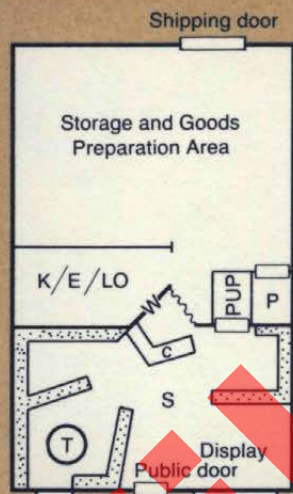




KNOWN SEWERS OF WATERDEEP

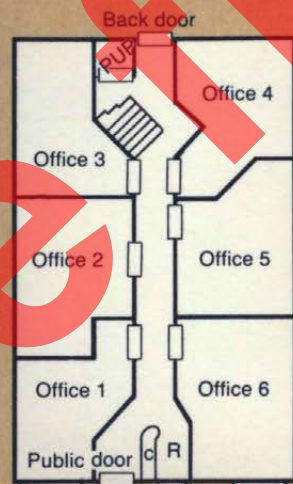
- Primary Passage
- Secondary Passage
- Grating
- Unlockable Grating
- Shaft to Surface
- Junction Room (typically 10'x10' stone-walled cubicle, 20' high, with a sitting ledge near the ceiling)
- Junction Room with Shaft to Surface



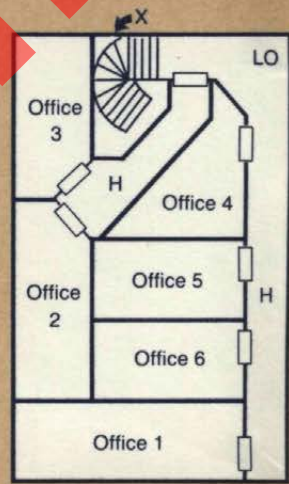
FLOOR OF SHOP: Plan #1



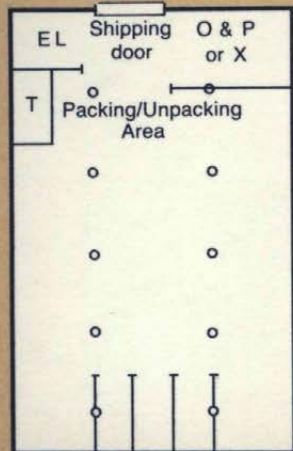
FLOOR OF SHOP: Plan #2



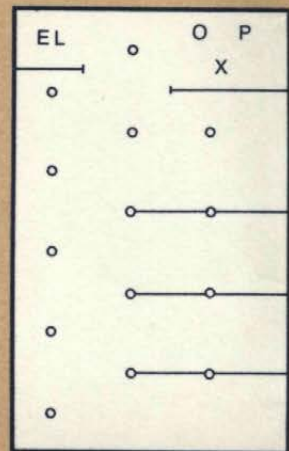
FLOOR OF OFFICES: Plan #1



FLOOR OF OFFICES: Plan #2



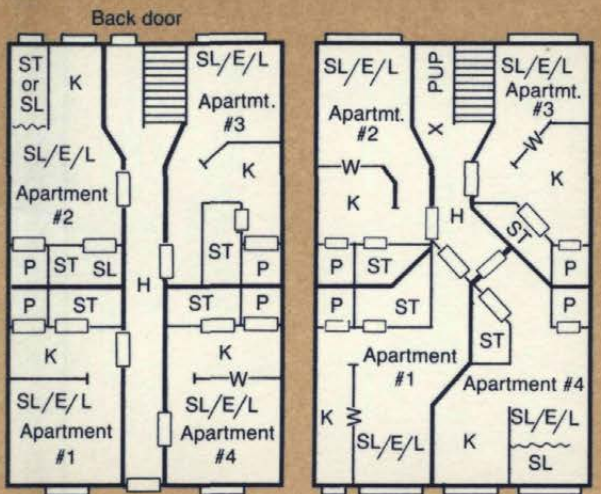
WAREHOUSE FLOOR #1



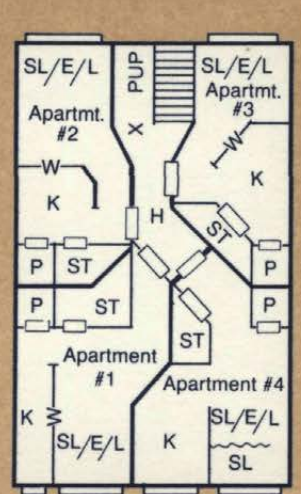
WAREHOUSE FLOOR #2

Selected Representative Floorplans for Buildings in Waterdeep

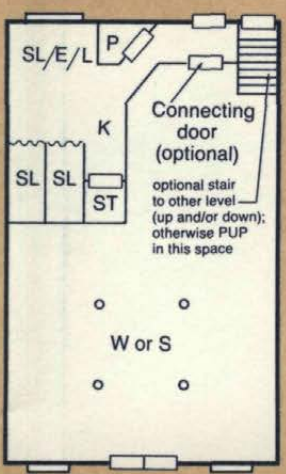
DMs must adjust the precise dimensions of the rooms depicted in these plans, and alter the



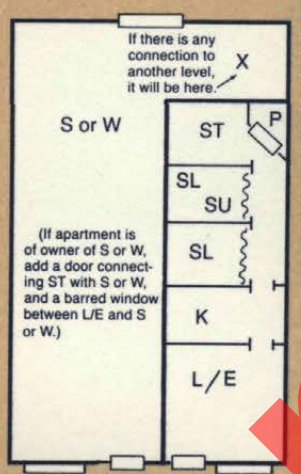
FLOOR OF APARTMENTS #1



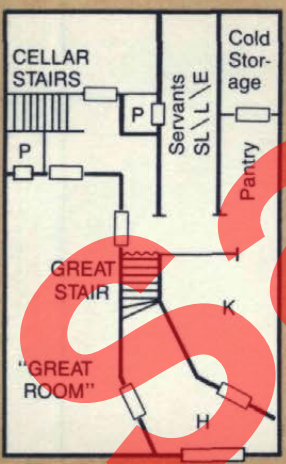
FLOOR OF APARTMENTS #2



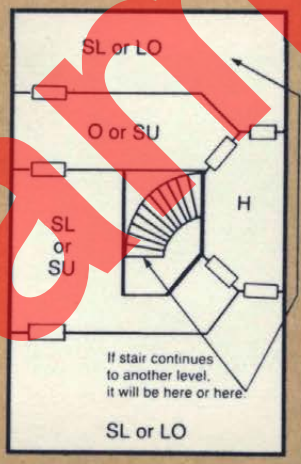
SHARED SPACE DWELLING #1



SHARED SPACE DWELLING #2



GRAND RESIDENCE FLOOR #1



GRAND RESIDENCE FLOOR #2



CITY WARDS OF WATERDEEP

This map depicts the boundaries of the seven districts of the present City. Many of its distances and proportions have been distorted for clarity; it is not to scale. DMs should note that Watch patrols ignore ward boundaries while actually on duty, but there are separate on-duty Watch officers in overall command of each ward. This map is also helpful as an aid to finding specific City addresses given in the text.

positions (or presence) of doors and windows, to fit the known exterior and purposes of each building. Ground floor windows are usually barred. To avoid a "sameness" contributing to boredom and too easy unlawful, undetected PC entry and egress, DMs must vary floorplan elements; use these examples as guides only.



WATERDEEP And The NORTH

by Ed Greenwood

Table of Contents

How to Use This Book	2
Chapter 1: AN INTRODUCTION TO THE NORTH	3
Chapter 2: AN INTRODUCTION TO THE CITY OF WATERDEEP	11
Chapter 3: THE CITY WARDS	21
Chapter 4: LIFE IN THE CITY	29
Chapter 5: THE GUILDS AND FACTIONS OF THE CITY	35
Chapter 6: NOBLE FAMILIES OF WATERDEEP	45
Chapter 7: SELECTED NON-PLAYER CHARACTERS OF WATERDEEP	50
Chapter 8: BEGINNING A CAMPAIGN IN WATERDEEP	59
Chapter 9: ADVENTURES IN WATERDEEP	60
Maps:	
The City of Waterdeep	outside gatefold
Known Sewers	inside front cover
Basic Floorplans	inside back cover

Credits:

Design and Development: Ed Greenwood
 Product Coordination: Jeff Grubb
 Editing: Karen S. Martin
 Cover Art: Keith Parkinson
 Interior Art: Chris Miller

Maps: Frey Graphics and David Sutherland
 Heraldic Escutcheons: David E. Martin
 Typography: Kim Janke
 Keylining: Stephanie Tabat

TSR, Inc.
 POB 756
 Lake Geneva,
 WI 53147 USA



TSR UK Ltd.
 The Mill, Rathmore Road
 Cambridge CB1 4AD
 United Kingdom

ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, FIEND FOLIO, PRODUCTS OF YOUR IMAGINATION, and the TSR logo are trademarks owned by TSR, Inc. Distributed to the book trade in the United States by Random House Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR UK Ltd.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork presented herein is prohibited without the express written permission of TSR, Inc.

©1987 TSR, Inc. All Rights Reserved. Printed in U.S.A.

ISBN 0-88038-490-5
 \$7.95 US
 9213

9213XXX1501

How To Use This Book



Whether you are a veteran player of the **ADVANCED DUNGEONS & DRAGONS®** game or a novice playing a character for your first time, this book can be of help in AD&D® game play. A campaign can be set in the sprawling City of Splendors itself, or Waterdeep can be used as a model of a fantasy city by DMs wishing to create their own large port cities without using the **FORGOTTEN REALMS™** campaign setting.

Waterdeep is a city of intrigue and wonders; in its streets and buildings can be found almost every variety of beings and activities, goods, and interests. Carefully handled, the City will come to life, and give players and Dungeon Masters a continuing, ever-developing locale in which characters can adventure, to return to as a base while adventuring up and down the Sword Coast by ship or in the wilderland of the North. I know Waterdeep can serve such a long-lasting role in a campaign, because the City of Splendors was the beginning of my original **FORGOTTEN REALMS** campaign, and has been used continuously in play since then, providing delights and challenges for characters from levels 0 through 16 down the years from 1975 and the original D&D® boxed set through the multi-volume AD&D® rule books of today.

This book describes the major features of

life in Waterdeep, some important inhabitants, and the layout of the City wards, but leaves room for DMs to develop their own characters and local details. For those employing the **FORGOTTEN REALMS** campaign setting, a section on the City's surroundings is included, and for all AD&D game players, a number of possible adventures set in the City, or beginning within its walls, are described. These are largely presented in outline form, so that DMs can change characters, settings, treasures, and the pacing to suit their own campaigns.

We begin with brief summaries of the geography and history of the North, and then of the City of Splendors, providing an understanding of why Waterdeep is the way it is, and a guide for DM innovations. A summary of the government, laws, and how justice is enforced and administered in the City of Splendors follows.

Each of the districts, or "wards" of the City is then viewed. DMs should note that many buildings remain "open" for use in their own adventures, and most structures in Waterdeep are three or four storeys in height, containing private apartments or offices (not detailed herein) above the street-level shops. DMs should bear in mind that many minor features of Waterdeep change with time, and can readily be modi-

fied to better suit their own adventures.

The next chapter tries to give you something of the "feel" of life in Waterdeep, and describes money and commerce, some of the natural hazards of City life, and current events of interest.

The sections that follow detail in turn the various Factions and Guilds active in the City; the Noble Families of Waterdeep; and individual Non-Player Characters (NPCs) suitable for use in play.

Suggested adventures involving the City of Splendors are then given, and our book closes with a description of the City's immediate surroundings.

Well met, all! I give you Waterdeep; my city. Let it now be your city, too; and if you treat Waterdeep as a real place, as I have done, it will live for you, too. Many happy hours of AD&D game play in a campaign can use only those details of the City's streets and people contained herein. Further development of Waterdeep's sewers, dungeons, and intrigue could even keep a campaign going for years without any player character ever setting foot outside the City walls. So read on; and walk the streets of Waterdeep the Great, Crown of the North, with (of course) the standard warning: keep weapon to hand and eyes attentive...

Chapter 1: AN INTRODUCTION TO THE NORTH

"The North" is a term applied to many different areas of Faerun, depending upon who's speaking. In these pages, and in trade-talk over much of the Realms, it refers to that area between the Sword Coast and Anauroch (the Great Desert). The southern boundary of this region is the cause of much dispute. To many a satrap of Calimshan, the "cold land of savages and beasts" begins at the northern border of Amn. To a Waterdhavian (a native of Waterdeep), "the North" begins at the City and stretches due east to the Desert, taking in everything north of that line. Most sages agree that "the North" begins somewhere to the south of that, but they disagree on just where. Most use the Winding Water as a boundary. This book uses the Waterdhavian boundary.

The North has been known as "the Savage Frontier" for many years. It is a rugged, heavily wooded wilderness only lightly ruled by humans. Such civilization envelops the coastal regions (as far inland as the "Long Road" that runs from Mirabar to Waterdeep) securely; the vast, open rolling valley lands of the river Dessarin less securely; and the eastern region, dominated by the High Forest and mountains, only as far as the points of their ready swords.

One thousand years ago, the North consisted of a number of civilized elven and dwarvish realms surrounded by a wilderness roamed by fearsome monsters, and such races as orcs, trolls, hobgoblins, and bugbears. Human tribes were few and primitive, dwelling along the coast. The lower birth rates of the demi-human races rendered them less able to replace casualties suffered in their almost continual fighting with the aggressive humanoids, and with the years their number dwindled. They have been steadily pushed southward by the ever-expanding, fecund orc tribes, abandoning realm after realm, or being overwhelmed by numbers and slaughtered. The many resulting, largely-empty dwarven delves and holds are what human adventurers refer to as "dungeons."

The demi-humans, although they achieved many splendid victories in battle, could not stem the humanoid tide even when they united (see "the Fallen Kingdom," page 5). Today, the dwarves remain only around the richest "mithril mines" in the North, and no known elven settlements of any size exist north of Evereska. The rise of human power in the North outstripped even the growth of the orcs, and prevented the collapse of civilization in the area.

The North remains a land of riches, mineral wealth equalled nowhere else in the known Realms, and seemingly endless strands of timber of a size not often found elsewhere. Game is plentiful, and the landscape is beautiful. But danger is always lurking; for the most part, the law of the North is the law of the sword. Traveler, you have been warned.

TRADE AND TRAVEL IN THE NORTH

There are fortunes to be made in the North, for those willing to risk its dangers. Sword Coast shipping is imperilled by the often fierce weather and by piracy (sometimes covertly supported by Luskan, a city which would like to control all waterborne trade).

Overland travel is menaced by many monsters, as a result is usually in the form of large, well-armed caravans, accompanied by clerics and magic-users if possible. The terrain and the need for constant vigilance keeps caravan travel slow. Twenty-five miles a day is a very respectable pace. Horses and draft oxen cannot be used to exhaustion when one might be attacked at any moment. Naval travel averages twice that daily rate.

The northernmost settlements of the Sword Coast exist because of rich mines, and sent their ores south by ship. Mirabar, inland, is the richest of these, and must send its metals overland to its Southern markets via the Long Road, or by road to the port of Luskan (the river Mirar is not navigable). From Luskan, the older, "High Road" runs along the coast to Port Llast and Neverwinter. It continues through Leilon, cutting east around the Mere of Dead Men, and thence to Waterdeep.

The Long Road runs south from Mirabar through the desolate Crags, to the village of Longsaddle, past Berun's Hill, and thence to Triboar. The Dessarian grasslands open out to the east of the Road here, stretching south to the sea at Waterdeep. The Long Road continues beside the Dessarin to the City, through a series of small settlements spaced a day's travel or so apart.

To the east, in the Dessarian valley, lies Nesmé, the only settlement in an area roamed by trolls. The lands to the east of the valley are largely uncivilized, although they once held great kingdoms of dwarves and men and elves. From the Ice Mountains (known to be home to remorhaz and frost giants) to the north, this region descends into lesser peaks where orcs dwell in uncouneted thousands. Whenever their numbers grow intolerably

great for the available territory, the orcs issue forth in great hordes and sweep south. They have taken one city, The Citadel of Many Arrows, and their numbers are more than sufficient to hold it.

The "mithril mines" (the richest delvings known to exist in all Faerun) keep the dwarves in the northeast, where their mighty fortress, Citadel Adbar, and savage courage keep the orcs at bay. A trade-road built by the ancient dwarven King Adbar brings the wealth of the dwarves south, and then the road branches east to Ascore and west to the fortified city of Sundabar.

From Sundabar trade can go west overland to Silverymoon, largest city of the far North, and (for the warmest months of the summer) by river (the Rauvin) to Everlund.

Silverymoon is a strong, bustling city, the height of human culture in the Northern interior. To its west lies The Herald's Holdfast, along on a crag. To its south lies Everlund, and beyond it the vast and mysterious High Forest, little visited by men. It is drained to the south by the Unicorn Run.

Far to the east of the Run, the Forest ends at the banks of Delimbiyr, the River Shining, which is navigable as far as the fortified town of Loudwater. Long ago, wagons took trade around the Shining Falls and back onto the river, which is navigable from there up to its headwaters. Here of old elves lived in numbers in the eastern High Forest. The remains of an old road and a ruined port, names forgotten with time, mark the site of their now-abandoned land.

The elves of Eaerlann (for so the abandoned elven kingdom was known) were few, and embittered by long strife with orcs. When Ascalhorn fell to evil, becoming Hellgate Keep, the elves left, traveling southwest, and vanished—over the sea to Evermeet, the first realm of elves in Faerun known to have done so.

Druids came into the deserted woodlands to preserve the old, lovingly-cared-for trees, the Tall Trees, and remain there yet, defying the strength of Hellgate Keep. Strong garrisons of men and dwarves from Everlund, Silverymoon, Sundabar, and Citadel Adbar now together hold Turnstone Pass, barring the forces of Hellgate Keep from the lands to the west, but there is constant fighting merely to hold the Pass.

BERUN'S HILL

This local landmark is a bare-topped, conical hill that commands a splendid view of the valley of the river Dessarin to the east.



This lookout has often been used in times of trouble to watch for advancing orc tribes coming down from the north and east. It is named for the famous ranger Berun, who met his end here at the hands of such a horde. He failed to stop the orcs, but slew over three hundred singlehanded ere he was overwhelmed. Bandits sometimes watch from the hilltop for the approach of likely victims. Northern legend has it that a dwarven tomb lies under the Hill, rich in golden armor and treasures, but none have ever found it, and no dwarves of today know any more of it than the legend.

CITADEL ADBAR

This mighty fortress is named for the ancient dwarven King Adbar, who built it over a thousand years ago when the lands about were Delzoun, the Northkingdom of the dwarves. Quarried of granite, the Citadel can house up to 60,000 dwarves in comfort; men will find its defensive tunnels and hallways too dark and too cramped. The Citadel today holds around 14,000; the savage courage of these dwarven warriors, under King Harbromm, protects the mithril mines in the mountains nearby from the endless orcs that threaten to sweep this last hold of the dwarves away. Citadel Adbar still produces the finest metals (sword-blades, "forge-bars," and axe-and-pick heads are the most numerous forms in which trade leaves the Citadel) in the North. The dwarves' output has dwindled in recent years, however, as the number of miners grow fewer and orc raids upon the trade-caravans (which travel west from Adbar to the city of Sundabar) grow fiercer. The banner of Citadel Adbar bears the Forge-Mark of the King in red upon a silver field: an upright single-bladed handaxe enclosed by a circle of flames.

CITADEL OF MANY ARROWS, THE

This fortified city was once the dwarven hold of Felbarr, part of the realm of Delzoun (q.v.). It stands on a rocky mount in the center of a wide mountain valley, and was once home to 25,000 dwarves. When the dwarves began to withdraw from the North, Felbarr—far from any still-productive mines—was the first settlement to be abandoned. Some three hundred winters ago the dwarves left it, and humans from Silverymoon garrisoned it with over three thousand troops. Skirmishes with orc raiders began almost immediately.

Fifty years later, an orc horde of awesome size poured down from Dead Orc Pass to the east, and surrounded the Citadel. The orcs attacked heedless of losses, and after four months The Battle of Many Arrows (so-called because of the defenders fired every arrow they possessed down into the massed orcs below, and the orcs ignored their casualties and kept climbing, until the walls were heaped about the dead) ended with the fall of the Citadel and the slaughter of its garrison. The orcs moved in, in strength. Today, some 40,000 orcs are crammed into the fortress-city, and their patrols regularly harry travelers on the road between Silverymoon and Sundabar, and test the very gates of those two cities. The orcs are far too numerous to dislodge, and constantly threaten to overwhelm Sundabar, or Silverymoon, or both. The leader of the orcs of the Citadel is thought to be one Obould, a giant orc of considerable fighting prowess.

CITADEL OF THE MISTS, THE

This isolated castle lies in the northern fringes of the High Forest. It is the home of the Mistmaster, an illusionist of great power. Some believe him to be of the 26th level of achievement. There he dwells with a small household staff, including the 8th level monk Iltmul (currently the Green Master of Dragons, once the White Master of Dragons) and the pegasi he loves to raise and train. Great treasure is rumored to lie in the Mistmaster's vaults, but few have even seen the Citadel, let alone passed within. It does have some sort of magical, monstrous guardians, by all reports, and (when the Mistmaster wishes) is cloaked in thick, swirling mists.

DELIMBIYR, THE RIVER SHINING

This clear, cool river forms the eastern and southern boundaries of the High Forest, as it runs over a thousand miles from its headwaters in the Nether Mountains to the sea west of Daggerford. The River Shining is fast-flowing, and its waters are mint-sweet and safe to drink. It is home to many szorp, a brown, trout-like fish whose white flesh is tasty, and which forms much of the daily diet of the inhabitants of Loudwater. Delimbiyr is navigable from its mouth to Loudwater, and from above The Shining Falls to its headwaters.

DELZOUN

The Northkingdom of the dwarves, named for its founder, Delzoun is only a shining

memory today. Once it stretched from the Ice Mountains in the utter north to the Nether Mountains in the south, bordered on the east by the Narrow Sea (now vanished; the Great Desert lies there today), and on the west by Silvery Moon Pass (just east of present day Silverymoon). The world was two thousand years younger then.

Delzoun was a rich and proud land, perhaps the height of dwarven power; its smiths crafted intricate and beautiful mechanisms to ease every task; the great dwarven families grew rich and famous, and gold shown everywhere about the persons and homes of the dwarves of Delzoun. The dwarves ranged across the North, building holds for themselves and (for hire) for men, and their work endures still. They were a happy and hearty people. That is all gone now.

Today, Citadel Adbar (q.v.) guards the richest mines still known to the Longbeards (dwarven elders), and orcs menace men and dwarves on all sides. A trade-road built by the ancient dwarven king Adbar runs south from the Citadel to the Fork, once the site of the grand mansion of the dwarven hero Gaurin, but today merely a meeting of roads in the wilderness. One road runs east to ruined Ascore, once a port on the Narrow Sea. It is still rumored to contain treasures—and some feel evil that keeps even orcs away from it. The other road runs west to Sundabar (q.v.), now a city of men—and that, save for some forgotten dwarven tombs tunnelled into the mountains about, is all that remains of the Northkingdom.

King Harbomm probably rules 16,000 dwarves from Citadel Adbar, no more, and the numbers of his people dwindle each year; the births of young dwarves do not keep pace with the battle losses.

DESSARIN, RIVER

The cold and deep River Dessarin flows into the sea just south of Waterdeep, at Zundbridge. Its waters are home to the silver shalass, fish that are a delicacy across the North. The Dessarin itself rises in the Lost Mountains, two isolated peaks in the High Forest, barely five hundred miles northeast of the City of Splendors, but the Dessarin is fed by many other rivers and streams. The waters of the Surbrin come down from the Endless Ice Sea, north of the Wall (the mountain range that marks the northern edge of habitable land in the North). Two rivers join the Surbrin from the east: the "Laughingflow" (the original elven name has been forgotten; only its rough