adventurers. This hole leads to the Undermountain, a vast labyrinthine dungeon lorded over by the mad mage Halaster Blackcloak. Any who are willing can descend the rope, at their own peril.

Castle Waterdeep 2

A tall fortress lit by undying magical light and visible from most of the city, Castle Waterdeep is as much a symbol as it is a military outpost. Banners are often hung from its towers on the arrival of important dignitaries or on auspicious events. The larder and armories are kept full in the event of an attack, but in peacetime the castle is used sparingly.

The Cynosure 3

Once a temple to a disinterested god, this is now a public space used by the Lords of Waterdeep to host events. There is an area near this known as Myrkul's Ruins, where the god Myrkul was destroyed. It is still magic neutral, even after the spellplague, making it a popular place for rival wizards to meet.

Inns, Taverns, and Shops

Balthorr's Rare and Wondrous Treasures Label 9

Inn Tavern Shop Specialties Magic items, unusual items, and pawning.

Tavern of the Flagon Dragon 10

Inn Tavern Shop Specialties Modest tavern known for its mulled wine.

Eilean's Maztican Delights 11

Inn Tavern Shop Specialties Imported items and shipping.

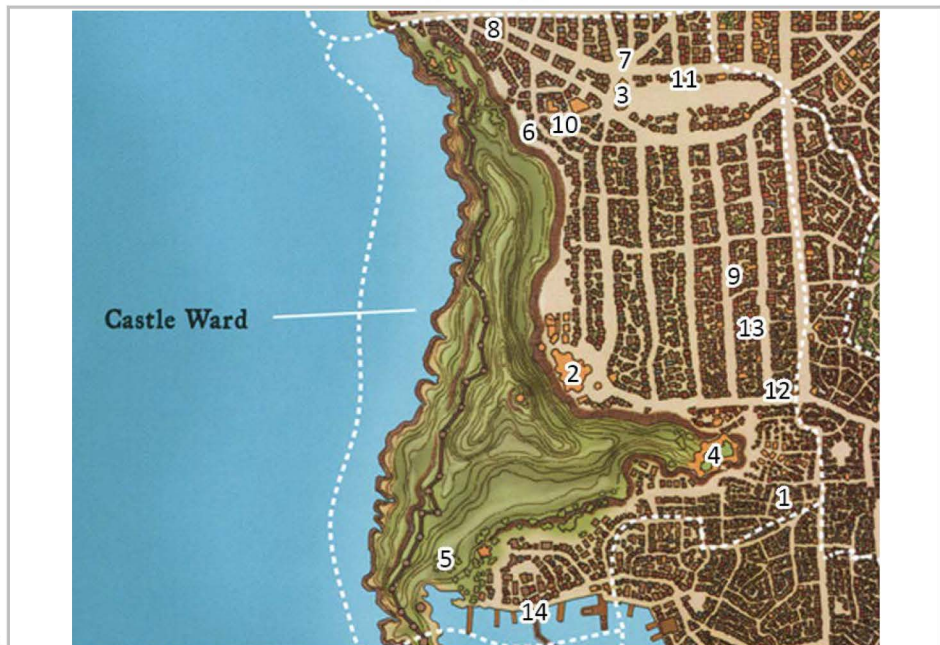
Phalantar's Philters and Components 12

Inn Tavern Shop Specialties Potions, poisons, ingredients, and pawning

Halls of Hilmer, Master Armorer 13

Inn Tavern Shop Specialties Magical and mastercrafted armor.

Local Map



Waterdeep - Dock Ward

City/Settlement Name

Forgotten Realms/Abir-Toril
Campaign/World Name

Sword Coast/Faerun
Region/Nation

Party Name

15
Rough Population (in thousands)

Transportation

Label

Mariner's Hall **10**

Price per mile/settlement **Varies by Ship**

Land Sea Air Arcane/Planar

The Thirsty Throat **6**

Price per mile/settlement **Varies by Ship**

Land Sea Air Arcane/Planar

Deepwater Docks **14**

Price per mile/settlement **Varies by Ship**

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

Label

Philosopher's Court **9**

Also known by natives as "the Foolsquare", a daily (and often nightly) meeting place for intellectuals, old sages and drunken nobles alike found arguing over topics "too esoteric for a common mind".

Mariner's Hall **10**

A lavish two-story wattle-and-daub building that serves as the guildhall for the Master Mariners' Guild. They put up many a visiting ship's captain during and after guild business.

Waterman's Hall **11**

Guildhall and boathouse for the Guild of Watermen, who keep the harbor clear of debris. They also store said flotsam and jetsam here.

The Metal House of Wonders **12**

A unique building with a distinctive metal roof, which serves as the guildhall for the Splendid Order of Armorers, Locksmiths & Finesmiths.

The Butchers' Guildhall **13**

A recently renovated timber-frame two-story guild house with an available cold cellar for the guild members' overstock. Serves the Guild of Butchers.

Landmarks

Label

Fishgut Court **1**

A cobblestone court off Sail and Dock Streets where fish are butchered and sold. Many strange happenings occur here on nights of the full moon. Many know that Selûne herself hid in a mortal form in the tavern nearby, and her blessings continue to touch the courtyard.

The Keelhauled Dwarf **2**

In the cavernous cellar beneath the warehouse known as the House of Tarmagus (a rental warehouse complex) lies The Keelhauled Dwarf, a subterranean tavern favored by duergar and their ilk, as well as many of the city's half-orcs, thugs, and ruffians.

The Old Xoblob Shop **3**

A curio shop famous in the city for battle trophies from places far and near (especially Undermountain). The shop is untidy and ill-organized, featuring a stuffed beholder hanging in the window. Currently owned by a deep gnome who calls himself Xoblob, though the name certainly predates him.

Inns, Taverns, and Shops

Label

Talnu's Ropeworks **4**

Inn Tavern Shop **Specialties** Climbing supplies and ropes of all kinds.

Melgard's Fine Leathers **5**

Inn Tavern Shop **Specialties** Leather goods, leather armor, leatherworker's tools.

The Thirsty Throat **6**

Inn Tavern Shop **Specialties** Ale and grog, mercenaries and sailors for hire.

Whistling Blades **7**

Inn Tavern Shop **Specialties** bladed weapons in all shapes and sizes.

The Smokehouse **8**

Inn Tavern Shop **Specialties** Flophouse, cheap drink, smells of fish.

Local Map



Waterdeep - North Ward

City/Settlement Name

Forgotten Realms/Abir-Toril

Campaign/World Name

Sword Coast/Faerun

Region/Nation

Party Name

25

Rough Population (in thousands)

Transportation

Label

Northward Stables

14

Price per mile/settlement

Mounts for sale only

Land Sea Air Arcane/Planar

Price per mile/settlement

Land Sea Air Arcane/Planar

Price per mile/settlement

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

Label

Crommor Villa

9

The Crommor family made their fortune in brasswork, becoming widely known for their fine musical instruments. Much of their family are also performers sprinkled throughout Waterdeep.

Gralhund Villa

10

This originally tethyrian family is known to have given birth to several tieflings. They are primarily weaponsmakers, though they have their own small militia which they hire out as sellswords.

Maerklos Villa

11

An odd family of oracles and beer-brewers. They are steeped in magic and claim to trace their lineage back to Netheril. Their predictions are said to be accurate, or seem so after a few drinks.

Wands Villa

12

The city's leading family for magecraft, they have strong ties to the watchful order. They provide spellcasting services and still teach some select individuals.

Lathkule Villa

13

This family of Gond worshipers are renowned for their exemplary gem-cutting and jewelry-making. Some members of the family have also dabbled in construct creation.

Landmarks

Label

Cliffwatch

1

This sheer 100-foot cliff presents a beautiful view of the countryside east and south of Waterdeep, and it provides a valuable defense against invading orcs and trolls. Guards in Endcliff Tower and the Watchway Tower carefully watch the cliff's edge, which is unobstructed by walls or rails.

The Grinning Lion

2

Tucked away inside a block of homes and businesses, this place, adorned with (faked) battle trophies from all over Faerûn, is as raucous as taverns get in North Ward. An old joke claims the Riven Shield Shop sends all shields beyond repair to hang on the walls here. The music is loud, with male and female dancers in fantastically styled and revealing mock armor swaying and pirouetting among the tables. Real, if broken, weapons hang on the walls everywhere, so bouncers swiftly discourage any disputes.

Holyhands House

3

Formerly the villa of House Maernos, Holyhands now acts as a temple for non-human faiths, per the bequest of the last Maernos patriarch in 1372 DR. With the founding of the Seldarine temple, Holyhands now caters mostly to the dwarven, gnomish, and halfling pantheons, with a scattering of other shrines as well.

Inns, Taverns, and Shops

Label

Sulmest's Splendid Shoes & Boots

4

Inn Tavern Shop

Specialties

Mundane and magical footwear

The House of Healing

5

Inn Tavern Shop

Specialties

Magical healing services.

Bhephel's Bottles, Exotic Wines, and Cordials

6

Inn Tavern Shop

Specialties

Imported and rare alcohol from around abir-toril.

Greenglade Tower

7

Inn Tavern Shop

Specialties

An inn styled after wizard towers. Wonderful view.

Taurntyrih Adornments

8

Inn Tavern Shop

Specialties

Accessories both mundane and magical.

Local Map



Waterdeep - Trades Ward

City/Settlement Name

Forgotten Realms/Abir-Toril
Campaign/World Name

Sword Coast/Faerun 10
Region/Nation

Party Name } Rough Population (in thousands)

Transportation

Label

Price per mile/settlement

Land Sea Air Arcane/Planar

Price per mile/settlement

Land Sea Air Arcane/Planar

Price per mile/settlement

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

Label

Virgin Square 9
This market and traditional hiring place for warriors is named for a local legend that virgins were sacrificed to dragons on this spot, long before the founding of Waterdeep. Whenever Cult of the Dragon agents visit the city, this is their traditional meeting place.

Golden Horn Gambling House 10
Once a crimson den of vice with a sinister reputation, the Golden Horn is now a well-regarded gambling establishment. Though no longer as upscale as it once was, it attracts a great deal of those merchants and visitors to Waterdeep, catering to them and offering a night of glamor and shining coin.

Monastery of the Sun 11
A monastery for the Order of the Sun Soul, who worshiped Amaunator in the time of Netheril. Since then, members have shifted to worshipping other gods, though all who follow the path of the Sun Soul are welcome here.

The Zoarstar 12
An ever-busy site which enjoys a constant crowd outside its windows looking in at displayed maps and charts, including a map of Waterdeep with a helpful red glass-headed pin to mark where the Zoarstar is in the city. It acts as the guildhall for the Scriveners, Scribes & Clerks Guild.

The House of Light 13
A brightly-lit row house, complete with a huge four-foot candle out front that is lit at night. It is one of the brightest spots in the ward at night is easily found by the smell of lemony-scented wax. It acts as the guildhall to the Chandlers' & Lamplighters Guild.

Landmarks

The City of the Dead 1
The City of the Dead is a walled cemetery kept in a beautiful, park-like open condition. It is so large as to be normally considered a ward in it's own right. The entire area is strictly patrolled by the Watch, making it a fairly safe place to sleep at night if you don't mind your proximity to the dead. At all hours, the City of the Dead is a popular meeting place for natives of Waterdeep as it is quiet and very pretty in the right season.

The Plinth 2
Once a wizard's tower and center of Selûnite worship, the Plinth is now a temple open to any faith and employed by worshippers of gods who lack sizable congregations in Waterdeep. It resembles a tall, thin, pyramid with the top cut off. Small balconies spiral around the tower in slow descent. City laws forbid the sacrifice of intelligent beings to any god, but a lot of folk leap from these heights each year. The flat roof is often used as a landing place for aerial steeds by the city's wealthy and powerful.

Court of the White Bull 3
This place is a packed-dirt plaza named for the birth of an albino calf on this site. The calf's owner built the White Bull tavern, which thrived for years until destroyed by Thongalar the Mighty and Shile Rauretilar in a spell battle that tore open a breach to the Astral Plane. Azuth, god of mages, repaired it, but this area still intermittently acquires some wild magic. As a result, no one has built here again, making it a natural place for caravan owners to peddle their wares.

Inns, Taverns, and Shops

Label

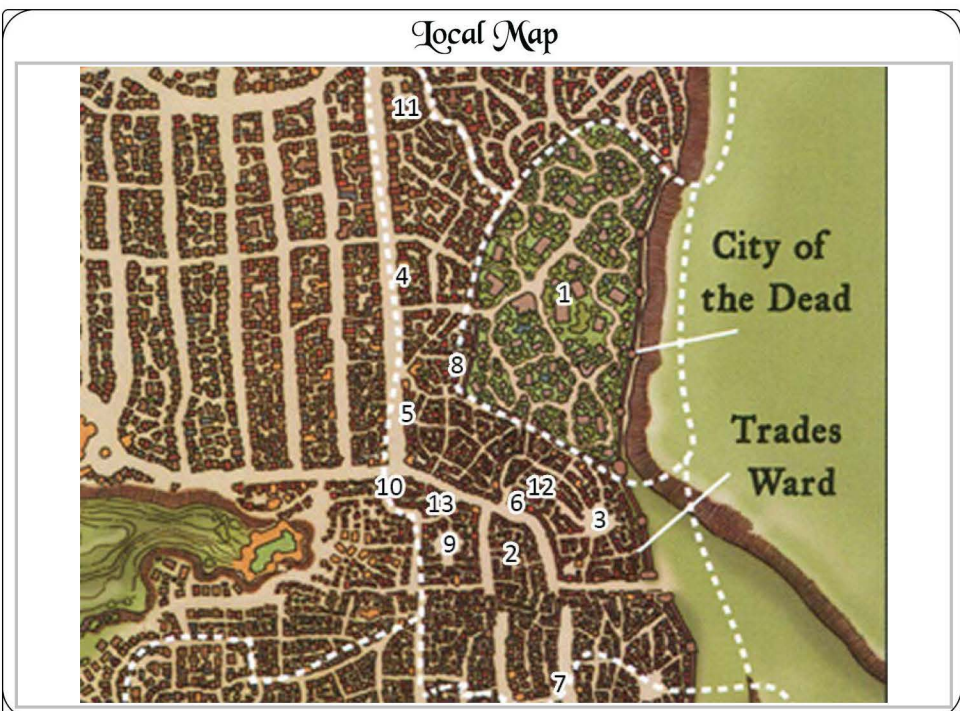
The Riven Shield Shop 4
 Inn Tavern Shop Specialties Famous for magical and historical weaponry

Costumer's Hall 5
 Inn Tavern Shop Specialties Clothing of all types, no matter if it's out of style.

The Gentle Rest 6
 Inn Tavern Shop Specialties Quiet, fairly upscale rooms and central location.

The Underdark 7
 Inn Tavern Shop Specialties Rough old cellar tavern with very low ceilings.

Rejviik's Mortuary 8
 Inn Tavern Shop Specialties Coffins, burial services in the City of the Dead



Waterdeep - South Ward

City/Settlement Name

Forgotten Realms/Abir-Toril
Campaign/World Name

Sword Coast/Faerun 25
Region/Nation

Party Name Rough Population (in thousands)

Transportation

Athal's Stables 9 Label

Price per mile/settlement Mounts for sale only

Land Sea Air Arcane/Planar

The Redbridle Stables 10

Price per mile/settlement Mounts for sale only

Land Sea Air Arcane/Planar

Tehmak's Coaches 11

Price per mile/settlement coaches 5sp/mile

Land Sea Air Arcane/Planar

Guilds, Houses, or Factions

Kolat's Towers 12 Label

Years ago, the brothers Alcedor and Duhlark Kolat bought two buildings and, much to the chagrin of the local building guilds, stitched them together with magic. The brothers have long since died and the odd structure is now a favorite haunt of the Zhentarim...and perhaps actual ghosts.

Metalmaster's Hall 13

A gray granite blockhouse with a smoky forge dominating one entire end of the building. It serves as the guildhall for the Most Careful Order of Skilled Smiths & Metalforgers.

The House of Good Spirits 14

The House of Good Spirits is the headquarters of the Vinters', Distillers' and Plaisterer's guilds. The public is welcome, and there you can try some of the finest distilled liquors in Waterdeep. If you are popular enough, you may even get a drink named after you.

Builder's Hall 15

A lavishly crafted and tended stone building with a row of statues around the front. It serves as the guildhall for the Guild of Stonecutters & Masons.

Landmarks

Caravan Court 1 Label

This place is usually a dust-shrouded melee of cursing, whipwielding drovers, bawling beasts of burden, and creaking wagons and carts. Most caravans entering or leaving through the Southern Gate muster or disband in Caravan Court, making it a scene of nonstop activity and chaos.

The Waymoot 2

The Waymoot is a high signpost mounted in the middle of the crossroads with hanging arrows pointing toward the harbor and city gates. Created by the Watchful Order and funded by local merchants, the signpost magically directs travelers to locations spoken into a crystal on the post. Once a site is spoken, the Waymoot writes the destination onto the relevant arrow and indicates its distance from Waterdeep; therefore folk are sent out the appropriate gate depending on their destinations.

Helm's Hall 3

This historic stone building was constructed nearly two centuries ago to care for the orphans and widows of deceased adventurers. Helm's Hall is supported financially by a number of temples, noble houses, and retired adventurers, while priests of Helm tend to the day to day management and administration of services. Many of the children ten and older are either apprenticed or working with the Lamplighters Guild at night, and they receive training during the day so that they will be able to ply a trade before leaving Helm's Hall at age 15.

Inns, Taverns, and Shops

The Old Monster Shop 4 Label

Inn Tavern Shop Specialties Extraordinary monstrous items and potions

Brian the Swordmaster's Smithy 5

Inn Tavern Shop Specialties Mastercrafted Armor and Weapons

Tymora's Blessing 6

Inn Tavern Shop Specialties A seedy dive for caravaners, frequent fights.

The Swords' Rest 7

Inn Tavern Shop Specialties Mercenaries for hire

Essimuth's Equipment 8

Inn Tavern Shop Specialties Adventuring supply, tools and tool kits.

Local Map