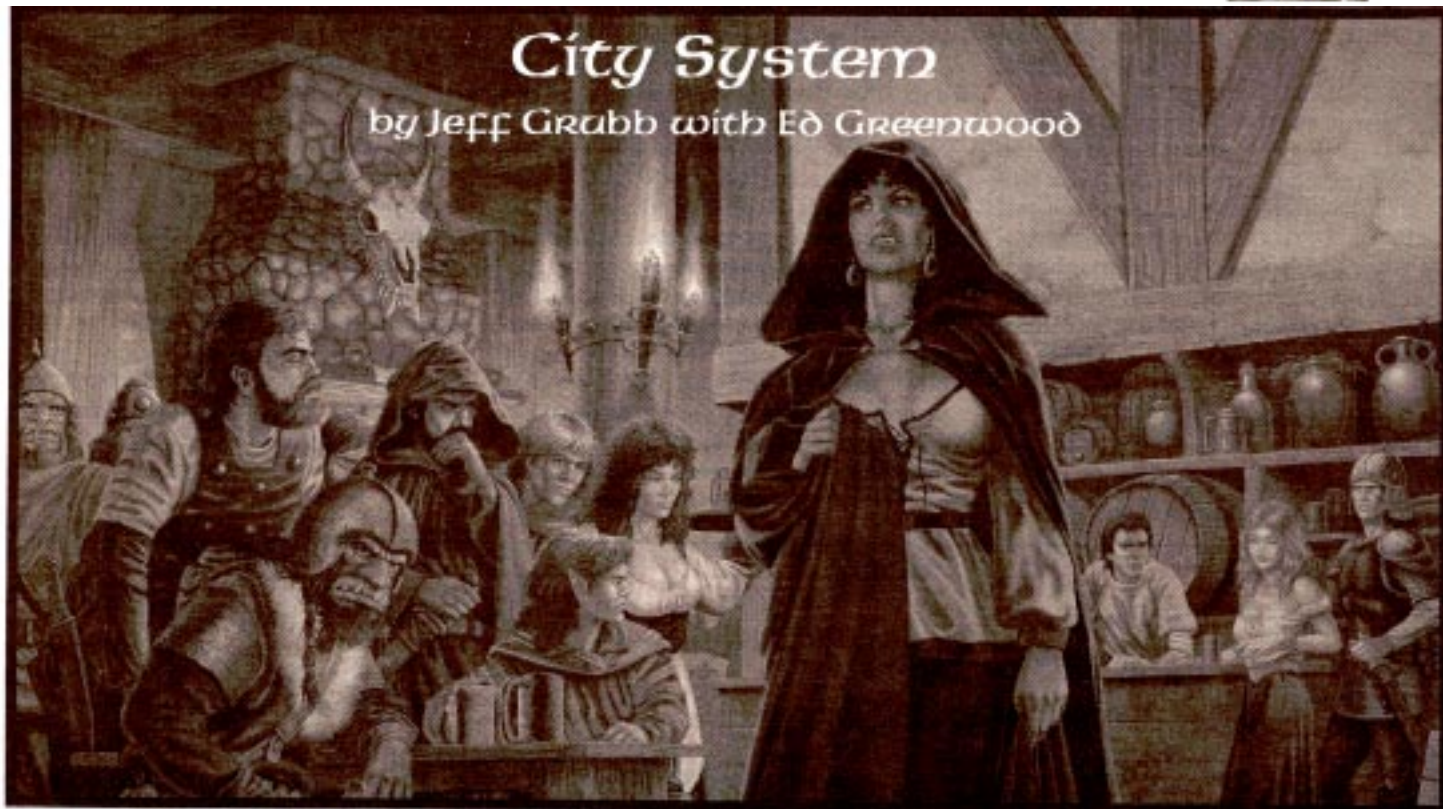


Advanced Dungeons & Dragons®



OFFICIAL GAME ACCESSORY



City System

by Jeff Grubb with Ed Greenwood

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Using This Product

CITY SYSTEM is a boxed campaign setting designed for urban adventures in the AD&D® game system. While the mechanics presented within are adaptable for any city in the Realms, or in any other fantasy setting, this boxed set concentrates and expands upon the mightiest city of the Realms: Waterdeep, the City of Splendors.

The true stars of this product are the twelve map-sheets in this boxed set, the largest presentation anywhere of a fantasy city. The city is Waterdeep, but can be used for your own personal campaigns if you desire. The tables, charts, and information which follow are primarily to enhance the use of those maps.

Arranging The Maps

Ten of the twelve maps in this set fit together form an expanded view of

the city of Waterdeep (see p. 3). Map sections overlap to provide a continuous tapestry of urban settings. Regions outside the city proper, such as the farmlands beyond and the sea areas, are used to show typical interior details of many of the buildings. These are arranged according to the typical buildings found within that quarter. Noble houses will be found aligning to the North and Sea Wards, while taverns will be found in the Dock and Trades Wards. These typical buildings may be used by player characters as bases of operations or targets for adventuring.

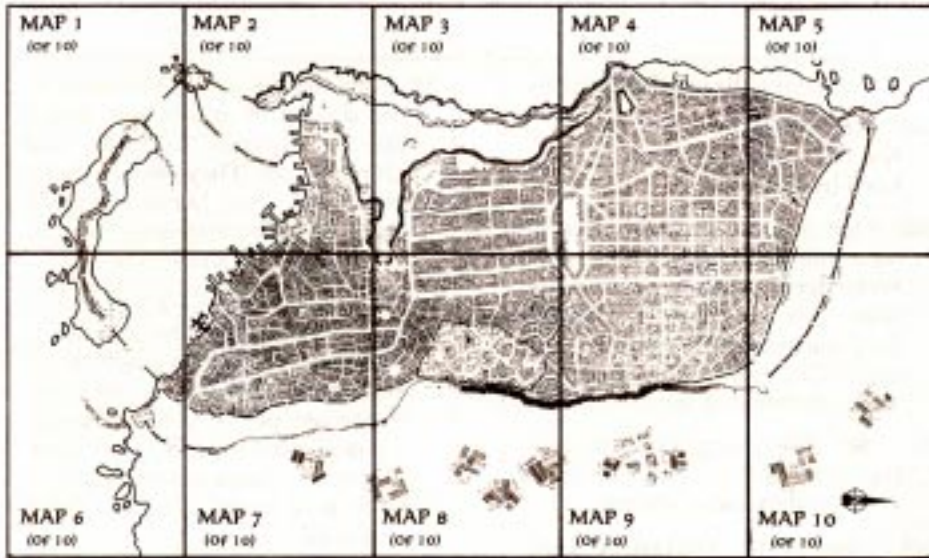
The eleventh map is a detailed interior diagram of Castle Waterdeep, headquarters of the effective civil government of the city. It is here that some of the Watch and Guards are posted, along with the keep armories and dungeons. It is also here that the Lords of Waterdeep, the secret rulers of the

city, hold their judgments, and receive emissaries and visitors from other lands. Here noted guests of the city stay in safety (where the Lords can keep a discreet eye on them). Castle Waterdeep is one of the oldest structures remaining from the days of the early settlement of the city-state. Its catapults stationed in the towers are still operative, but without magical aid their stones would scarcely clear the outer walls of the new city.

The final map is a picture of the city itself, drawn from the Outer Harbor islands, looking northward over the Dock Ward. The city is built on a sloping plateau that levels out about the same location as Castle Waterdeep, so details beyond that point are lost from this view. The illustration captures the great density and sheer size of the city itself.



WATERDEEP AT A GLANCE



Many of the physical details of the City of Waterdeep can be found in FR1, *Waterdeep and the North*. For a detailed description of the ruling individuals, guilds and their functions, noble families and their heraldry, and the area surrounding Waterdeep, look into that tome. This text contains information about Waterdeep as it applies to cities in the Forgotten Realms—ranging from typical street encounters to a summary of the laws and peacekeeping forces in the city to opportunities for adventurers within the city’s walls. Repeated information is intended to be kept to a minimum, and used only where necessary for clarity.

Waterdeep is the largest city of the North. There are metropolises in Calimshan, Amn, and reputedly Thay that exceed Waterdeep in sheer population, but none match the raw power and prestige of the City of Splendors. Waterdeep’s population rarely dips beneath 120,000 sentient beings (this in the heart of winter), and during the busiest times of the year (the height of Trading Season), the number reaches upwards of half a million people.

Waterdeep is one of the newer cities as well, having survived and prospered under its current type of secret government for only some 350 years. A long trail of dark times, mysterious fires, and indeterminate spell-casting mark the years before the coming of Ahghairon, Lord of Waterdeep. Both for its growing size and relatively recent arrival, Waterdeep is regarded by larger, older cities to the south as something of an upstart, a home of the new rich and wildly unpredictable adventurers. The fact that Waterdeep recognizes and profits from the actions of adventurers is used as proof to

these old-line nations that Waterdeep is as barbarous as its surroundings. (See Timeline on page 4 for a brief history of the city).

Waterdeep is divided into seven administrative districts, or “wards.” The borders between these wards are informal and, with the exception of the City of the Dead, there are no walls dividing them. Each ward has its own personality, and particular groups and individuals tend to collect towards one ward or another. Waterdhavian society has not stratified as much as some other cities: there is no “Noble Quarter” where all the titled heads are crammed within the reaches of a flame strike. Nor is there a “Foreign Quarter”, as found in the South and West, where outside nationals and foreign races are confined. Waterdeep takes pride in its lack of such divisions, pointing out that it is an “Open City”, while its detractors point out that it is one more example of the chaotic nature of the northerners.

The seven wards of the city are:

- **Castle Ward**—The Political Heart of the City, this ward encompasses both Castle Waterdeep and Piergeiron’s Palace, the barracks, and Mount Waterdeep and its defensive system. It is a popular region for those who enjoy the whirl of politics, including adventurers seeking employment by the city.

- **Sea Ward**—North and West of Castle Ward, this region was open fields a hundred years ago, dotted by the villas of the rising noble class of the City. The metropolis has since swallowed the old villas, reducing them to walled islands in the midst of upper-class townhouses. Sea Ward is also center of the Faiths of Waterdeep, relocating with the

rising upper class from Dock and Trades Wards.

- **North Ward**—The other northern ward of Waterdeep, the buildings are slightly older, but still respectable and upper-middle class. Here too the old noble villas have been swallowed by the city. It is in North Ward where successful merchants maintain townhouses for their stays in the city, and where retired adventurers tend to spend their quiet years.

- **City of the Dead**—This is the only walled ward, and with good reason. Disposal of the deceased citizens in a fashion that will not result in their return is a problem for all towns large and small in the Realms. Waterdeep, backed by powerful magic, has chosen to create a series of pocket dimensions, where they may lay the dead to rest in comfort. Some undead, and darker creatures, do slip through in the night, and for this reason, the City is patrolled and night-time activity discouraged. Still, it is the largest park of its type in the North, and a favorite relaxation spot of the people.

- **Trades Ward**—This is the internal merchant and craftsmen’s hub of the city, where most of Waterdeep’s internal trading and manufacturing take place. Many of the respectable Guilds have their bases there, and it is here that most of the high-level economic dealing takes place.

- **Southern Ward**—If Waterdeep had a “Foreign Quarter”, Southern Ward would be it. Nestled firmly against the major gate south, it is here that many caravans stop to break up their cargos for sale and delivery in the city. Many southern merchants have not seen Waterdeep beyond this ward, and many foreign tongues and alien races are found here seeking others of their own breed. Southern ward is dominated by the requirements of the caravan trade: stables, warehouses, and taverns.

- **Dock Ward**—The oldest part of the city, it was in use over 2000 years ago as a trading center with ships from the south. Certain buildings, and most foundations, predate Castle Waterdeep and the founding of the city. It is a rough neighborhood which mixes vital business with shady operations at all hours of the night.



A Timeline of Waterdeep's History

In this brief outline, Waterdeep's system of numbering years is used (known as "Northreckoning," it is used throughout the human Northlands west of Anauroch). The current year is 1332 in Cormyr (whose system is used in Sembia, Westgate, and the western coastlands of The Sea of Fallen Stars) and 1357 in Dalereckoning (the system used in the Dalelands, the Moonsea lands to the north, and over much of Thar and the other Northlands to the east of Anauroch); note that Northreckoning dates from Ahghairon's ascension to the throne, and not the initial founding of the city.

- NR -2120: Annual trade begins at the future site of Waterdeep, between the ships from the South and Northern human tribes.
- NR -980: Permanent farms established in the area by tribes who settle locally.
- NR -560: Tribes conquered by Ulbaereg Bloodhand, and united. Irrigation and extensive building begins.
- NR -160: Nimoar the Reaver conquers the Bloodhand tribe, and seizes the docks and buildings of the harbor. Nimoar's Hold is fortified with a log palisade.
- NR -145: Pirate raids in force from the South.
- NR -143: The Bull Elk tribe of the Dessarin sets Nimoar's Hold afire, but is defeated and driven off. The Hold is rebuilt.
- NR -100: First Trollwar. Forces led by Nimoar clear the Evermoors of trolls, burning miles of land bare

while slaying the everlasting ones.

- NR -96: Heavy orc raids. Death of Nimoar. Gharl chosen as War Lord by the tribe.
- NR -92: Second Trollwar. Continual strife for a decade; the name Waterdeep comes into common usage. Six War Lords of Waterdeep die in battle during this dark time. City population grows as tribes gather in it for safety.
- NR -80: Rise of Ahghairon, mage of the Northern wastes. The trolls are defeated and scattered.
- NR -58: Castle Waterdeep built (single keep on site of Nimoar's Hold). City walls expanded and rebuilt. Lauroun named first female War Lord.
- NR -22: The walls are expanded again, and the harbor fortified. Waterdeep becomes the Free City of Waterdeep, Lauroun its "Warlord" (ruler).
- NR -6: Death of Lauroun in orc raids. Raurlor proclaims himself Warlord of Waterdeep. Black Claw orc horde defeated at Stump Bog.
- NR 0: Raurlor announces Empire of the North. Ahghairon defied Raurlor, The Warlord is killed. Ahghairon, takes the Warlord's seat, and declares himself the first Lord of Waterdeep. The City grows under his just rule, and is prosperous. System of Wards introduced; initially four in number, Castle, Trades, Dock, and Temple (later Southern) Ward.
- NR 216: Waterdeep grows fivefold, and crime becomes a problem. Formation of Guilds. (recognition of merchant gentry; "noble" families developing). Creation of City of the Dead.
- NR 224: Death of Ahghairon. Guildmasters seize power in the City

- NR 230: Guildwars, culminating in the slaying of all but two Guildmasters, Lhorar Gildeggh and Ehlemm Zoar. They declare themselves the Two Lords Magister. "Misrule of the Magisters" begins. Thieves' Guild operates openly.
- NR 241: Baeron and Shilarn, Lords of Waterdeep, slay the Two Lords Magister, and revive Ahghairon's system of rule. Baeron rules openly. Houses of the Lords Magister are declared Outcasts, and exiled. Magisters ("Black Robes") appointed to keep justice. Thieves' Guild outlawed.
- NR 244: Shilarn gives birth to Baeron's daughter, Lhestyn. North and Sea Wards added to city.
- NR 266: Lhestyn, as "The Masked Lady," infiltrates the Thieves' Guild and exposes it. Thieves' Guild is crushed.
- NR 268: Lhestyn weds the mage Zelphar Arunsun of Neverwinter.
- NR 270: Khelben Arunsun, later to become the Archmage "Blackstaff," born to Lhestyn and Zelphar.
- NR 276: Baeron dies of fever. Shilarn immolates herself on Baeron's pyre. Lhestyn becomes the "open" Lord of Waterdeep. Lhestyn's (later Piergeiron's) Palace built as home for the "open" Lord of Waterdeep.
- NR 279: Zelphar slain by fell sorcery. Lhestyn names the paladin Piergeiron her successor- as Open Lord of the City. Durnan founds the Red Sashes.
- NR 282: Death of Lhestyn. Piergeiron takes the throne.
- NR 325: The present year (1332 Cormyr, 1357 Dalereckoning).

RULERSHIP

Who rules a city is often of minor importance in the day-to-day operation of a civilized community. Only in the case of the most brutal, petty tyrants will player characters likely come into direct conflict with the mayors, lord, captain, lesser kings, and self-styled emperors who rule the cities of the Forgotten Realms. One piece of advice, though: should a character anger the rulers of a city, the safest course of action is to leave town quickly and quietly—all but the most despotic rulers enjoy a strong base of support in order to carry out their work.

This strong base of support applies to Waterdeep as well. Wracked by long internal battles in its history, the city has thrived for the first time in the past 300 years, under the ministrations of its hidden “Lords of Waterdeep.” The number and names of these Lords are Waterdeep’s most tightly-held secret, protected both by the magic-resistant masks they wear as well as (it is rumored) divine protection arranged by the various faiths that do good business in Waterdeep and support its rulers. It is commonly thought that there are 16 such rulers, though no more than 7 are seen at any one time.

Among the Lords there is always one “Open Lord,” who wears no mask when conducting daily business for the city, and who is generally recognized as both the spokesman and symbolic head of the city. The current Open Lord is Piergeiron Paladinson, a paladin of 14th+ level, who has ruled the city-state wisely in his past 40 years in the position.

Some of the mysterious Lords of Waterdeep are detailed in FR1, *Waterdeep and The North Sourcebook*, but there are 6 left undescribed for the DM to create his own. The fact that the Lords are undiscovered and undiscoverable makes for an air of security in the city. Those with nothing to hide feel confident that a Lord may be around when needed, while those breaking the law are never sure that the person they are confiding in will not soon be sitting, masked and concealed, on the bench to judge them.

Laws & Peace-Keeping

Player characters in urban environments may not meet the king, but, if they engage in typical adventuring activities in the city, they will definitely encounter the ruler’s minions. In Waterdeep, the prime peace-keeping forces are the Guard and the Watch.

The Guard are Waterdeep’s soldiers, decked in scale mail and carrying short swords and bows; they are the city’s protection. Outposts of the guards can be found throughout the walls ringing the city, as well as at their barracks in Castle Ward, and at all gates into the city. At every gate, there will be a detachment of the Guard, 12 in number.

The Watch are Waterdeep’s policemen, and are more commonly seen throughout the city, typically moving in patrols of four men. They are decked in armor of leather strengthened by chain, and carry rods (treat as clubs), daggers, and short swords.

The Watch and Guard are authorized to arrest any individuals breaking the law, and to bring in for questioning any individuals reported to be engaged in illegal activities. They may enter buildings without warning or hindrance, and search any person, place, or container by will.

The Watch will first attempt to have the arrested subject come along peacefully, but if this is not possible, they will fight. The Watch will seek to disarm and grapple opponents, while the Guard tends to kill first, ask questions later. In dangerous situations, the Watch will kill a suspect as well, using *speak with dead* spells to discover the true disposition of matters afterwards. Innocent parties slain by the Guard and/or Watch are provided with *raise dead* spells as is possible.

In dealing with powerful adventurers, who could easily defeat and/or slay large numbers of ordinary guardsmen, the Lords of Waterdeep have three

options, one of which is lesser-known. The first option is to enlist the aid of the local temples and faiths in dealing with the problem. Since this is tied with a large donation from the city to the faith that deals with the problem, most churches are eager to aid in the arrest and/or destruction of the high-powered interloper. Clerical spells are excellent in locating unprotected thieves, and aerial servants and the like can dispose of them on the doorstep of the local Guard (or more likely, within the dungeon directly).

The second option available to the Lords is the unleashing of Force Grey. Force Grey is a group of loyal, powerful Waterdhavians of equal or greater power than the supposed offenders. They can include the following individuals:

Khelben Arunsun – Also called Blackstaff, this 26th level magic-user is reported to be both a Lord of Waterdeep and the leader of Force Grey. He is active only when the city faces its most dire threats, but provides suitable spells and magical items for the rest of the team.

Jardwim – Official leader of the team, a 15th level ranger lord who uses two blink dogs as his aides. Once something is called to his attention, there is little he cannot find. Gruff and stocky, he is a believer that if a problem is sufficient to bring him into the field, the only result is death for the opponents.

Maliantor – A 9th level magic-user and pupil of Khelben, Maliantor usually carries a scroll containing the necessary spells to contain the menace. She is known as “Blackstaff’s eyes,” and though rumors abound of a more intimate relationship between her and Khelben, such tales are never brought up to her face.

Harshnag the Grim – A frost giant in enchanted *plate mail +4*, made for his giantish frame, he is the raw muscle-power with which the team deals with malefactors. Cast out by his people for overly good tendencies, he seeks acceptance in the company of humans.



Hrusse of Assuran – A native of the Inner Sea lands with a thick, stilted accent, Hrusse is a 12th level cleric of Assuran, called Hoar in these parts, the God of Revenge. No slight is forgotten, no task laid aside. He wears enchanted *plate mail +2*, and carries a *mace of disruption*.

Oscos Salibuck – A 9th-level halfling thief, once captured by the Force Grey and supposedly reformed, Oscos would be lost among the greater lights were it not for a *djinn ring* he jealously guards. The djinn, one Amprantines, is very loyal to his halfling master. Oscos is brought in for the quiet touch.

All of Force Grey are at maximum hit points, and should be equipped with further magical gear depending on the situation. Such gear is marked by Khelben so as to magically return (with whoever is carrying it) in a few days time.

In addition to the individuals noted above, Force Grey usually includes 2-8 fighters of 7th or better level.

Not surprisingly, Force Grey is called out rarely, and its approach sends everyday civilians in the opposite direction. An assault by the Force usually results in the destruction of one or more buildings, and widespread slaughter. They are used when no other method is available.

In cases where Force Grey is insufficient (a tarrasque on the horizon), a general call is made to all adventuring citizens to come to the aid of the city. This has not happened in the 40 years of Piergeiron's rule.

Finally, individuals disrupting the peace may earn the wrath of the Red Sashes, a mysterious group that operates within the city as "rivals" to the Lords of Waterdeep. Led by the "The One," this group of neutrally-aligned characters are very effective in removing individuals who are creating problems for the city, not bothering with the niceties of arrest and trial. This Society, while not a thieves' guild, has many characters with thievery abilities in its ranks, and engages in a quiet approach

of theft, threat, blackmail, and kidnapping to bring malefactors to justice. They can be hired for particular actions, though they have never been successful in toppling the Lords of Waterdeep. Their contacts may be found at:

Thentavva's Boots	Bldg 177
Hlakken Stables	Bldg 223
The Purple Palace	Bldg 260
The Sleeping Snake	Bldg 245

The Red Sashes gain their names from the red cloth used to bind up the guilty to be turned over to the local officials.

Justice

Waterdeep has two levels to its legal system: The Magisters and The Lord's Court. There are 26 magisters, or "black-robos", in the city, and they may normally be found either at the Palace (3 at all times) or the city gates (1 during daylight hours). The Magisters may pass instantaneous judgment on *serious* or less important crimes. Local citizens may appeal any ruling of the Magisters in the Lords Court within two days.

The Lord's Court is chaired by Piergeiron and two other masked Lords of Waterdeep, and is held at the Castle Waterdeep each day, beginning at noon. This court hears all appeals, plus all *severe* crimes. Justice is swift and usually accurate in Waterdeep. A magical society, backed up by *detect lie* spells from the churches, can usually reach at the heart of the matter in a short time. The suggested punishments listed for offenders may be lessened according to situation, but ignorance of the law is no excuse for illegal behavior. There are no bail, no lawyers, and rarely any repeal of crimes. The Lords Court will usually let a Magister's statement stand unless there is information brought to light since then. In game terms, the Court system of Waterdeep is 95% likely to render a correct verdict as to the matters of the situation. The rest of the time there are sufficient unknowns that matters are dropped (unless the case is *severe*, in which case the least

that will occur will be banishment from the city).

Imprisonment: In addition to finding them guilty, Magisters sometimes order confinement—and to a busy merchant, imprisonment may result in a far greater loss of income than the fine that goes with it. After two days of confinement, prisoners are always brought before the Lords, and examined by a physician before them. Most merchants use this audience to plea for early release in return for the payment of more money. Lords sometimes agree to this, but try to consult with the Black Robe who sentenced the offender first, to determine the reason for imprisonment. The extensive, many-levelled City jail is in (and beneath) Castle Waterdeep, but small holding cells (six cells of up to ten people in each) are contained in the Palace and all major towers (those with names) along the wall. These are used in times of trouble. Waterdeep's prison system (The Dungeons) is on a par with most found in the Realms. The largest complex is located beneath Castle Waterdeep, and protected by magical wards and special cells to keep magical powers at bay. Escape is possible, but rare. For player characters, being sent into prison is virtual retirement for that character until the sentence is up. DM's may seek to have their sentence commuted into some great act for the city, usually involving great personal risk and/or danger. The individual will be quested and/or geased to perform the action, and if the PC breaks the spell, he or she will be captured and slain upon return to Waterdeep.

CODE LEGAL

Crimes and their corresponding sentences, as administered by the Lords and Magisters of Waterdeep, can be roughly summarized as set forth below. This system is known as the “Code Legal,” and is only a basis for sentencing, not absolute rules. Note that both Lords and Magisters are free to determine absolutely guilt and innocence, and set any lesser sentence they consider fitting (or none at all) if a crime is deemed justified or largely harmless and unintentional. A single act can result in multiple charges, under one or more of the four “Plaints”. Magisterial justice may be appealed to the Lords by anyone, but such appeals must be within nine days of the initial sentencing, and non-citizens of Waterdeep must persuade a citizen of the City to appeal on their behalf. The four Plaints are the four different classes of aggrieved parties; that is, those who are injured by a crime. They are Crimes Against The Lords; Crimes Against The City; Crimes Against The Gods; and Crimes Against Citizens. Under each Plaint are four classes of crimes. These four types of offenses are Severe; Serious; Lesser; and Minor. The sentences have been set forth below in a chart to save space. After the letter that denotes a type of punishment, an amount (of time or money) usually follows. The commercial nature of the City, with its emphasis on mercantile trade and property, is clearly reflected in these “typical” punishment. The City is empowered to seize and sell the property of a convict to realize the money needed to satisfy the payment of fines or damages, without the consent of a convict. The family, clan, guild, or business partners of a convict are never liable for the payment of a convict’s fines or damages, unless they can be proven to have aided, abetted, ordered, or coerced a convict into the criminal activity in question. Temples and priesthoods are not permitted to pass or carry out sentences under the Third Plaint; only officers of the City may do so. Convicted beings may owe fines to the City and pay as they can over time, but only

upon permission of a Lord or Magister, who will typically demand at least a partial payment immediately.

SENTENCES

- A Death (instant)
- B Death (upon conviction)
- C Exile or Ban Against Future Entry
- D Mutilation (loss of offending extremities, branding)
- E Enforced Hard Labor
- F Imprisonment (dungeon)
- G Imprisonment (light work in Castle compound)
- H Fine (payable to City)
- I Damages (payable to injured party)
- J Edict Against Convict (public pronouncement forbidding convict to do something; e.g. continue in present business, repeat circumstances that led to an offense, etc.)

The First Plaint: Crimes Against The Lords

- SEVERE:
- Treason (including Assault Upon a Lord): A
 - Impersonation of a Lord: A
 - Impersonation of a Magister: B after flogging
 - Forgery of an Official Document: B or C (permanent) and D
 - Assault Upon A Magister: B or F (10 years) after flogging

- SERIOUS:
- Theft, Vandalism, or Arson Against the Palace or Any Part of the City Walls: E (as justice demands) plus H (costs of repairs plus 2,000 gold pieces)
 - Impersonation of a Guardsman or Officer of the Watch: F (as justice demands) plus H (5,000

gold pieces) and flogging

- Repetition of any Lesser or Minor Offense Against This Plaint: E or F (1 month) and/or H (up to 1,000 gold pieces)
- Willful Disobedience of Any Edict Uttered Against One by a Lord: H (up to 1,000 gp) and/or C (up to 5 years)

- LESSER:
- Unlawful Observation or Copying of an Official Document F (3 weeks) plus H (300 gp)

- Assault Upon Any City Officer Who Is Acting in the Line of Duty: F (1 week) plus H (as justice demands; usually based on ability to pay; flogging if unable to pay any thing)

- Attempting to Discover the Identities of the Lords: H (500 gold), J (Repetition of Crime)

- MINOR:
- Blasphemy Against Lord, Magister, or any City Officer: G (4 days) plus H (20 gp)

- Impeding the Swift Process of Law by Delaying the Actions of the Guard, Magisters, or Watch: F (2 days).

The Second Plaint: Crimes Against The City

- SEVERE:
- Poisoning of Water (City Wells; includes attempted blockage or attempts to control public access, or charge fees for such access): A

- Murder: B or E (10-15 years)



• Spying, Sabotage: B or C (permanent) plus H (costs of repairs plus 2,000 - 5,000 gp) or F (20 years) plus H

SERIOUS: • Fraud: C (permanent) and I (as justice demands) or F (up to 10 years) and I, and J

• Fencing Stolen Goods: G (up to 2 years) and H (typically twice the price the goods were sold for) and J

• Unlawful Duelling (Manslaughter): C (up to 5 years) and I (to family, typically 1,000 gp) or E (up to 3 years) and I

• Murder With Justification: C (up to 5 years) or E (up to 3 years)

• Repetition of Any Lesser or Minor Offense Against This Plaint: F (1 month) and H (up to 1,000 gp) and J

• Bribery of a City Officer or Official (attempted or apprehended): C (up to 20 years) and confiscation of all property except one weapon, one week's rations, and clothes worn by offender

LESSER: • Unlawful Entry into the Harbor (1 charge per vessel per occasion): C (1 year) and H (500 gp)

• Unlawful Duelling (apprehended; i.e. on fatality): G (1 week) and H (100 gp) and J

• Entry into City after Curfew, or not by Main Gates: H (100 gp) and C (1 year, if engaged in questionable activities)

MINOR: • Bribery: G (1 week) and/or H (amount of bribe or attempted bribe)

• Unlawful Flight Intrusion (into City airspace, of intelligent being flying by means of an aerial mount or magic): H (300 gp) and J (in peacetime; in wartime, sentence can be A)

• Blasphemy Against Foreign Ambassadors: G (up to 1 week), I (50 gp) and J

• Vagrancy: F (overnight)

• Littering (includes Relief of Human Wastes in Public): F (overnight) and H (2 sp to 1 gp, based on ability to pay) and J

• Brandishing a Weapon Dangerously or Threateningly Without Due Cause (note: being in a brawl is not "due cause" unless one is menaced with a weapon): F (overnight) and H (1 gp)

• Dangerous Operation of a Coach, Wagon, Litter or other Conveyance (including Airborne): H (5 - 50 gp, as justice demands; note that this will be in addition to the sentence for any charges placed under The Fourth Plaint)

• Leaving the city of Waterdeep after curfew by means other than the main gates: H (500 gp).

The Third Plaint: Crimes Against The Gods

SEVERE: • Defiling of a Holy Place (Temple Burglary, Temple Arson, or Temple Vandalism): C (5 years) and I (as justice demands) or E (up to 5 years) and I or F (up to 3 years) and I

SERIOUS: • Theft of Temple Goods or Offerings (includes spoilage or consumption of same): F (up to 1 month) and I (double the estimated value of the goods) and J

• Tomb-Robbing (or Unlawful Entry and/or Vandalism of a Tomb): G (up to 1 week) and I (costs of repairs and replacements plus up to 500 gp, payable to whoever maintains the tomb—temple, guild, City, or family) and J

• Repetition of any Lesser or Minor Offense Against This Plaint: G (up to 1 week) and H (up to 1,000 gp) and J

LESSER: • Assault Upon A Priest or Lay Worshiper: I (of up to 500 gp; payable to temple, and usually based on ability to pay) and J (in addition to charges placed under the Fourth Plaint arising from such an assault)

MINOR: • Public Blasphemy of a God or Priesthood: I (up to 10 gp, based on ability to pay) and J

• Drunkenness (and Disorderly Conduct) at Worship: I (up to 5 gp, based on ability to pay) and J



**The Fourth Plaintiff:
Crimes Against Citizens**

- SEVERE:
- Arson (of Ship, Structure, or Stored Property): E (up to 3 months) and I (value lost plus up to 500 gp), and/or C (up to 10 years) and I
 - Rape: D and I (up to 2,000 gp) or E (up to 5 years) and I, or F (up to 10 years) and I
 - Assault Resulting In Mutilation or Crippling: D and I (up to 2,000 gp) or E (up to 3 years) and I
 - Magical Assault: H (up to 1,000 gp) and I (up to 2,000 gp) and J
 - Forgery (not including official City documents): C (up to 20 years) and D and the confiscation of all property except 1 weapon, 1 weeks rations, and offender's clothing worn at the time of sentencing
 - Slavery: C (up to 10 years) and flogging if shackling, cruelty, whipping, branding, or physical indignities are observed

- SERIOUS:
- Robbery: E (up to 1 month) and I (value of goods lost plus up to 500 gp)
 - Burglary: F (up to 3 months) and I (value of goods lost plus up to 500 gp)
 - Theft or Killing of Livestock: I (double cost of lost stock)
 - Repetition of any Lesser or Minor Offense Against This Plaintiff: F (up to 1 week) and I (double normal), or G (up to 2 weeks) and I (double normal)
 - Usury: I (City recovers excess over legal rates, returns to injured party)
- LESSER:
- Damage to Property: I (value of goods lost plus up to 500 gp) and J
 - Assault (Wounding): I (cost of medical attention plus up to 500 gp) and J

- Assault on Livestock (non-fatal): I (cost of medical attention plus up to 500 gp; maximum damages always apply if livestock's breeding capability is impaired)
- Unlawful Hindrance of Business: I (up to 200 gp) and J (this charge includes instances of blocking access to a place of business without permission of owner or a Magister; and trying to frighten, disgust, or drive away customers in or in front of another's shop)

- MINOR:
- Assault (without wounding or robbery): F (overnight) and 1 (up to 50 gp)
 - Excessive Noise (interfering with sleep or business): I (up to 25 gp) and J

A DM should use the "elbow room" created by this discretionary legal system just as the Lords do; to create any necessary decrees to prevent player characters from running amok. Magisters and Lords have in the past made laws (edicts) specific to fit particular situations and crimes. In Waterdeep, at least, the guilty tend to be punished for their crimes according to their severity.

THE BUILDINGS OF WATERDEEP

Each Dungeon Master should make Waterdeep his or her own, filling in details as necessary for exciting play, and the day-to-day adventures of playing characters. To that end, the DM, using the descriptions and room designs found within as a base, should feel free to modify, change, add to, or subtract from the city, customizing Waterdeep to his own ends. New buildings may be designated as they become more important to the PCs, or neighborhoods changed to fit in with the requirements of an adventure.

Buildings are numbered 1-282 in the "official" listing which follows, so in keeping with this, any newly designated buildings should have numbers higher than 282; If that elven fighter-mage buys his own townhouse near the Grey Serpent Inn, his house would be listed as bldg 283, the temple his friends set up to Waukeen 284, and so on. Mark these locations on the map, and their reference locations, by grid, or location with streets, on a separate piece of paper (otherwise it is all too easy to lose the locations of the buildings on such a large map).

The layout of buildings in play may become important if PCs engage in extensive indoor thieving, stealthy shadowing, and fighting. Space considerations prohibit the provision of floor plans for every building in the city, but the "typical layouts" provided on the map may serve as basis for your own developments, and to be used as a "quick location" if the players need one. A simpler version of these tables appeared in FR1, *Waterdeep and the North*.

Random generation of the overall natures of buildings may be accomplished using the table below. Random generation of Class A buildings (see below) and of specific buildings intended beforehand for use in play is not recommended. If a building so generated proves to be a new focal point of the campaign, then the DM is advised to add it to the growing list of standard buildings in his or her own version of Waterdeep.

Buildings in the City can be artificially divided into four classes, as follows.

Class A: The Palace, Castle Waterdeep, other public structures (e.g. the Arena), major temples (including The Plinth), noble villas. These buildings are unique, generally large and grand, and random tables are not given here.

Class B: Grand houses (without grounds or walled gardens; villas always have such), large warehouses, prosperous businesses, guildhalls. Buildings in this class have up to four stories, and may have extensive cellars (usually connected to the sewers at some point). Most inns in the City fall into this class.

Class C: Row buildings. This class describes the great majority of city buildings, of two or three stories, and usually having shops on the ground floor, with offices above and apartments above that (or just apartments). This class includes most of the taverns and rooming houses in the City.

Class D: Lesser buildings (hovels, sheds, small warehouses). This class consists of one-story buildings, usually of wood, and are mainly found in Dock Ward, with a few in Southern Ward and Trades Ward, and a handful in the part of the docks which lies in Castle Ward.

Once the class of a given building has been decided by the DM, the following steps can be followed if speedy random generation of building features is desired.

1. Determine the building Type, either through the DM's choice, or by rolling on the table below:

Ward	B	C	D
Castle	1-4	5-8	9-0
North	1-6	7-0	
Sea	1-7	8-0	
Trades	1-3	4-7	8-0
South	1-2	5-7	8-0
Dock	1	2-6	7-0

The City of the Dead consists entirely of type "A" buildings which the DM should detail when called upon.

2. Determine number of stories in building, by deliberate choice or by the methods that follow. Look for the Type of building and roll or choose from that table.

Class B: (1d8)

1. One story without basement
2. Two stories without basement
3. Three stories without basement
4. Four stories, without basement
5. One story, with basement
6. Two stories, with basement
7. Three stories with basement
8. Four stories, basement, tower with additional floors possible

Class C (1d4)

1. Two stories without basement
2. Three stories without basement
3. Three stories with basement
4. Two stories with basement

Class D (1d4)

- 1-2. One story, without basement
 3. One story, with basement
 4. One story, with tower or partial upper level.
3. Determine condition of building, by choice or rolling 1d8. Add one to the roll if in Sea or North Ward, subtract one if in Dock or Southern Ward.
 - 0-1 Derelict, boarded up, abandoned
 - 2 Ramshackle, in need of repair
 - 3-4 Well-worn, heavy daily use, some need of repairs
 - 5-6 In good condition, well-kept, and clean
 - 7 Under construction, or extensive repair
 - 8-9 New, well-cared for, and freshly redecorated.
 4. Determine function of building, by deliberate choice or by rolling 1d10. Consult the table below according to Building Class.



Die Result	Class B	Class C	Class D			
01	Warehouse (multi-story, with elevator or interior hoist)	Warehouse	Warehouse	16	Fellowship Hall	Guild HQ: Innkeepers
02	Warehouse (multi-story with elevator or interior hoist)	Ground floor shops with offices above	Warehouse	17	Palace Warehouse	Warehouse
03	Offices of Major Business	Ground-floor shops with apartment above	Warehouse	18	Palace Stables	Stables
04	Offices of Major Business	Large shop with storage above (roll 1d4; even = proprietor lives above; odd = proprietor lives elsewhere and hires night watchman)	Warehouse	19	Palace Paddocks	Paddocks
05	Rooming House	Rooming House	Dwelling (single family)	20	The Dragon's Head	Tavern
06	Rooming House	Rooming House	Rooming House	21	The Golden Key	Ansiver the Locksmith
07	Ground-floor shop with apartments above	Ground-floor shops with offices and apartment above	Shop	22	The Master Baker's Hall	Guild HQ: Bakers
08	Ground-floor offices with apartment above	Ground-floor shops with offices and apartment above	Office	23	The Crawling Spider	Tavern
09	Residence of a family of noble birth	Apartment block	Dwelling (multi-family)	24	The Elfstone	Tavern
10	Residence of a noble individual	Apartment Block	Dwelling (space shared with rental storage space)	25	Velstrode's House	Private Home
				26	Halambar Lutes & Harps	Music Shop
				27	Hilmer Warehouse	Armor Warehouse
				28	Halls of Hilmer	Master Armorer
				29	Balthorr's Rare and Wondrous Treasures	Shop, warehouse, and fence
				30	Tower of the Order	Guild HQ: Magic-users
				31	The Smiling Siren	Nightclub
				32	Blackstaff Tower	Private home of powerful mage
				33	Phalantar's Philtres	Medicine and herb shop, fence
				34	Guildhall of the Order	Guild HQ: Furriers and Woolmen
				35	The Jade Jug	Inn
				36	The Blue Jack	Tavern
				37	Pewterer's Guildhall	Guild HQ: Pewterers & Casters
				38	Olmhazan's Jewels	Jewelry store
				39	House of Fine Carvers	Guild HQ Fire Carvers
				40	The Pampered Traveler	Inn
				41	The Singing Sword	Tavern
				42	The Market Hall	Guild HQ: Farmers and Grocers
				43	Spires of Morning	Temple complex of Lathander
				44	Walking Statue	Enchanted Statue
				45	Fair Winds	Rental Villa
				46	Marblehearth	Rental Villa
				47	Stormwatch	Rental Villa
				48	Heroes' Rest	Rental Villa
				49	House of Heroes	Temple complex of Tempus
				50	Halazar's Fine Gems	Jewelery Store
				51	The Ship's Wheel	Tavern
				52	Pilgrim's Rest	Inn
				53	The Wandering Wemic	Inn
				54	House of Purple Silks	Festhall
				55	Gournar's Tavern	
				56	House of the Moon	Temple of Selune
				57	Tchazzam	Noble family villa
				58	Maerghoun's Inn	Inn
				59	Dater's Inn	Inn
				60	House of Inspired Hands	Temple of Gond
				61	The Fiery Flagon	Tavern
				62	Ruldegost	Noble family villa
				63	The Dragon Tower	Private Home of powerful mage
				64	Ilzimmer	Noble family villa
				65	Urnbruck	Noble family villa
				66	Moonstar	Noble family villa
				67	Assumar	Noble family villa
				68	Cassalanter	Noble family villa
				69	Zulpair	Noble family villa
				70	Husteen	Noble family villa
				71	The Tower of Luck	Temple of Tymora
				72	Wavesilver	Noble family villa
				73	Naingate	Private Home of powerful mage
				74	Melshimber	Noble family villa
				75	Ilitul	Noble family villa
				76	The Lady's Hands	Shrine of Mielikki
				77	Shrine of Silvanus	Shrine of Silvanus
				78	Emvoelstone	Noble family villa
				79	Hiilgauntlet	Noble family villa
				80	The Temple of Beauty	Temple of Sune

A Brief Description of City Buildings

The ten large-scale maps have a number of buildings marked by number. These structures have had been described more fully in FR1, *Waterdeep and the North*. What follows is a summarized version of that information for use by owners of *City System* as a quick gazetteer of the city. Those seeking further information on these buildings are encouraged to either check into FR1 or to make it up on their own.

Bldg	Description	Notes
1	Mirt's Mansion	Private Manor House
2	Crommor's Warehouse	Warehouse, front for Fence
3	Sailor's Own	Ikvern
4	The Yawning Portal	Inn
5	The Red-Eyed Owl	Tavern
6	The Sleepy Sylph	Tavern
7	Barracks	Quarters for the City Guard
8	Smithy	City Guard Smithy
9	Bell Tower	Signal Tower
10	Lharilstar's House	Private Home
11	The House of Gems	Guild HQ: Jewellers
12	Mother Tathlorn's	Festhall and Spa
13	Leone's House	Private Home
14	Shyrrh's House	Private Home
15	The Map House	Guild HQ Map-makers



Bldg	Description	Notes			
81	Gauntyl	Noble family villa	146	Kormallis	Noble family villa
82	Eltorchul	Noble family villa	147	Majarra	Noble family villa
83	House of Wonder	Temple of Mystra	148	R u m	Noble family villa
84	Eirontalar	Noble family villa	149	Stormweather	Noble family villa
85	Selchoun's Sundries	General store	150	Jardeth	Noble family villa
86	Thongolir	Noble family villa	151	Hawkwinter	Noble family villa
87	Tesper	Noble family villa	152	Gralhund	Noble family villa
88	Dezlentyr	Noble family villa	153	The Raging Lion	Inn
89	Tesper	Noble family villa	154	A Maiden's Tears	Tavern
90	Nesher	Noble family villa	155	The Misty Beard	Tavern
91	Brokengulf	Noble family villa	156	The Cliffwatch	Inn
92	Belabranta	Noble family villa	157	Cliffwatch Stables	Stables
93	Irlingstar	Noble family villa	158	Z u n	Noble family villa
94	Gundwynd	Noble family villa	159	Ilvastarr	Noble family villa
95	Tessalar's Tower	Private Home of Powerful Mage	160	Husteen's House	Private Home, Fence
96	Raventree	Noble family villa	161	Mariner's Rest	Tomb—mariners
97	Bladesemmer	Noble family villa	162	Hall of Heroes	Tomb—warriors
98	Manthar	Noble family villa	163	Hall of Sages	Tomb—sages
99	Artemel	Noble family villa	164	Warriors of Waterdeep	Monument
100	Ammakyl	Noble family villa	165	The Merchant's Rest	Tomb
101	Silmerhelve	Noble family villa	166	Ahghairon's Statue	Monument
102	Rosznar	Noble family villa	167	House of the Homeless	Tomb—poor
103	Jhansczil	Noble family villa	168	Inn of the Dripping Dagger	Inn
104	House of Crystal	Guild HQ: Glass-Blowers	169	The Riven Shield	Shield Shop
105	House of Crystal	Warehouse	170	Splendon's House	Private Home
106	Adarbrent	Noble family villa	171	Mhair's Tower	Private Home of Powerful Mage
107	Agundar	Noble family villa	172	Dunblast Roofing Co.	Roofers
108	Kothont	Noble family villa	173	Gondalim's	Inn
109	Sultlue	Noble family villa	174	The Citadel of the Arrow	Guild HQ: Bowyers
110	The Galloping Minotaur	Inn	175	Saern's Fine Swords	Weapons Shop
111	Sulmest's Splendid Shoes	Shoe Store	176	Costumer's Hall	Guild HQ: Tailors
112	Meraedos Fine Furs	Fur Shop	177	Thentawa's Boots	Shoe store
113	Phylund	Noble family villa	178	The Unicorn's Horn	Inn
114	The Gentle Mermaid	Tavern & Festhall	179	Orsabbas' Fine Imports	General store
115	Maernos	Noble family villa	180	Riautar's Weaponry	Weapon shop
116	Cragsmere	Noble family villa	181	House of Song	Guild HQ: Musicians
117	House of Healing	Guild HQ: Apothecaries	182	Patient Fingers Finework	Woodcraft shop
118	Amcathra	Noble family villa	183	Office of the League	Guild HQ: Basketmakers
119	Lanngolyn	Noble family villa	184	Warehouse of the League	Warehouse
120	Mascalan	Noble family villa	185	House of Cleanliness	Launderers' Guild
121	Rilmost	Noble family villa	186	The Old Guildhall	Guild HQ: Plumbers
122	Piiradost	Noble family villa	187	Thond Glass and Glazing	Glass shop
123	Crommor	Noble family villa	188	Belmonder's Meats	Butcher shop
124	Brossfeather	Noble family villa	189	The Zoarstar	Guild HQ: Scribes & Clerks
125	Wands	Noble family villa	190	House of Textiles	Guild HQ: Weavers
126	Hunabar	Noble family villa	191	The Gentle Rest	Inn, Fence
127	Durinbold	Noble family villa	192	Gentle Xest Stables	Stables
128	Hothemer	Noble family villa	193	Felzoun's Folly	Tavern
129	Margaster	Noble family villa	194	Surthlan's Metalwares	Metalwork shop
130	Thorp	Noble family villa	195	The Guild Paddock	Guild HQ Stablemasters
131	Estelmer	Noble family villa	196	The Golden Horn	Gambling House
132	Maerklos	Noble family villa	197	Meiroth's Fine Silks	Cloth shop
133	Ulbrinter	Noble family villa	198	Bowels of the Earth	Tavern/Dive
134	Hriiat Fine Pastries	Bakery shop	199	Cobblers & Corvisers	Guild HQ: Cobblers
135	The Grinning Lion	Tavern, Fence	200	House of Eight	Guild HQ: Lamplighters
136	G o s t	Noble family villa	201	Eight Warehouse	Guild warehouse
137	Lathluke	Noble family villa	202	Stationers' Hall	Guild HQ Stationers
138	Nandar	Noble family villa	203	The Plinth	Interdenominational Temple
139	Thann	Noble family villa	204	The Grey Serpent	Inn
140	Thunderstaff	Noble family villa	205	Wheel Hall	Guild HQ: Wheelwrights
141	Anteos	Noble family villa	206	The Stone House	Guild HQ: Roofers & Carpenters
142	Phull	Noble family villa	207	Brian the Swordmaster	Smithy
143	Snome	Noble family villa	208	The Jade Dancer	Tavern & Festhall
144	Helmfast	Noble family villa	209	Nueth's Fine Nets	Net shop
145	Roaringhorn	Noble family villa	210	The Spouting Fish	Tavern
			211	The Red Gauntlet	Tavern



Bldg Description

- 212 Pelauvir's Counter
- 213 The Sword's Rest
- 214 House of Good Spirits
- 215 Redbridle Stables
- 216 Coach & Wagon Hall
- 217 Saddlers' Hall
- 218 Flurmastyr's House
- 219 Builder's Hall
- 220 Nelkaush the Weaver
- 221 The Full Cup
- 222 The Road House
- 223 Prestar's Furniture
- 224 Hlakken Stables
- 225 Metalmasters' Hall
- 226 Bellister's Hand
- 227 Bellister's House
- 228 Orm's Highbench
- 229 Athlal's Stables
- 230 Cookhouse Hall
- 231 Gelfuril the Trader
- 232 The Copper Cup
- 233 Thomm Warehouse
- 234 Melgard's Fine Leathers
- 235 The Butcher's Guildhall
- 236 Jemuril's House
- 237 Fish Warehouse
- 238 Smokehouse
- 239 Telethar Leatherworks
- 240 Torpus the Rumer
- 241 League Hall
- 242 Mariner's Hall
- 243 Shipmaster's Hall
- 244 Waterman's Hall
- 245 The Sleeping Snake
- 246 Nestaur the Ropemaker
- 247 Khostal Hannass, Fine Nuts
- 248 Felhaur's Fish Shop
- 249 The Blushing Mermaid
- 250 Seaswealth Hall
- 251 Full Sails Tavern
- 252 Arnagus the Shipwright
- 253 House of Rumagus
- 254 Warehouse of the Salters
- 255 Cooper's Rest
- 256 Shipper's Hall
- 257 The Blue Mermaid
- 258 The Hanged Man
- 259 House of Pride
- 260 The Purple Palace
- 261 The Sleeping Wench
- 262 The Hanging Lantern
- 263 Muleskull Tavern
- 264 The Mermaid's Arms
- 265 Red Sails Warehouse
- 266 Shipwright's House
- 267 Helmstar Warehouse
- 268 The Ship's Prow
- 269 The Thirsty Sailor
- 270 Warm Beds
- 271 Zorth Ulmaril
- 272 The Bloody Fist
- 273 Three Pearls Nightclub
- 274 The Thirsty Throat
- 275 Serpentil Books & Folios
- 276 Blackstar Inn

Notes

- Goods Store
- Tavern
- Guild HQ: Vintners & Brewers
- Stables
- Guild HQ: Wagonmakers
- Guild HQ: Saddlemakers
- Private home of powerful mage
- Guild HQ: Masons
- Textiles Shop
- Tavern
- Guild HQ: Coachmen
- Furniture shop
- Stables
- Guild HQ Metalworkers
- Goods Shop
- Goods Warehouse
- Trading Company
- Stables
- Inn
- Goods store
- Tavern, Inn, & Festhall
- Warehouse, Fence
- Leather shop
- Guild HQ: Butchers
- Private Home
- Warehouse
- Smokehouse
- Leather shop
- Hide and leather tanning
- Guild HQ: Skinners & Tanners
- Guild HQ: Mariners
- Seacaptain's Inn
- Guild HQ Watermen
- Tavern
- Ropemaker's Shop
- Nut and food shop
- Fish shop
- Inn, Tavern, and Festhall
- Guild HQ Fishmongers
- Tavern, Guild HQ Sailmakers
- Shipwright's shop
- Warehouse
- Warehouse
- Guild HQ: Coopers
- Guild HQ: Shippers
- Tavern
- Tavern
- Perfume Shop
- Fest-Hall
- Tavern
- Escort service
- Tavern; Guild HQ: Dungsweepers
- Inn, Tavern, & Festhall
- Warehouse, Fence
- Guild HQ Shipwrights
- Warehouse, Fence
- Inn
- Tavern
- Inn
- Lanternmaker's Shop
- Tavern(Dive)
- Nightclub
- Tavern
- Books, Fence
- Inn

- 277 The Splintered Stair Inn
- 278 The Rearing Hippocampus Inn
- 279 The Metal House of Wonders Guild HQ: Armorer's
- 280 Turnstone Plumbing Plumber
- 281 Dhaermos Warehouse Warehouse, Fence
- 282 Selune's Smile Inn

The above is not an exhaustive list (except in the case of Guild HQs and Noble Family Villas). There are many more taverns, inns, shops, and what-all littered throughout the city, along with private craftsmen, personal homes, stables, and the like. As DM, feel free to add as you see fit (and perhaps even removing a few of the above structures or changing their purpose in play).

Guide To Services

The prior list is useful in determining what is nearby when characters are on the map. To find a specific tradesman, noble family, or individual, the following listing is more helpful. Following each building is its number on the map, then the map's number, and the coordinates (vertical, then horizontal). A-1 is located in the left lower corner of any given map. Also listed are brief descriptions of most buildings.

WAREHOUSES

- | | | | |
|-------------------------|-----|-------|------------------------|
| Crommor's Warehouse | 2 | 2-Q27 | |
| Hilmer Warehouse | 27 | 8-I3 | Armorer's warehouse |
| House of Crystal | 105 | 9-G2 | Glassmaker's warehouse |
| Warehouse of the League | 184 | 8-F14 | Guild Warehouse |
| Chandler's Warehouse | 200 | 8-C9 | Candles and oil |
| Bellister's House | 227 | 6-U20 | |
| Thomm Warehouse | 233 | 6-S19 | |
| Fish Warehouse | 237 | 6-Q17 | Fish Warehouse |
| House of Tarmagus | 253 | 7-C9 | |
| Warehouse of Fellowship | 254 | 7-C9 | Guild Warehouse |
| Red Sails Warehouse | 265 | 7-E6 | Rental Space |
| Helmstar Warehouse | 266 | 7-E4 | |
| Dhaermos Warehouse | 281 | 2-O31 | |

INNS, TAVERNS, NIGHTCLUBS, & FESTHALLS

- | | | | |
|-----------------------|-----|-------|---------------------|
| Sailor's Own | 3 | 2-M27 | Tavern |
| Yawning Portal | 4 | 7-S6 | Inn |
| Red-Eyed Owl | 5 | 7-S7 | Tavern |
| The Sleepy Sylph | 6 | 7-S8 | Tavern |
| Mother Tathlorn's | 12 | 3-C35 | Fest-Hall and Spa |
| Dragon's Head Tavern | 20 | 3-F28 | Tavern |
| The Crawling Spider | 23 | 8-J1 | Tavern |
| The Elfstone Tavern | 24 | 8-F3 | Tavern |
| Smiling Siren | 31 | 3-U28 | Nightclub |
| The Jade Jug | 35 | 8-E7 | Inn |
| The Blue Jack | 36 | 8-F7 | Tavern |
| The Pampered Traveler | 4 | 8-P5 | Inn, Highly rated |
| The Singing Sword | 41 | 8-B3 | Tavern |
| The Ship's Wheel | 51 | 4-Q15 | Tavern |
| Pilgrim's Rest | 52 | 4-Q16 | Inn |
| Wandering Wemic | 53 | 4-R17 | Inn |
| House of Purple Silk | 54 | 4-P17 | Festhall |
| Gouнар's Tavern | 55 | 4-Q18 | Tavern |
| Maerghoun's Inn | 58 | 4-R19 | Inn |
| Dacer's Inn | 59 | 4-S17 | Inn |
| Fiery Flagon | 61 | 4-T17 | Tavern |
| The Gentle Mermaid | 114 | 9-N4 | Festhall and Tavern |
| The Grinning Lion | 135 | 9-E11 | Tavern |
| The Raging Lion | 153 | 9-S17 | Inn |
| A Maiden's Tears | 154 | 9-R17 | Tavern |
| The Misty Beard | 155 | 9-N18 | Tavern |
| The Cliffwatch | 156 | 9-L17 | Inn |



Inn of the Dripping Dagger	68 8-O7
Gondalim's	173 8-J8
The Unicorns' Horn	178 8-F8
The Gentle Rest	191 8-C13
Felzoun's Folly	193 8-A15
The Golden Horn	196 8-C7
Bowels of the Earth	198 8-A8
The Grey Serpent	204 7-Q13
The Jade Dancer	208 7-B17
The Spouting Fish	210 6-V15
The Red Gauntlet	211 6-U17
The Swords Rest	213 7-P16
The Full Cup	221 7-D20
The Copper Cup	232 6-R20
The Sleeping Snake	245 6-V12
The Blushing Mermaid	249 7-B10
Full Sails	251 7-B7
The Blue Mermaid	257 7-D8
The Hanged Man	258 7-C10
The Purple Palace	260 7-F11
The Sleeping Wench	261 7-E9
Muleskull Tavern	263 7-D7
The Mermaid's Arms	264 7-C6
The Ship's Prow	268 7-L3
The Thirsty Sailor	269 7-14
Warm Beds	270 7-G6
The Bloody Fist	272 7-H9
Three Pearls	273 7-I10
The Thirsty Throat	274 7-K12
Blackstar Inn	276 7-N7
Splintered Stair	277 7-L5
Rearing Hippocampus	278 7-L3
Selune's Smile	282 6-T13

STABLES

Palace Stables	18 3-I24
Palace Paddocks	19 3-J24
Cliffwatch Inn Stables	157 9-L17
Gentle Rest Stables	192 8-C14
The Guild Paddock	195 8-B17
Redbridle Stables	215 7-N20
Hlakken Stables	224 7-C21
Athal's Stables	229 6-T22

PRIVATE HOMES

Mirt the Moneylender's	1 2-P20
Naneatha Lhaurilstar	
Leone the Fighter	13 8-D3
Shyrrhr	
Velstrode the Venturer	25 8-H4
Khelben Arunsun	
Maaril	63 4-V19
Nain	73 5-B17
Tessalar	
Orlpar Hulsteem	
Myrmith Splendon	170 8-N8
Mhair Szelture	171 8-N9
Kappiyar Flurmastyr	
Jemuril	236 6-Q18

RENTAL VILLAS

Fair Winds	45 4-F16
Marblehearth	46 4-F17
Stormwatch	47 4-E18
Heroes' Rest	48 4-C18

Inn	
Inn	
Inn	
Inn	
Tavern	
Gambling House	
Tavern ("Dive")	
Inn	
Tavern & Festhall	
Tavern	
Tavern	
Tavern	
Tavern, Inn, & Festhall	
Tavern	
Tavern, Inn, Festhall	
Tavern	
Tavern	
Tavern	
Tavern	
Festhall	
Tavern	
Tavern	
Inn, Tavern & Festhall	
Inn	
Tavern	
Inn	
Tavern ("Dive")	
Nightclub	
Tavern	
Inn	
Inn	
Inn	

See "fences"
Guild Stables

Retired Fighter	
Courtesan	
Fighter	
Lady of the Court	
Merchant	
Magic-User	
Magic-User	
Magic-User	
Magic-User	
Noble, Fence (#135)	
Fighter	
Magic-User	
Magic-User	
Dwarven Fighter	

SHOPS

The Golden Key	21 3-G34
Halambar Lutes & Harps	26 8-H3
Balthorr's Treasures	29 8-M2
Halls of Hilmer	28 8-I4
Phalantar's Philtres	33 8-F5
Olmhazan's Jewels	38 8-G7
Halabbar's Fine Gems	50 4-K34
Selchoun's Sundries	85 4-S25
Sulmest's Splendid Shoes	111 9-G5
Maraedos Fine Furs	112 9-G5
Hriiat Fine Pastries	134 8-U12
Dunblast Roofing Co.	172 8-J10
Saern's Fine Swords	175 8-18
Thentawa's Boots	177 8-F9
Orsabbar's Fine Imports	179 8-F10
Riantar's Weaponry	180 8-E10
Patient Fingers	182 8-E12
Thond Glass & Glazing	187 8-D12
Belmonder's Meats	188 8-D11
Surtlan's Metalwares	194 7-U17
Meiroth's Fine Silks	197 8-B8
Brian the Swordsmaster	207 7-K15
Nueuth's Fine Nets	209 6-V17
Pelauvir's Counter	212 6-T19
Nelkaush the Weaver	220 7-E21
Prestar's Furniture	223 6-V21
Bellister's Hand	226 6-U20
Orm's Highbench	228 6-T20
Gelfuril the Trader	231 5-Q19
Melguard's Fine Leathers	234 6-S19
Telethar Leatherworks	239 6-R16
Torpus the Tanner	240 6-S16
Nestaur the Ropemaker	246 6-U12
Khostal Hannass, Nuts	247 7-C12
Felhaur's Fine Fish	248 7-C12
Arnagus the Shipwright	252 7-B6
House of Pride	259 7-D13
Zorth Ulmaril	271 7-H7
Serpentil Books	275 7-N10
Turnstone Plumbing	280 7-Q3

FENCES

Crommor's Warehouse	2 2-Q27
Balthorr's Treasures	29 8-M2
Phalantar's Philtres	
The Grinning Lion	135 9-E11
Orsabbar's Fine Imports	
The Gentle Rest	191 8-C13
Thomm Warehouse	
Helmstar Warehouse	267 7-G3
The Bloody Fist	
Serpentil Books	

TEMPLES AND SHRINES

Spires of the Morning	
House of Heroes	49 4-M16
House of the Moon	
House of Inspired Hands	
Tower of Luck	71 5-C21
The Lady's Hands	76 5-E7
Shrine of Silvanus	77 5-E17
Temple of Beauty	80 5-F24
House of Wonder	83 5-C24
The Plinth	203 7-V13

Locksmith
Musical Instruments
Goods & Curios
Herbs, Spell components
Jewelry
Goods
Shoes and Roots
Furs and clothing
Bakery
Roofing and Carpentry
Weapons
Boots
Exotic Goods
Weapons
Woodcarving & Toys
Glassblowers
Butchers
Metalwork
Clothing, silk
Smithy, Weapons
Fishing nets
Goods
Clothing
Furniture
Crafts, Goods
Trading Company
Goods
Leather goods
Leather goods
Hides & Leather
Rope
Nuts & sweetmeats
Fish
Ships
Perfume
Books & Scrolls
Plumbers
Ships and Cargo, 40%
Gems,Coins 40%
Magic Items 35%
Spices, Wine 60%
Horses, 40%
Carvings, Statues 35%
Armor, weapons 40%
Maps & Books, 30%
Animals, Slaves 30%
Lathander
Tempus
Selnee
Gond
Tymora
Mielikki
Silvanus
Sune
Mystra
Multi-denominational

STREET SCENES

Waterdeep, like most major cities, is a continually active, bustling place, where all manner and types of people are involved in their own day-to-day business. For most adventurers, who is on the street and what they are doing is only important in certain instances. For example, for a fighter heading across town, just who he happens to see will have little impact on his task. However, for a thief trying to pickpocket or a cleric attempting to evade the disguised agents of an evil magician, knowing who is in the immediate surroundings is of vital importance.

In cases where the surrounding people are important, these tables can create the framework for a typical street scene. In most situations these will provide nothing more than “local color” for a brawl, potential witnesses to a crime, and situations the characters can use in dealing with others. These tables are not to be used every time the player characters step out onto a street, as this would slow down play. Use them only when it becomes important to find out who is around at the time.

Tables of typical “street scenes” are provided for each ward of Waterdeep. The time of day will affect both the number of individuals on the scene, and the types of those individuals. Roll a four-sided die to determine the number of entries from the table which will be used to “set the scene.” Roll percentile dice on the specific ward table to determine an entry, and then take that entry, and every entry beyond it, until the predetermined number of entries is reached. For example, if the ward in question has 3 entries in mid-afternoon, a single roll could produce a street scene with a merchant haggling with a customer, a group of children playing, and a wagon unloading supplies. If the encounter occurs after dark, add 20 to the percentile roll.

Roll a four-sided die for the number of entries to be used. Modify by the following information:

Time	
Morning (Dawn to 10:00 AM)	+2
Midday (10:00 AM to 4:00 PM)	+1
Evening (4:00 PM to Dusk)	+2
Night (Dusk to Midnight)	0
Witching Hour (Midnight to Dawn)	- 1
Season	
Winter	- 2
Spring	0
Summer	+1
Autumn	0
Moderator’s prerogative	+1
Dock Ward	+2
City of the Dead	- 2

CASTLE WARD

- 01 City Guard, patrol of 6
- 02 Messenger in the livery of a noble house
- 03 Local merchant

- 04 Wagon unloading supplies
- 05 4-5 porters
- 06 Non-human (orc, ogre) porter
- 07 Two merchants haggling
- 08 Innocent bystander
- 09 Barman or restaurateur buying supplies
- 10 City Watch, patrol of 4
- 11 Hard currency girls
- 12 Beggar (10% chance thief level 1-4)
- 13 Innocent bystander
- 14 Runner in the livery of Waterdeep
- 15 Wagon unloading supplies
- 16 Noble in travel chair
- 17 Street vendor
- 18 Concerned citizen
- 19 Trotting cart with 2 passengers
- 20 2-3 fishwives arguing
- 21 Magic-User (level 1-6)
- 22 Group of thugs
- 23 Broken cart or wagon
- 24 Two guildsmen in discussion
- 25 Apprentice in the livery of a guild
- 26 Innocent bystander
- 27 Foreign merchant
- 28 Empty wagon
- 29 Moneychanger with 3 guards
- 30 Hard currency girls
- 31 Cryer advertising a merchant’s wares
- 32 Street vendor
- 33 Merchant making a sale
- 34 Trotting cart, empty of passengers
- 35 Group of mendicants cadging for coins
- 36 Concerned citizen
- 37 Runner in the livery of a noble house
- 38 Minor official of Waterdeep (scribe or clerk)
- 39 Non-human merchant (dwarf, elf, halfling, gnome)
- 40 Children playing
- 41 Street vendor
- 42 Porters unloading a wagon
- 43 Gridlock—a number of wagons narrowing traffic
- 44 Cryer advertising a tavern or festhall
- 45 Fishwives engaged in gossip
- 46 Journeyman in the livery of a guild
- 47 Old war veteran watching the world
- 48 Street vendor
- 49 4-5 human porters carrying goods
- 50 Two merchants in heated discussion
- 51 Beggars (10% thief level 1-4)
- 52 Small children
- 53 Jongleur/Minstrel/Entertainer
- 54 Cryer for entertainer or theater
- 55 Innocent bystander (10% thief level 2-8)
- 56 Obvious tourists from the hinterlands
- 57 Street vendor



- 58 Political speaker with crowd
59 Cleric (levels 1-6)
60 Foreign merchant
61 Concerned citizen
62 Detachment of the Guard-12 soldiers
63 Fighter (level 1-8)
64 Porters unloading a wagon
65 Cryer in palace livery
66 Unremarkable messenger
67 Grocer directing wagon unloading
68 Carriage with livery of noble house
69 Construction on nearby building
70 Dungsweepers
71 Artist sketching
72 Merchant fawning over a noble
73 Old coots
74 City Watch, patrol of 4
75 Obvious tourists from the hinterlands
76 Innocent bystanders
77 Messenger wearing the device of a guild
78 Young couple oblivious to the world
79 Two men making a secret transaction
80 Wagon pulled by oxen
89 Bearers carrying large cloth burdens
90 Cryer for eatery or tavern
91 Minor, harried official
92 Merchant in front of his store
93 Shady individual lurking near corner
94 Innocent bystander
95 Band of ruffians
96 Old drunk propped against a wall
97 Horses tied up in front of building
98 Obvious tourists from the hinterlands
99 City Watch, patrol of 4
100 Flying creature (hippogriff, griffon, pegasus, flying carpet, etc.)
101 Lamplighters
102 2-3 men dressed in black
103 Hard currency girls
104 Ruffians
105 Innocent bystanders, out too late
105 Gang of low level (1-3) thieves
106 Runner for some guild
107 Wizard (level 9-15)
108 Drunken rowdies
109 Party of tourists with guide
110 Monster encounter
110 Lamplighters
111 City Watch, patrol of 4
112 Party of tourists with guide
113 3-4 men in shadows
114 Lone horseman
115 Courting lovers
116 Carriage with drawn curtains
117 Lamplighters
118 Merchant en route home
119 Drunken foreigner
120 Monster encounter
- SEA WARD**
- 01 City Guard, patrol of 6
02 Messenger in the livery of a noble guild
03 Noble party
04 Wagon making deliveries
05 4-5 porters
06 Strolling minstrel
07 Two nobles in discussion
08 Innocent bystander
09 Clerical instructor and group of 4-16 students
10 City Watch, patrol of 4
11 Noblewomen out for a stroll
12 Beggar (10% chance thief level 1-4)
13 Innocent bystander
14 Runner in the livery of Waterdeep
15 Wagon moving towards one of the gates
16 Noble in portage chair
17 Street vendor
18 Concerned citizen
19 4-5 human porters
20 2-3 gladiators in demonstration
21 Magic-User (level 1-6)
22 2 clerics in religious discussion
23 Broken cart or wagon
24 Two guildsmen in discussion
25 Young nobleman
26 Innocent bystander
27 Foreign merchant
28 Empty wagon
29 Moneychanger with 3 guards
30 Children at play
31 Cryer advertising an upcoming gala
32 Street vendor
33 Merchant making a delivery
34 Trotting cart with 1 passenger
35 Group of clerics exhorting to the masses
36 Concerned citizen
37 Runner in the livery of a noble house
38 Minor official of Waterdeep (scribe or clerk)
39 Non-human merchant (dwarf, elf, halfling, gnome)
40 Children playing
41 Street vendor
42 Porters unloading a wagon
43 Craftsmen arguing over a noble's business
44 Cryer advertising a tavern
45 Servants engaged in gossip
46 Journeyman in the livery of a guild
47 Servants running an errand



- 48 Street vendor
- 49 4-5 human porters carrying goods
- 50 Ragged cleric (level 2-8) looking to convert others
- 51 1-4 beggars (5% thief level 1-4)
- 52 Small children, playing with dogs
- 53 Jongleur/Minstrel/Entertainer
- 54 Cryer for entertainer or theater
- 55 Innocent bystander (10% thief level 2-8)
- 56 Obvious tourists from the hinterlands
- 57 Gardeners working on trees
- 58 Religious speaker with crowd
- 59 Cleric (levels 1-6) with group of followers
- 60 Foreign merchant
- 61 Concerned citizen
- 62 City Watch, patrol of 4
- 63 Fighter (level 1-8)
- 64 Porters unloading a wagon
- 65 Cryer in noble livery
- 66 Unremarkable messenger
- 67 Noblewoman directing construction
- 68 Carriage with livery of noble house
- 69 Construction on nearby building
- 70 Dungsweepers
- 71 Artist working on a wall mural
- 72 Merchant fawning over a noble
- 73 old coots
- 74 City Watch, patrol of 4
- 75 Obvious tourists from the hinterlands
- 76 Innocent bystanders
- 77 Messenger wearing the device of a guild
- 78 Young couple oblivious to the world
- 79 Iwo young nobles in a loud, angry discussion
- 80 Wagon loaded with furniture
- 89 Bearers carrying large cloth burdens
- 90 Cryer for restaurant
- 91 Minor, harried official
- 92 Merchant making a delivery, with wagon
- 93 Shady individual watching a nearby noble home
- 94 Innocent bystander
- 95 Band of young nobles
- 96 Old man eating
- 97 Young man with bulky object, looking over his shoulder
- 98 Obvious tourists with guide
- 99 City Watch, patrol of 4
- 100 Flying creature (hippogriff, griffon, Pegasus, flying carpet, etc.)
- 101 Lamplighters
- 102 2-3 men dressed in black
- 103 Courtesans en route home
- 104 Noble ruffians
- 105 Innocent bystanders, out too late
- 105 Gang of low level (1-3) thieves climbing over a wall
- 106 Nobles out for an evening stroll

- 107 Cleric (level 9-15)
- 108 Drunken noble rowdies
- 109 Party of tourists with guide
- 110 Monster encounter
- 111 Lamplighters
- 112 City Watch, patrol of 4
- 113 3-4 men in shadows
- 114 Lone horseman
- 115 Courting lovers
- 116 Carriage with drawn curtains
- 117 Lamplighters
- 118 Courting lovers
- 119 Drunken foreigner
- 120 Monster encounter

NORTH WARD

- 01 City Guard, patrol of 6
- 02 Messenger in the livery of a noble house
- 03 Local merchant
- 04 Wagon unloading supplies
- 05 4-5 porters
- 06 6 laborers on a break
- 07 Two nobles in intense discussion
- 08 Innocent bystander
- 09 Barman or restaurateur buying supplies
- 10 City Watch, patrol of 4
- 11 Hard currency girls
- 12 Beggar (20% chance thief level 1-4)
- 13 Innocent bystander
- 14 Runner in the livery of Waterdeep
- 15 Wagon unloading supplies
- 16 Noble in portage chair
- 17 Street vendor
- 18 Concerned citizen
- 19 Noblewoman returning from shopping with 4 bearers
- 20 2-3 mercenaries arguing
- 21 Magic-User (level 1-6)
- 22 Group of mangy-looking thugs
- 23 Broken cart or wagon
- 24 Two guildsmen in casual discussion
- 25 Apprentice in the livery of a guild
- 26 Innocent bystander
- 27 Foreign merchant, lost
- 28 Empty wagon
- 29 Moneychanger with 3 guards
- 30 3-4 servants, gossiping
- 31 Cryer advertising an upcoming noble festivity
- 32 Street vendor
- 33 Merchant making a sale
- 34 Trotting cart with 1 passenger
- 35 Group of beggars
- 36 Concerned citizen
- 37 Runner in the livery of a noble house



- 38 Minor official of Waterdeep (scribe or clerk)
- 39 Non-human mercenary (dwarf, elf, half'ling, gnome)
- 40 Children playing
- 41 Street vendor
- 42 Porters unloading a wagon
- 43 Collision—Two wagons or carriages, owners are arguing
- 44 Cryer advertising a tavern or festhall
- 45 Servants engaged in gossip
- 46 Journeyman in the livery of a guild
- 47 Raggedy priest talking to himself
- 48 Street vendor
- 49 4-5 human porters carrying goods
- 50 Two nobles in heated discussion
- 51 Beggars (10% thief level 1-4)
- 52 Small children
- 53 Jongleur/Minstrel/Entertainer
- 54 Cryer for entertainer or theater
- 55 Innocent bystander (10% thief level 2-8)
- 56 Dancing bear or other animal with owner
- 57 Street musician
- 58 Laborers cleaning up a wall
- 59 Cleric (levels 1-6)
- 60 Foreign merchant
- 61 Concerned citizen
- 62 Detachment of the Guard—12 soldiers
- 63 Fighter (level 1-8)
- 64 Porters unloading a wagon
- 65 Cryer in noble house-livery
- 66 Unremarkable messenger
- 67 Merchant making deliveries to noble house
- 68 Carriage with livery of noble house
- 69 Construction on nearby building
- 70 Dungsweepers
- 71 Artist doing portraits
- 72 Merchant fawning over a noble
- 73 Old coots
- 74 City Watch, patrol of 4
- 75 Lower-class Waterdhavians from Docks Ward
- 76 Innocent bystanders
- 77 Messenger wearing the device of a guild
- 78 Young couple oblivious to the world
- 79 Man buying a small item from another man
- 80 Wagon moving furniture
- 89 Bearers carrying large cloth burdens
- 90 Religious parade or procession
- 91 Minor; harried official
- 92 Noble woman with three bodyguards
- 93 Shady individual lurking near corner
- 94 Innocent bystander
- 95 Band of ruffians
- 96 Minor city official taking a nap
- 97 Horses tied up in front of building
- 98 Obvious tourists from the hinterlands

- 99 City Watch, patrol of 4
- 100 Flying creature (hippogriff, griffon, pegasus, flying carpet, etc.)
- 101 Lamplighters
- 102 2-3 men dressed in black
- 103 Courtesans with escort
- 104 Ruffians
- 105 Innocent bystanders, out too late
- 105 Gang of low level (1-3) thieves
- 106 Runner for some noble house
- 107 Wizard (level 9-15)
- 108 Drunken rowdies
- 109 Party of tourists with guide
- 110 Monster encounter
- 110 Lamplighters
- 111 City Watch, patrol of 4
- 112 Party of tourists with guide
- 113 3-4 men in shadows
- 114 Lone horseman
- 115 Courting lovers
- 116 Carriage with drawn curtains
- 117 Lamplighters
- 118 Noble en route home, drunk
- 119 Lost, confused foreigner
- 120 Monster encounter

TRADES WARD

- 01 City Guard, patrol of 6
- 02 Messenger in the livery of a merchant guild
- 03 Group of tradesmen
- 04 Wagon being loaded
- 05 4-5 porters
- 06 Drunken old sot
- 07 Merchant haggling with customer
- 08 Innocent bystander
- 09 Guildsman with 4 apprentices
- 10 City Watch, patrol of 4
- 11 Noblewomen out for a stroll
- 12 Beggar (10% chance thief level 1-4)
- 13 Innocent bystander
- 14 Runner in the livery of Waterdeep
- 15 Wagon moving towards one of the gates
- 16 Innkeep and customer arguing about a bill
- 17 Street vendor
- 18 Concerned citizen
- 19 4-5 human porters
- 20 2-3 common laborers on a break
- 21 Magic-User (level 1-6)
- 22 2 clerics in peaceful religious discussion
- 23 Broken cart or wagon
- 24 Two guildsmen in discussion with a merchant
- 25 Children playing
- 26 Innocent bystander



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|----|--|-----|---|
| 27 | Foreign merchant | 89 | the city |
| 28 | Empty wagon | 90 | Bearers carrying large cloth burdens |
| 29 | Moneychanger with 3 guards | 91 | Cryer for tavern or festhall |
| 30 | Street vendor | 92 | Minor, harried official |
| 31 | Cryer advertising a local shop | 93 | Merchant loading a wagon |
| 32 | Messenger in guild garb | 94 | Caravan driver dicking with a local merchant |
| 33 | Merchant making a delivery | 95 | Innocent bystander |
| 34 | Trotting cart with 1 passenger | 96 | Band of young nobles |
| 35 | Wild-eyed speaker yelling from a soapbox | 97 | Non-human fighters (elf, dwarf, gnome, etc.) |
| 36 | Concerned citizen | 98 | Inebriated sell-sword |
| 37 | Runner in the livery of a noble house | 99 | Obvious tourists with guide |
| 38 | Minor official of Waterdeep (scribe or clerk) | 100 | City Watch, patrol of 4 |
| 39 | Non-human merchant (dwarf, elf, halfling, gnome) | 101 | Flying creature (hippogriff, griffon, Pegasus, flying carpet, etc.) |
| 40 | Children playing | 102 | Lamplighters |
| 41 | Street vendor | 103 | 2-3 men dressed in black |
| 42 | Porters loading a wagon | 104 | Hard currency girls |
| 43 | Craftsmen arguing over a piece of work | 105 | Ruffians |
| 44 | Cryer advertising a tavern | 106 | Innocent bystanders, out too late |
| 45 | Townspeople engaged in gossip | 107 | Gang of low level (1-3) thieves breaking into a building |
| 46 | Journeyman in the livery of a guild | 108 | Townspeople out for an evening stroll |
| 47 | Trotting cart without passengers | 109 | Cleric (level 2-8) |
| 48 | Street vendor | 110 | Drunken rowdies |
| 49 | 4-5 human porters carrying goods | 111 | Merchants talking at doorway to shop, after closing hours |
| 50 | Ragged cleric (level 2-8) looking convert others | 112 | Monster encounter |
| 51 | 1-4 beggars (5% thief level 1-4) | 113 | City Watch, patrol of 4 |
| 52 | Small children, playing with dogs | 114 | Party of adventurers |
| 53 | Jongleur/Minstrel/Entertainer | 115 | 3-4 men in shadows |
| 54 | Cryer for entertainer or theater | 116 | Lone horseman |
| 55 | Innocent bystander (10% thief level 2-8) | 117 | Torchlight celebration |
| 56 | City Watch, patrol of 4 | 118 | Carriage with drawn curtains |
| 57 | Laborers patching the cobblestone street | 119 | Lamplighters |
| 58 | Cryer with news of the city | 120 | Courting lovers |
| 59 | Cleric (levels 1-6) with group of followers | | Drunken foreigner |
| 60 | Foreign merchant | | Monster encounter |
| 61 | Concerned citizen | | |
| 62 | City Watch, patrol of 4 | | |
| 63 | Fighter (level 1-8) | | |
| 64 | Porters unloading a wagon | | |
| 65 | Foreign merchant | | |
| 66 | Unremarkable messenger | | |
| 67 | Two foreign merchants arguing in different languages | | |
| 68 | Wagon overloaded with supplies | | |
| 69 | Construction on nearby building | | |
| 70 | Dungswepers | | |
| 71 | Moneylender with 3 guards | | |
| 72 | Merchant fawning over a noble | | |
| 73 | Old coots | | |
| 74 | City Watch, patrol of 4 | | |
| 75 | Obvious tourists from the hinterlands | | |
| 76 | Innocent bystanders | | |
| 77 | Messenger wearing the device of a guild | | |
| 78 | Bad-tempered mercenaries | | |
| 79 | Two young lovers in a loud, angry discussion | | |
| 80 | Wagon loaded with street-sweepings, heading out of | | |

SOUTHERN WARD

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|----|--|
| 01 | City Guard, patrol of 6 |
| 02 | Messenger in guild livery |
| 03 | Local merchant |
| 04 | Wagon unloading supplies |
| 05 | 4-5 porters |
| 06 | Non-human (orc, ogre) porter |
| 07 | Two townspeople haggling with merchant |
| 08 | Innocent bystander |
| 09 | Barman buying supplies |
| 10 | City Watch, patrol of 4 |
| 11 | Hard currency girls |
| 12 | Beggar (20% chance thief level 1-4) |
| 13 | Innocent bystander |
| 14 | Representative of a trading coster |
| 15 | Wagon unloading supplies |



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| 16 | Townspeople out shopping | 69 | Construction on nearby building |
| 17 | Street vendor | 70 | Dung sweepers |
| 18 | Concerned citizen | 71 | Large pile of garbage, yet to be hauled away |
| 19 | 4-5 human porters | 72 | Merchant haggling with two adventurers |
| 20 | 2-3 fishwives arguing | 73 | Old coots |
| 21 | Young toughs hanging out | 74 | City Watch, patrol of 4 |
| 22 | Group of thugs | 75 | Obvious tourists from the hinterlands |
| 23 | Abandoned cart or wagon | 76 | Innocent bystanders |
| 24 | Two craftsmen in discussion | 77 | Messenger wearing the device of a guild |
| 25 | Apprentice in the livery of a guild | 78 | Townsmen arguing with merchant over freshness of produce |
| 26 | Trotting cart without passengers | 79 | Two men making a secret transaction |
| 27 | Foreign merchant | 80 | Wagon pulled by oxen |
| 28 | Foreign mercenaries, working as wagon guards | 89 | Bearers carrying large cloth burdens |
| 29 | Moneychanger with 3 guards | 90 | Cryer for eatery or tavern |
| 30 | Hard currency girls | 91 | Minor, harried official |
| 31 | Cryer advertising a merchant's wares | 92 | Merchant in front of his store |
| 32 | Street vendor | 93 | Shady individual lurking near corner |
| 33 | Merchant making a sale | 94 | Trotting cart with two passengers |
| 34 | Two foreign caravan owners arguing in different languages | 95 | Band of ruffians |
| 35 | Group of mendicants cadging for coins | 96 | Old drunk propped against a wall |
| 36 | Concerned citizen | 97 | Horses tied up in front of building |
| 37 | Runner delivering a small item (sword, jewelry, food) | 98 | Obvious tourists from the hinterlands |
| 38 | Minor official of Waterdeep (inspector, census-taker) | 99 | Young drunk sleeping at side of the building (10% chance dead) |
| 39 | Non-human merchant (dwarf, elf, halfling, gnome) | 100 | Flying creature (hippogriff, griffon, pegasus, flying-carpet, etc.) |
| 40 | Children playing | 101 | Lamplighters |
| 41 | Street vendor | 102 | 2-3 men dressed in black |
| 42 | Cryer with printed one-sheet pamphlets | 103 | Hard currency girls |
| 43 | Gridlock—a number of wagons narrowing traffic | 104 | Ruffians |
| 44 | Cryer advertising a tavern or festhall | 105 | Innocent bystanders, out too late |
| 45 | Townspeople engaged in gossip | 105 | Gang of (2-5 level) thieves |
| 46 | Journeyman in the livery of a guild | 106 | Runner for some guild |
| 47 | Old war veteran watching the world | 107 | Foreign assassin on a mission (level 6-9) |
| 48 | Street vendor | 108 | Drunken rowdies |
| 49 | 4-5 human porters carrying goods | 109 | Party of tourists with guide |
| 50 | Two merchants in heated discussion | 110 | Monster encounter |
| 51 | Beggars (10% thief level 1-4) | 111 | City Watch, patrol of 4 |
| 52 | Small children | 112 | Party of drunken tourists with guide |
| 53 | Jongleur/Minstrel/Entertainer | 113 | 3-4 men in shadows |
| 54 | Cryer for entertainer or theater | 114 | Lone horseman, hood pulled over the head |
| 55 | Innocent bystander (10% thief level 2-8) | 115 | Middle-aged couple walking home |
| 56 | Obvious tourists from the hinterlands | 116 | Carriage with drawn curtains |
| 57 | Street vendor | 117 | Lamplighters |
| 58 | Political speaker with crowd | 118 | Merchant en route home |
| 59 | Cleric (levels 1-6) | 119 | Drunken foreigner |
| 60 | Foreign merchant | 120 | Monster encounter |
| 61 | Concerned citizen | | |
| 62 | Detachment of the Guard-12 soldiers | | |
| 63 | Fighter (level 1-8) | | |
| 64 | Porters unloading a wagon | | |
| 65 | Cryer in palace livery | | |
| 66 | Unremarkable messenger | | |
| 67 | Grocer directing wagon unloading | | |
| 68 | Caravan of odd animals (camels, oxen, baluchitherium) | | |
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| DOCK WARD | |
| 01 | City Guard, patrol of 12 |
| 02 | Messenger in the livery of a merchant guild |
| 03 | Dock workers |



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|----|--|-----|---|
| 04 | Wagon making deliveries | 56 | Obvious tourists from the hinterlands |
| 05 | 4-5 porters | 57 | Dockworkers on a break |
| 06 | Beggar (10% chance thief level 1-6) | 58 | Political speaker with crowd |
| 07 | Two townsfolk in discussion | 59 | Cleric (levels 1-6) with group of followers |
| 08 | Innocent bystander | 60 | Foreign merchant |
| 09 | Ragged priest exhorting to the masses to repent | 61 | Concerned citizen |
| 10 | City Watch, patrol of 4 | 62 | Single drunken adventurer |
| 11 | Drunken adventurers | 63 | Mermen making a purchase from a human merchant |
| 12 | Beggar (10% chance thief level 1-6) | 64 | Trotting cart without passengers |
| 13 | Innocent bystander | 65 | Cryer for a tavern or festhall |
| 14 | Runner in the livery of Waterdeep | 66 | Unremarkable messenger |
| 15 | Wagon moving towards one of the docks | 67 | Newly-demolished building |
| 16 | Sailors on leave | 68 | Carriage with drawn curtains and livery of a noble house |
| 17 | Street vendor | 69 | Workmen replacing a destroyed wall or window |
| 18 | Concerned citizen | 70 | Dungswepers |
| 19 | 4-5 human porters | 71 | Children writing graffiti on a wall |
| 20 | 2-3 young toughs in a fight | 72 | Two merchants haggling |
| 21 | Magic-User (level 1-6) | 73 | Old coots |
| 22 | 2 clerics in religious discussion | 74 | City Watch, patrol of 4 |
| 23 | Broken and abandoned cart or wagon | 75 | Nervous tourists from the hinterlands |
| 24 | Group of youths gambling with dice | 76 | Innocent bystanders |
| 25 | Snooty young nobleman | 77 | Messenger wearing the device of a guild |
| 26 | Innocent bystander | 78 | Young couple oblivious to the world (10% pair of thieves) |
| 27 | Foreign merchant | 79 | Two young men in a loud, angry discussion |
| 28 | Empty wagon | 80 | Wagon loaded with furniture |
| 29 | Moneychanger with 8 guards | 89 | Bearers carrying large cloth burdens |
| 30 | Children at play | 90 | Cryer for tavern or festhall |
| 31 | Cryer announcing arrival of a ship | 91 | Minor, harried official |
| 32 | Street vendor | 92 | Merchant making a delivery, with wagon |
| 33 | Merchant making a delivery | 93 | Shady individual watching a nearby merchant home |
| 34 | Trotting cart with 1 passenger | 94 | Innocent bystander |
| 35 | Group of tough-looking townsfolk, betting on a dog-fight | 95 | Band of young toughs |
| 36 | Concerned citizen | 96 | Old man eating |
| 37 | Runner in the livery of a noble house | 97 | Young man with bulky object, looking over his shoulder |
| 38 | Minor official of Waterdeep (scribe or clerk) | 98 | Obvious tourists with guide |
| 39 | Non-human merchant (dwarf, elf, halfling, gnome) | 99 | Mangy dog |
| 40 | Children playing | 100 | Flying creature (hippogriff, griffon, pegasus, flying carpet, etc.) |
| 41 | Street vendor | 101 | Lamplighters |
| 42 | Porters unloading a wagon | 102 | 2-3 men dressed in black |
| 43 | Craftsmen arguing | 103 | Hard currency girls |
| 44 | Cryer advertising a tavern or festhall | 104 | Young toughs |
| 45 | Townspeople engaged in gossip | 105 | Monster encounter |
| 46 | Journeyman in the livery of a guild | 105 | Gang of low level (1-3) thieves climbing over a wall |
| 47 | Servant running an errand | 106 | Townspeople out for an evening stroll |
| 48 | Street vendor | 107 | Cleric (level 2-8) |
| 49 | Non-human porters carrying goods | 108 | Drunken rowdies |
| 50 | Old man with book under his arm (perhaps a sage or mage, or merely an accountant or moneylender) | 109 | Party of tourists with guide |
| 51 | 1-4 Beggars (20% thief level 1-4) | 110 | Monster encounter |
| 52 | Small children, playing with dogs | 111 | Young vandals |
| 53 | Juggler being harassed by his audience | 112 | 5-7 men dressed in black |
| 54 | Cryer for entertainer or theater | | |
| 55 | Innocent bystander (10% thief level 2-8) | | |



- 113 Carriage of a noble, the arms blackened out
- 114 Lone horseman
- 115 Courting lovers
- 116 Carriage with drawn curtains
- 117 Monster encounter
- 118 Private warehouse guard
- 119 Drunken foreigner
- 120 Monster encounter

CITY OF THE DEAD

- 01 City Guard, patrol of 12
- 02 Mourners visiting a tomb
- 03 Cleric (level 4-7) with class of students
- 04 Gardeners trimming the topiary
- 05 Two merchants having a quiet discussion
- 06 Beggar (10% chance thief level 1-6)
- 07 Two townswoman talking
- 08 Innocent bystander
- 09 Ragged priest exhorting to the masses to repent
- 10 City Watch, patrol of 4
- 11 Sleeping adventurer (10% chance dead)
- 12 Beggar (10% chance thief level 1-6)
- 13 Innocent bystander
- 14 Mourners visiting a tomb
- 15 Two tourists in trotting cart
- 16 Children playing
- 17 Street vendor
- 18 Concerned citizen
- 19 Young couple with picnic
- 20 City Watch, patrol of 4
- 21 Magic-User (level 1-6) studying his books
- 22 2 clerics in religious discussion
- 23 Pile of broken branches and uprooted plants, to be removed
- 24 Group of youths gambling with dice
- 25 Young nobleman
- 26 Innocent bystander
- 27 Foreign merchant
- 28 Empty wagon
- 29 Funeral procession, led by cleric level 1-4
- 30 City Watch, patrol of 4
- 31 Children at play
- 32 Street vendor
- 33 Stonemasons polishing buildings and statuary
- 34 Trotting cart with 1 passenger
- 35 Gardeners replanting uprooted flowers
- 36 Concerned citizen
- 37 Runner in the livery of a noble house
- 38 Minor official of Waterdeep (scribe or clerk)
- 39 Non-human merchant (dwarf, elf, halfling, gnome)
- 40 Children playing
- 41 Street vendor
- 42 Noble funeral procession, led by cleric level 4-7

- 43 Craftsmen arguing quietly
- 44 City Watch, patrol of 4
- 45 Townspeople engaged in gossip
- 46 Journeyman in the livery of a guild, taking a nap
- 47 Servant running an errand
- 48 Hard currency girls
- 49 4-5 human porters carrying goods
- 50 Old man with book under his arm (perhaps a sage or mage, or merely an accountant or moneylender)
- 51 1-4 Beggars (20% thief level 1-4)
- 52 Small children, playing with dogs
- 53 Orator, speaking well of the dead
- 54 City Watch, patrol of 4
- 55 Innocent bystander (10% thief level 2-8)
- 56 Obvious tourists from the hinterlands
- 57 Workers on a break
- 58 Political speaker with crowd
- 59 Cleric (levels 1-6) with group of followers
- 60 Foreign merchant
- 61 Concerned citizen
- 62 Single young woman
- 63 City Guard, 12 soldiers
- 64 Trotting cart without passengers
- 65 Quiet cryer handing out pamphlets for a tavern
- 66 Unremarkable messenger
- 67 Mourners en route to a tomb
- 68 Carriage with drawn curtains and livery of a noble house
- 69 Workers refinishing the surface of a building
- 70 Dungsweepers
- 71 Children writing graffiti on a wall
- 72 Two merchants haggling
- 73 Old coot, taking a nap
- 74 City Watch, patrol of 4
- 75 Tourists from the hinterlands
- 76 Innocent bystanders
- 77 Messenger wearing the device of a guild
- 78 Young couple oblivious to the world
- 79 Two young men in a loud, angry discussion
- 80 Funeral procession, led by cleric level 1-3
- 89 Bearers carrying large cloth burdens
- 90 Messenger scanning the crowd for some particular person
- 91 Minor, harried official
- 92 Two old men playing cards
- 93 Shady individual
- 94 Innocent bystander
- 95 City Watch, patrol of 4
- 96 Old man eating
- 97 Young man with bulky object, looking over his shoulder
- 98 Obvious tourists with guide
- 99 Dog
- 100 Flying creature (hippogriff, griffon, pegasus, flying



- carpet, etc.)
- 101 City Watch, patrol of 4
 - 102 2-3 men dressed in black
 - 103 Hard currency girls
 - 104 Young toughs
 - 105 Monster encounter
 - 105 Gang of low level (-3) thieves looking for an easy mugging
 - 106 Young lovers making a night-time rendezvous
 - 107 Cleric (level 2-8)
 - 108 City Watch, patrol of 4
 - 109 Magic-user (level 1-8) hustling to make an appointment
 - 110 Monster encounter
 - 111 Young vandals
 - 112 5-7 men dressed in black
 - 113 Hard currency girls
 - 114 Lone adventurer, sleeping (20% chance dead)
 - 115 Courting lovers
 - 116 Carriage with drawn curtains
 - 117 Monster encounter
 - 118 Townsperson buying something from a thief
 - 119 Drunken foreigner
 - 120 Monster encounter

Notes:

Most of the above are fairly self-explanatory, in particular since they are to provide "local color" for other encounters and player character actions. A few need further explanation below:

CITY GUARD: The "army" of Waterdeep, its members are 2d level fighters, wearing scale mail and shield (AC 5), armed with long swords, daggers, and darts laced with a paralytic agent (save against poison or be paralyzed 1-4 turns). Guard parties in Waterdeep usually have a leader (Sergeant) of 5th level.

CITY WATCH: Usually found in patrols of 4, consisting of two 1st level patrolmen, one armar (Sergeant) of 2d level, and one civilar (Captain) of 3d level or higher. They are garbed in leather armor of green, black, and gold (AC 7). They carry stout rods of heavy wood (clubs in combat), daggers, and short swords.

INNOCENT BYSTANDERS: Common townfolk without special ability, rank, or immediate purpose. Can be male or female, native or foreign, or of any race. They will tend to "not get involved" with any disturbance, and flee if directly threatened.

CONCERNED CITIZENS: These are like Innocent Bystanders, but if they witness any crimes or wrongdoing, will immediately try to summon the authorities, will lend aid to the

wounded, and otherwise help, unless this endangers their own lives. In cases of conflict, they will serve as witnesses.

TROTTING CARTS: A trotting cart is a two-wheeled carriage similar to the Earth's rickshaw, which carries up to two people comfortably. The carts are operated by the Fellowship of Carters and Coachmen, and cost 1 cp to travel anywhere in the city.

DUNGSWEEPERS: Streetcleaners, members of the Dungsweepers' Guild. They wear caps with orange and red feathers as badges of their craft. They carry brooms, shovels, rakes, and other instruments of destruction.

CRYERS: Cryers are the chief method of advertising and announcement in the Realms. Those for particular establishments declare the fineness of the product or services, while those for the city itself note some upcoming festival or important local news (a fine way of passing along information in the campaign). Cryers for noble families announce weddings, funerals, and births.

LAMPLIGHTERS: Only found in the city after dark, these are members of the Guild of Chandlers and Lamplighters, noted by their black caps with a golden flame device on either side. Their job is to light and maintain the various iron-posted lamp bowls around the city. For a small gratuity they will also serve as guides through the city at night, providing light for travelers in need. If attacked, or threatened, they will flee, as most of the guild is quite young.

NOBLE IN PORTAGE CHAIR: Portage chairs are wheel-less litters carried by 2 or 4 servants, and are the travel medium of choice of older nobility and those unwilling to walk through the streets. A two-person chair carries one passenger, while a four-person chair carries four. House Hothemer has a portage chair carried by two ogres, which carries two normal-size passengers, or the rather portly Malas Hothemer.

HARD CURRENCY GIRLS: Soiled doves. Ladies of the evening. Dance-hall girls with hearts of gold.

RUFFIANS and THUGS of various descriptions: Treat as 1st or 2d level fighters (50% chance each) armed with short swords, daggers, saps, and/or cudgel-like clubs.

MONSTER ENCOUNTERS: See page 25

CREATING STATS AND BACKGROUND FOR "SCENIC CHARACTERS"

These "scenic characters" are not intended to have deep involvements or long combats with the player characters, but there is always the chance that some interplay will occur. A thief may decide that an NPC noble looks a particularly inviting target for his pick-pocket skills, or a paranoid PC fighter may think that those figures lurking in the shadows may be waiting for him.

Wizards, clerics, and other PC types have a level listing with their entry. Other characters encountered can use the table below.

% Roll	Level
01-90	0-level townspeople (1-6 hit points)
91-97	1-6 level character class (of type below)
98-00	1-10 level character class (of type below)

Classes for special townspeople encounters

% Roll	Character Class and Notes
01-40	Fighter (+1 to hit from strength)
41-50	Cleric
51-70	Magic-User
71-00	Thief (+1 to AC from Dexterity)

Armor class is normally determined by description: those listed as Mercenaries will have heavier armor than those entries listed as Merchants.

Finally, there is a 60% chance that a special character will have a magical item of some type conforming to his class, and a 40% chance that having one, he will have a second. These items will be chosen by the DM for the encounter from the magic lists (no random rolls) with the following criteria:

- 1) The items are easily concealed or normal looking for that character type (a mercenary may have magical plate mail, but a merchant, on whom it would look decidedly different, would not).
- 2) The item should be one the DM is familiar with (shy away from items that require a lot of research, have a number of options, and need a lot of cross-checking).
- 3) The item should be one that the DM is prepared to let fall into the hands of the PC without unbalancing play. ("Look, Phred, the magic-user had a *sphere of annihilation* in his pocket. Lucky us!")

Looking for People

When looking for a particular type of character (merchant, trotting cart, errand-runner, rich noble), there is a 10% chance that "type" is readily available. If a thief PC sits in front of a bar, looking for a rich "mark", or a newly-robbed fighter comes barreling into the street looking for the Watch, there is a 10% chance that the rich "mark" or the Watch is within hailing distance.

If the PC stays in one place, there is a 10% chance per turn that the type of individual being sought will saunter by. If the character "goes looking" out on the streets (and takes a chance with encounters), this rises to 20% per turn.

Characters can never go searching for Monster Encounters. They are not that cooperative.

Random Encounters in The City

Random encounters differ from the "Street Scenes" in a number of ways. First, the street scenes are window dressing, which the player characters can interact with, but are not required to respond to.

Two merchants arguing in the street is a slice of urbanized life, but not something that will bring the characters directly into conflict unless they so choose it.

City encounters can be defined in two types: friendly and unfriendly. A friendly encounter can be a character seeking a favor, greeting the player characters, offering them a drink, passing on information (even bad news) or other, general positive matters. Unfriendly encounters include, rowdies, drunks, bullies, characters of radically different alignments or attitudes, and all "Monster" encounters. Encounters that would be considered "Neutral", having no interest in the characters one way or the other, would be covered under the Street Scenes section. For example, a wizard who may actively befriend or hire the party would be an encounter, as would one attacking from out of the blue. A wizard from the street scenes would have no interest one way or the other with the PCs (though that may change depending on their actions towards him).

Typical Encounters

Roll 1d8 and 1d12 to generate a number between 2 and 20.

DAYTIME ENCOUNTERS

1 in 20 chance per hour on the streets

NIGHT-TIME ENCOUNTERS

1 in 10 chance per hour on the streets

Roll	Encounter
2	Monster Encounter
3	Unfriendly Fighter (levels 11-20)
4	Unfriendly Cleric (levels 11-20)
5	Unfriendly Thief (levels 1-10)
6	Friendly Paladin (levels 1-10)*
7	Friendly Cleric (levels 1-10)
8	Unfriendly Nobleman
9	Friendly Merchant (selling wares)
10	City Watch
11	Friendly Drunk
12	Friendly Street Vendor
13	Friendly City Official
14	Unfriendly City Official*
15	Unfriendly Drunk
16	Unfriendly Cleric (levels 1-10)
17	Unfriendly Magic-User (levels 1-10)
18	Unfriendly Thief (levels 11-20)
19	Unfriendly Wizard (levels 11-20)
20	Monster Encounter*

* = Monster Encounter if at night

Listing of Encounter Frequency

COMMON

Friendly non-player character classes
The Watch, Guard, or local militia (looking for one felon or another)

UNCOMMON

Unfriendly non-player characters
Friendly player character types, levels 1-10
Monster encounter at night

RARE

Unfriendly player character types, levels 1-10



Friendly player character sub-class types, levels 1-10
 Friendly player character types, levels 10-20

VERY RARE

Unfriendly player character sub-class types, levels 1-20
 Unfriendly player character class types, levels 11-20
 Monster encounters during the day

Unique individuals—NPCs such as Piergeiron, Mirt, or other notable personalities of the Realms. Many are detailed in FR1, Waterdeep and the North, and are not repeated here, nor are they added to our “typical table.” It should be noted that the chances of encountering the Lord of Waterdeep, Piergeiron Paladinson, is equivalent to having a monster encounter in the middle of the Way of the Dragon at noon!

Friendly or unfriendly character class encounters have a 40% chance of being individuals, otherwise having 1-10 comrades readily available for a fight. These comrades can be of the same class as the individual (30% chance) of general 3d level, or be merely ruffians and brigands (fighters or thieves, your choice), of 2d level the rest of the time.

MONSTER ENCOUNTERS

- 2 1-2 Doppelgangers
- 3 1-2 Spectres
- 4 1-3 Will-O-Wisps
- 5 1-10 Mongrelmen
- 6 1-4 Weretigers
- 7 1-3 Wraiths
- 8 1-2 Wights
- 9 1-4 Wererats
- 10 2-8 Unfriendly fighters (levels 1-6)
- 11 2-8 Unfriendly thieves (levels 1-6)
- 12 Drunken mercenary (level 1-10)
- 13 2-12 Wild dogs
- 14 2-5 Werewolves
- 15 2-5 Ghouls
- 16 2-5 Ghouls led by a ghast
- 17 1 Foxwoman
- 18 1-3 Gargoyles
- 19 1-2 Ghosts
- 20 1-2 Vampires

Note most houses in Waterdeep (at least the stone ones) are made with a mortar that prevents magical entrance, and backed up by clerical wards (enhanced yearly by the local temples at a reasonable fee) to deter all but the most determined monsters and undead. No protection is perfect, however, and anyone who has gone out of his or her way to offend the undead natives of Waterdeep may awaken one evening with said creature standing at the foot of his or her bed.

Monster Frequency in City

COMMON

- Unfriendly thieves (level 1-6)
- Unfriendly fighters (level 1-6)
- Unfriendly clerics (level 1-6)
- Unfriendly Magic-Users (level 1-6)
- Drunken NPC types—likely loud and hostile
- Wererats
- Wild dogs
- Giant rats

- Orcs (bands of less than 10)
- Bats, common
- Bats, giant
- Raven, ordinary
- Raven, huge
- Rats, ordinary

Unfriendly character classes will be of the “shoot first, loot later” variety. They may attack for a number of reasons: money (thieves), possible magical items (mages), sacrifices (clerics), or general maliciousness (any of the above).

UNCOMMON

- Wights Troglodytes
- Wraiths Dark Elves
- Werewolves Giants, hill and frost
- Ghouls Ogres
- Wereboars Kobolds
- Wearbears Ores (bands of 20-40)
- Ape, carnivorous Mermen
- Centipedes, giant Minotaurs
- Raven, giant

RARE

- Will-O-Wisps Carrion crawlers
- Mongrelmen Bugbears
- Weretigers Weasels, giant
- Foxwomen Seawolf (greater or lesser)
- Wereshark Lizard men
- Gargoyles Giants, all others
- Brownies Shadows
- Kenku

VERY RARE

- Ghosts Mind flayers (illithids)
- Trolls Doppelgangers
- Rakshasa Drelb
- Vampires All giant spiders
- Medusae Spectres
- Otyugh or neo-otyugh (gulguthra)

Mummies

- Margoyles
- Demons, devils, daemons, modrons, devas, and other powerful extradimensional creatures

All other monsters (Note that particularly large and/or destructive creatures such as liches, dragons, wyverns, and the like will bring out the Guard, the Watch, and most available adventurers in a determined effort to locate them. The sighting of a beholder on the docks of Waterdeep three winters ago resulted in four weeks of turmoil, at the end of which it was determined that the entire affair was a hoax. Such encounters do occur in Waterdeep, as the bulk of the Undermountain is still unexplored, but they are very, very rare.)

RECURRENT SITUATIONS

One handy device for DMs running city encounters is to create a stable of recurrent NPC situations. This “supporting cast” can appear throughout a party’s stay in a city, giving the setting a sense of continuity, and also as a jumping-off place for further adventures. These recurrent situations can be used as comic relief, as a delaying device to slow down player characters, or if a full-blown encounter would slow down play too much. Care should be taken not to overuse such “schticks”—they are provided solely for entertainment, and should not outweigh the player character’s own adventures.

Some useful tricks and schticks to use in Waterdeep include:

THE KNOWLEDGABLE STREET VENDOR: This bit of local color is often heard before he is seen, pushing his cart through the cobblestone streets of Waterdeep, bellowing at the top of his lungs, “CRAN-BERRIES! BREAD-FRUIT! GET YUIR RRRRADDISHES!” The street vendor peddles whatever fruit and vegetables he can get his hands on. More importantly, he is a gossip-monger of the first water, and knows most of the business of the day in Waterdeep. This makes him an excellent guide, as he can point the characters in the right direction. (“Oh, its outfitting a caravan you want? Have you tried the Gentle Rest stables for your mounts? Good prices, but the previous owners might not know they’re gone yet!”) The street vendor has a great deal of street-level knowledge, which he will be all-too-willing to pass onto others. If the characters become friendly with him, he will take their association as a close one, hailing them from across busy streets so all know they are around, and telling everyone else how great a fighter (cleric/mage, etc.) a particular PC is.

THE RAGGEDY PRIEST: A low-level (3d or 4th) cleric of some minor saint or lesser-known religion (perhaps one bordering on a cult), this poorly-dressed individual is out looking for believers. He acts like he has been hit by a *feblemind* spell one time too many,

and maintains a non-stop torrent of catch-phrases, sayings, and religious proverbs (not all of them being appropriate for the moment). The DM can leave him in the crowd as a speaker haranguing the citizenry to straighten up, fly right, and engage in a regular program of dental hygiene. Or, the DM can be cruel and choose one of the PCs as a potential apostle or would-be convert. Who knows, in a few years the raggedy priest’s faith could have its own temple in Waterdeep.

THE OFFICIAL: A nuisance encounter, this is a by-the-book low-level official of the city government who, given the time, will make an individual’s life miserable with a continual barrage of petty complaints ranging from littering to failure to keep a weapon peace-bonded. He will write citations in unreadable handwriting, the only legible part being the amount charged (never more than 10 gp). Surprisingly, the Official gives all of the money he collects to the City Government, and is recognized as a full-fledged arm of its collection bureau. Play him for comic relief, or to infuriate that chaotic-aligned player character. Try to avoid getting him killed; it may be wise to keep a detachment of the Watch nearby.

THE DRUNKEN GIANTS: This should start with a night encounter, where the party runs into a gang of 3-5 (depending on the strength of the PCs) hill giants, drunk beyond belief, bellowing at the top of their lungs. They have large, semi-full kegs under their arms, which they can hurl as boulders if need be. The largest one challenges a PC to a “fair fight” (no weapons or magic, use the Unarmed Combat Tables in *Unearthed Arcana*). Losing to the giant will result in a few lost hit points and damaged pride (the giant will be cautious not to kill a PC in town), while beating him will result in the others immediately adopting the PC as a member of their band and insisting that he or she come along to join them. Giants are very rarely seen in Waterdeep—these are the bodyguards of a young

giant princeling, who is in town engaged in careful negotiation about setting up civilized ties between the city and his people’s fortress-villa. Killing the giants would result in a diplomatic incident (*speak with dead* spells would reveal the killers), and punishment would be swift (paying to raise the dead, plus a mission to aid the giants). The hill giants mean no harm, and are friendlier than their wilder brothers to the north. The bodyguard only gets to carouse when the princeling has gone to bed, and so they will be seen over the next month or two on the streets, or singing lusty songs in various bars.

THE SAGA OF JANSZOBUR: Janszobur is described in full on page 52 of *FRI, Waterdeep and the North*. He is a 4th level barbarian of the Snow Cat Nomads, who is on a quest to find a warrior-priestess who will (legend says) lead his people to greatness. He is relentless (if slightly inebriated) in his quest, and will try to enlist the PCs in his aid. Of course, his approach is to break down available doors, looking for his “War Queen.” If the DM wishes to pursue the matter fully, Janszobur may find his War Queen among the PCs, or with the PCs help. Travel to his peoples camp should be long and dangerous, and capped with a “trial of worthiness”—battle with some beast such as a remorhaz.

THE DANCING BEAR: Another street entertainer, this time an accordion-player with a dancing bear. The pair are usually seen, squealing and dancing, as passers-by toss them money. They will seek to step into any situation where wrong-doing seems to be occurring, and will summon the Watch if things go badly. Elestar, the accordion player, seems very capable and his bear, Hansel, incredibly intelligent, able to understand human speech. This is because Elestar is a 10th level ranger, and Hansel his friend and ally, a werebear. Do not let the players in on this, but the pair may provide a service as “guardian angels” for PCs who are in situations over their heads.

PICKING POCKETS

Short Version

Occasionally PCs will find it in their interest to check out what is in the pockets of a non-player character. This is often the result of removing their belonging from pockets, cutting purse-strings, or checking the bodies of the unconscious or deceased.

Most NPCs will have 1-6 items from the table below. Add 1 to the die roll for NPCs found in the North and Sea Wards, subtract 1 from the die roll for those in the Dock Ward (even most nobles know not to carry their life-savings in this rough neighborhood).

% Roll	Item
01-80	Common Item (Subtable A)
81-95	Valuable (Subtable B)
96-00	Special

Common Items (DM may add or delete from the list as he sees fit, given the area of the encounter).

01-05	Dagger
06-08	Single Key
09-11	Comb
12-13	Brush
14-15	Blank Parchment
16-18	Waterskin
19-24	Laundry Ticket
25-35	Food
36-39	Holy Symbol or "Lucky charm"
40-41	Pieces of Chalk
41-44	Toy (Dice, ball and jacks, etc)
45-48	Small flute or musical instrument
49-52	Talis Deck (playing cards)
53-56	Soap (Bar or in a pot)
57-58	Perfume or Cologne (in potion vial)
59-60	1-8 Needles
61-64	Tobacco and pipe
65-66	Ink in vial
67-68	Spectacles or Magnifier
69-72	Printed Hand-out, badly smudged
73-80	Knife
81-85	Soft cap or hat
86-88	1-4 Darts
89-94	Handkerchief
95-96	Note with unimportant writing (The DM may use this as a red herring to distract PCs or lead them into new adventures)
97-00	Thieftrap—Small mousetrap-like device, cost 10 gp, placed in pocket to catch fingers of the casual thief (unless traps are correctly detected for). 1 point damage, and thief is immediately detected.

Valuable Items

% Roll	Item
01-08	1-6 cp
08-16	Above and 1-6 gp
17-23	Above and 1-6 gp
24-29	Above and 1-6 ep
30-34	Above and 1-6 pp
35-37	Gem worth 100-600 gp
38-39	Jewelry worth 200-800 gp
40-41	Key Ring of 2-20 keys, one of which is a skeleton key (10% working on locked doors)
42-50	Small sack of 50 gp
51-52	Small sack of 50 pp

53-63	1-4 10 gp Trade Bars
64-70	1-6 25 gp Trade Bars
71-74	1-3 50 gp Trade Bars
75-86	1-10 Toals (2 gp coin of Waterdeep)
87-90	1-6 Harbor Moon (50 gp coin of Waterdeep)
91-94	1-4 Iron Trade Bars (5 gp trade bar of Mirabar)
95-96	1-6 Electrum Moons (1 ep coin of Silverymoon)
97-98	Valuable message
99-00	Small non-magical book

SPECIAL ITEMS

These are selected solely by the DM, and include treasure maps, important messages or information, and magical items. They will be often trapped, warded, or otherwise protected from theft. A *gem of seeing* for example, may be in a small locked box with a *magic mouth* placed upon it, programmed to shout "Thief!" if anyone but the owner touches it.

Picking Pockets—Long Version

The following tables should be used for predetermined characters, or in situations where a large-scale delineation will not slow down play. Note that many items here may proved to be useful in a combat or thieving situation. THIS IS NOT a treasure table, to be rolled after the combat is resolved, but should be used BEFORE character action.

Decide which of these categories the potential victim(s) in question belong to:

- Merchant
- Craftsman
- Laborer
- Mercenary
- Warrior
- Farmer
- Errand-runner
- Knave
- Noble
- Beggar

Each of these categories is briefly described hereafter, and for each the combination of tables to roll on is given. DMs should roll twice or more on each table, or choose specific items from the tables.

Merchant: including all independent operators engaged in trade and commerce, including moneylenders and-moneychangers, ferrymen, and tavernmasters. It does not include craftsmen (see below).

Craftsman: Craftsmen and women are those who earn a living by skilled handiwork of some sort, independently or in the service of another. This includes smiths, coopers, harness-makers, tanners, potters, carpenters, masons, wood carvers, wagon-makers, and magic-users.

Laborer: This category takes in all presently-employed individuals who earn a living by the strength of their bodies, performing some unskilled or routine task not requiring complex training. This includes miners, farmhands, dock men, and all other loaders and unloaders of goods, and those who dig graves, pits, trenches, and the like.

Mercenary: This category includes all hireswords, those independents who fight for the pay of any master rather than in the continuous service of only one. Mercenaries are generally better fighters than warriors (see below) but are almost always more poorly equipped. This category includes caravan guards; caravan masters are usually considered as merchants (see above) for belongings and warriors (see below) for armor and



weaponry.

Warrior: This category includes men-at-arms, the watch, and guards, sworn to the service of an individual, family, or guild. The bodyguards of nobles and other important personages fall into this category.

Farmer: This category includes all who independently (or, for a fee, working the land of another absent individual) earn their living by raising produce on the land. Farmhands are considered laborers (see above); their masters are farmers. This category includes independent drovers and herdsman.

Errand-Runner: This category includes messengers, servants, and the apprentices and assistants to all the above categories; they are generally younger and less well-trained than their masters/employers.

Knave: This catch-all category includes jobless persons: hangers-on, roustabouts, street youths, ruffians, thugs, and thieves, the “rabble” of any settlement.

Noble: This category includes gentry, envoys and dignitaries of churches, (including clerics) guilds, and state, and visiting VIPs. The actual wealth, dress, or even presence of this category at all will vary according to your world and the specific location; it is suggested that the DM make deliberate selections from tables rather than rolling randomly.

Beggar: This category includes diseased (e.g., with leprosy) and disabled persons, those forced to beg. (Able-bodied, sham beggars should be considered as knaves.)

Master Chart: Tables for each class

Merchant: Tables B,H,J,K, and I

If traveling overland or part of caravan: Add D and F

Craftsman: Tables A,E,G,J, and K

If traveling overland or part of caravan: Add D and F

Laborer: Tables A, E, and I

If traveling overland or part of caravan: Add D,G, and K

Mercenary: Tables A,C,D,G, and K

If traveling overland or part of caravan: Add F and H

Warrior: Tables B,C,D,G, and K

If traveling overland or part of caravan: Add F and I

Farmer: Tables A,D, and J

If traveling overland, add F,G, and K

If encountered home on the farm, add E and I

Errand-

Runner: Tables A (B if applicable), D,E,G,J, and K

If at home add E and I

Knave: Tables A,D,K, and G (if applicable)

Noble: Tables B,D,F,H,K; I and J at DM’s option—choose from these tables as opposed to rolling randomly

Beggar: A,D,G, and K, Table I at DM’s option

TABLE A: Garments, Everyday

Roll once on each subtable. For well-to-do individuals, roll twice on sub-

tables 1 and 3. Beggars and knaves roll on subtable 2 at + 2 on rolls (consider scores of 9 and 10 as 7 and 8).

Subtable 1 (1d6) General Dress

1. Cloak w/hood
2. Robe (or long skirt for women)
3. Tunic & hose
4. Tunic & breeches
5. Surcoat or overtunic
6. Smock

Subtable 2 (1d8) General Footgear

1. High, hard boots,
2. Low, hard shoes
3. High, soft boots
4. Low, soft shoes
5. Slippers
6. Clogs
- 7-8. Cloth-wraps (strips of cloth tied and twisted around calves and feet)

Subtable 3 (1d10) General Accessories

1. Belt, leather
2. Cap, felt
3. Cap, leather
4. Hat, woven straw
5. Purse on straps
6. Satchel, leather, w/drawstrings
7. Pouch, leather, w/wooden toggle fastening
8. Girdle, broad (fitted cummerbund belt)
9. Apron
10. Headscarf

TABLE B: Garments, Fine

Roll on all subtables as applicable (that is, don’t roll for male garb for women, or female gear for men).

Subtable 1: (1d20) Male Garb

1. Doublet & hose (fitted)
2. Cotehardie (fitted tunic w/short, flared sleeves), worn over long sleeved jupon, and hose
3. Short gown with voluminous bagpipe sleeves, and hose
4. Tunic and breeches
5. Doublet and hose, with leggings
6. Pantaloons
7. Surcoat (sleeveless and long, with matching shield-cover, if shield is borne)
8. Gorget (throat-plate) of silver set with gems
9. Chaperon (hood with dangling end to wrap around face or neck in cold or wet)
10. Roundlet (large, frilled cloth hat, worn over cap)
11. Coif (bonnet with chin strap)
12. Hood (covers neck, shoulders, and head; cutout for face)
13. Hat (beaver hat, conical but rounded, with turned-up brim)
14. Cloak, dagged (ragged edges, cut in repeating patterns with tassels or cords)
15. Belt, jewelled, with three strands and filigreed buckle; one strand is long and dangles from the front)
16. Harness (shoulder to waist ornamental strap with bells strung on it)
17. Houppelande (male version; surcoat with bell-shaped sleeves), worn over long-sleeved doublet
18. Robes; two or three worn one over the other, outermost with ornamental sleeves (dangling empty)
19. Breeches, cross-gartered, with jerkin



20. Sash and breeches, with bell-sleeved shirt

Subtable 2: (1d6) Male Footgear

1. Walking boots (heavy leather, with heels) or buskins
2. Shoes, pointed and bejewelled
3. Shoes with very long points, turned up with gold or silver knee-to-point chains
4. Bucket-topped boots, ornamented
5. Riding boots; thigh-high and of soft leather
6. Slippers, embroidered

Subtable 3: Female Garb

1. Cote/cotte/cotehardie (fitted tunic), worn over skirts
2. Bliaut (finely-pleated overdress, with embroidered neck, sleeves, and hem), worn over plain cotte
3. Houppelande (large, trailing skirt), worn with kirtle (a silken undergown)
4. Surcoat (overgown) with tippets (strips of fur or cloth hanging from elbows), worn over chemise
5. Gown (stola), worn with fine linen under-trousers, and mantle (a fitted cloak)
6. Embroidered, close-cut mock version of man's clothing

Subtable 4: Female Accessories (1d20)

Roll or select 2-3 items from the list.

1. Shawl
2. Gloves
3. Scarf
4. Hair-ribbon
5. Frontlet; richly embroidered bodice
6. Girdle, jewelled and studded with gold
7. Walking-stick, of apple-wood, with silver bird, flower, or heraldic device on top
8. Mantel (fitted cloak) with jewelled breast clasp
9. Sleeves (separate from dress); bejewelled, puffed, and slashed
10. Purse (amoniere) with needlework, attached to girdle
11. Garter or anklet, bejewelled
12. Bracelet; gold filigree with gems
13. Earrings; gold with gems
14. Necklace; gold chain with gems and ornaments of precious metals
15. Ring(s), gold and/or silver, set with gems
16. Tussoire (clasp and chain which hangs from girdle to hold one side of long gown up, for walking with ease)
17. Mask or face-veil
18. Pendant; large gem on chain
19. Pectoral; necklace with plates of ivory, silver, polished abalone, or obsidian joined with filigree wire, and trimmed with hanging gems
20. Eyepatch, bejewelled and with trim of tiny teardrop rock crystal gems

Subtable 5: (1d4) Female Footgear

1. Sandals
2. Slippers
3. Pattens (ornamental wooden clogs, worn with slippers or boots)
4. Boots

Subtable 6: (1d20) Female Headgear

1. Cirlet, gold
2. Hennin (long, conical steeple hat with lappets, dangling head ribbon, and veil, drapery hanging from point of hennin)
3. Wimple and veil
4. Gable headpiece (brocade, gem-encrusted cap with gable-like flaring side points)
5. Caul (hair net with diadem and silk draperies)

6. Crispine (gold-thread circular hair net)
7. Gorget (linen wrapped around head and neck, to frame face)
8. Escoffion (two-horned headdress with veil)
9. Diadem; jewelled head-band
10. Hood (of parchment, stiffened and painted, adorned with cloth or silk)
11. Liripipe (later form: throat scarf covering chin to shoulders, like an all-the-way-around stand-up collar)
12. Bonnet, linen, pleated and embroidered, with tassels
13. Fur cap
14. Tiara, of wire filigree studded with gems (e.g., rose quartz, emerald, or carbuncle)
15. Headscarf, of green, flame-orange, white, or red silk
16. Soft hat, trimmed with gems, fur, and feathers
17. Cap-of-coins, strung on wire
18. Bucket-hat of black velvet, with trailing ribbons
19. Cockscomb of wire filigree trimmed with feathers
20. Hawk-head mask of felt painted and trimmed with feathers, gems for eyes, etc., to resemble real bird perched on head of wearer (bill forming prow of brim), plumage shielding head and tail trailing out behind; various other birds possible

Subtable 7: Possible fabrics for fine garments

Choose from those available.

Cloth of gold	Used by royalty or titled nobles only
Sable fur	Used by royalty or titled nobles only
Camlet	Made from camel's hair; heavy and expensive
Cloth of silver	
Silk, sheer	Gauzy, fine, translucent
Samite	Thick silk
Moire	Stiff, water-marked silk
Satin	Sheen-finished, fine silk
Velvet	Silk cut so as to have nap
Brocade	Silk woven in contrasting colors and textures
Damask	Linen or cotton, with pattern in weave
Linen	
Tisshew	Gauzy linen weave
Wool	Heavy-work; warm, mainly used for outergarments
Keyrse	Very fine wool, like a veil
Musterddevyls	Greyish, soft wool

TABLE C: Harness (body armor)

Roll once on Table 1 and twice on Table 2. (Warriors roll three times on Table 2, and re-roll any results below 56 on Table 1.)

Subtable 1 (d100) Armor

- 01-20 Leather jerkin (only)
- 21-35 Leather armor
- 36-44 Padded armor
- 45-55 Studded leather
- 56-60 Ring mail
- 61-70 Scale mail
- 71-83 Chain mail
- 84-89 Splint mail
- 90-94 Banded mail
- 95-99 Plate mail
- 00 Field Plate Armor

Subtable 2 (other protection)

- 01-33 High, hard boots, with armored insteps
- 34-50 Skullcap or sallet (metal cap)
- 51-58 Helm with visor
- 59-65 Gauntlets
- 66-89 Shield



90-00 Buckler

TABLE D: Personal Belongings

Characters using this table will always have a leather backpack, canvas dunny-bag, muslin sack, leather pouch and satchel, or the like, and:

% Roll Items

01-25	Skin of water and food
26-35	Skin of wine and food
36-40	Earthen jug of milk, wrapped in skin, tied in leather thong
41	Ink, vial
42	Parchment, 1-6 scrips
43-44	Quills (for pens)
45-47	Pipe and pouch of tobacco
48-50	Tapers, 1-6
51-53	Candlestick, traveler's
54-64	Candles, 1-3, tallow
65-75	Tinder box or flint & steel
76-78	Drinking jack (hollow-horn drinking cup)
79-81	Mirror (small metal hand-held type) and comb
82-87	Bowl, wooden
88-92	Lamp
93-96	Lamp oil in flask
97	Symbol, holy, wooden (iron or silver possible), or lucky keep-sake
98-99	Thieftrap (see description in "Short Version")
00	Family treasure: valuable piece of jewelry, minor magical item (e.g., <i>Quaal's feather token</i>), treasure map, or the like, well-hidden)

TABLE E: Tools

Pick deliberately for craftsmen. Otherwise, roll three times on the table, re-rolling when the result is inappropriate. Parenthetical remarks refer to the items' use in combat to hit and inflict damage.

% Roll Tool

01-11	Mallet, wooden (as Hammer)
12-18	Chisel(s), (1-4) with canvas satchel (as Darts)
19-23	Sickle, draw-knife, or coracle (as Knife)
24-27	Hammer (as Hammer)
28-33	Iron nails, bag of 20-50
34-37	Spike(s) (1-12), iron, large (as Darts)
38-40	Wedges, iron, 1-3
41-45	Chain, 1-3 12'-lengths (in leather pack) (as Morning Star)
46-48	Tongs, iron (as Club)
49	Anvil iron
50	Pincers, iron (as Club)
51	Saw (differing sizes, from jeweller's to cross-cut 2-man wood-cutters') (as Club)
52-57	Bar, iron (as Morning Star)
58-62	Shovel (as Quarter Staff)
63-64	Whetstone
65	Oil, non-flammable lubricant, in glass or clay vial, wrapped in leather
66-70	Rags, 1-6
71-75	Sack, heavy canvas (1-2)
76-77	Sack, muslin (1-4)
78-82	Tarpaulin, canvas
83	Twine, ball (50'-90')
84	Scissors, iron (rarely, of gold or silver, or plated) (as Knife)
85	Buckle(s) or clasp(s) (1-8)
86-87	Leather thongs, 1-12
88-89	Leather straps
90	Awl or punch, iron, with wooden head (as Dart)

91	Ladder, wooden, 12'-20' in length
92-95	Poles, 10'
96-99	Measuring cord (knotted at regular intervals), usually 12'-20' in length
00	Chalk, 1-4 pieces

TABLE F: Traveling Goods and Gear

Follow the four steps below in the order given. Cargo (materials carried for trade) should be determined deliberately by the DM, and are not given here; Table J gives a random selection.

1. Choose afoot (or afloat) and alone, or using beasts of burden: mules, horses, oxen, camels, or others (e.g. yaks, dogs, reindeer; elephants, pack lizards).
2. Choose conveyance (or none): wagons, litters (covered cargo or passenger cubicle on poles, borne on shoulders of 2 or 4 men or beasts), travois (two poles with cargo lashed to them, and between them—poles and ground form triangular shape—dragged behind men or beasts of burden), sledges or sleighs (dragged behind teams of men or beasts; best in snow).
3. Tack if beasts used (select): saddles, saddle blankets, saddle bags, bridles, nosebags (feedbags), leading reins, whips, hobbles, harness, barding (beast armor). If beasts of burden are not used, tack will include sacks, ropes, tumplines (leather straps, circular, go around heavy load and forehead of carrier, load carried on back).
4. Accoutrements:

% Roll Item

01-20	Tent(s)
21-26	Stakes, wooden
27-35	Rope, 1-4 50' long coils
36	Pennants(s)
37-45	Bundle(s) of firewood
46	Chopping block
47-55	Torches, 1-20
56-75	Water, 2-12 costrels (small leather "barrels" with shoulder straps and central neck), or 1-6 wooden barrels (in wagon)
76-80	Maps (trade routes, surrounding lands); usually scratched or burned on leather hides, rolled and stored in leather bags
81-86	Poles (for tents, probing rivers for ford-footing, erecting fences and tripods)
87-89	Snares, wire, and spring-jaws (for game and protection against intruders)
90-94	Stew cauldrons(s), cast iron (1-2)
95-97	Lamp oil in small wooden barrel(s) (1-2)
98-99	Skillet(s), cast iron
00	Spare wheel(s) for wagons/spare poles for litters and travois/spare runners for sledges, spare horseshoes, etc.

TABLE G: Carried Coinage (Everyday monies)

Money carried in pouch, money belt, or purse

% Roll	Amount
01-04	6 cp
05-18	3 cp, 1 sp
19-26	11 cp, 1 sp
27-36	6 cp, 2 sp
37-44	15 cp, 4 sp, 1 ep
45-51	2 cp, 3 sp, 2 ep
52-58	4 cp, 6 sp, 1 gp
59-65	1 cp, 3 sp 5 ep
66-71	2 cp, 4 sp, 2 gp
72-77	1 sp, 4 ep, 1 gp
78-82	2 cp, 2 sp, 4 ep, 3 gp
83-86	3 cp, 6 sp, 4 ep, 3 gp
87-90	4 sp, 1 ep, 4 gp



91-93	3 sp, 15 gp
94-96	3 sp, 3 ep, 6 gp
97-98	1 cp, 2 sp, 4 ep, 9 ep
99-00	3 sp, 11 gp

TABLE H: Wealth

Choose from list according to situation. Roll randomly if large caravan, or family hoard, or thieves' spoils/mercenaries' plunder. Wealth can be the life savings of a traveler or displaced person, cash carried by a person often engaged in commerce, or items worn or carried by rich persons.

% Roll	Amount or Item(s)
01-20	Bars, silver (3-60), each of 25 gp value
21-30	Bars, gold (448), each of 100 gp value
31-45	Chest (iron-bound), of 250 gp
46-55	Chest (iron) of 500 gp
56-65	Chest of 500 sp
66-70	Coffer of 50 pp
71-75	Casket, of delicately carved ivory (value: 20 gp) of 100 cabochon-cut star rose quartz stones (value of each: 50 gp) or at DM's option, another gem type (bloodstones, zircons, etc.)
76-86	Ring, gold, worked (value: 3 gp)
87-90	Ring, gold, set with a ruby (value: 1002 gp)
91	Ring, gold, set with a band of four emeralds (value: 4003 gp)
92	Plates (2-12), gold, inlaid with lapis lazuli, ivory, or turquoise (value, each: 25-100 gp)
93	Sack of 300 ep
94	Coffer of mixed jewelry (all pieces wrapped in velvet or silk), e.g. necklace of strung pink pearls, value: 8000 gp; silver gorget inset with a spiral of rubies: 12,000 gp; coronet of gold inlaid with diamonds, value: 50,000 gp; pectoral of silver with moonstones, value: 1000 gp
95-96	Religious statuettes, icons, and/or censers, bowls, candlesticks, holy symbols (usually of gold encrusted with precious metals and inlaid with precious stones; values vary, but usually 500 gp and up for each piece)
97	Furs and skins, 1-20, rare and exotic (e.g., bugbear, jaguar, lammasu, owlbear, black boar, giant lynx, dire wolf, etc.)
98	Chains, gold filigree, delicate (value: 25-100 gp) Gold chains vary in length, are usually joined to form a circlet, belt, headband and veil, or shoulder-mantle, but are too soft to constrict any but the smallest of creatures, hold up any weight, or fasten against any force.
99	Rare spices in gold, silver, and carved jade vials, 1-8 in number, value: 1-20 gp each (a vial of saffron is worth 40 gp)
00	Perfumes and scarce substances (e.g., ambergris), in silver and glass vials, 1-20 in number, value: 2 sp-5 gp each

TABLE I: Miscellaneous

Roll twice per person, or (preferably) choose deliberately from list. Personal items of value (marked thus: *) will typically be hidden (in lockets, boot heels, sewn in belt, cloak-hem, or hat).

% Roll	Item
01-05	Splint and/or sling
06-20	Rags/bandages/towels
21	Harp
22-24	Flute ("tin whistle")
25-28	Drum (stretched type leather thump or bongo type), or tambourine
29-36	Dice, pair (1d6)
37-43	*Pretty pebbles, 1-3, keepsakes (at DM's option, some may be

44-45	ornamental or semi-precious—cf. Gems, in DMG) Ball (rubber or leather stuffed with dried seeds) and jacks (brass, 3-14)
46-55	Cards
56	*Magic: spell scroll, information (item command word, being truename, wizard's name and location of abode, etc.), minor magical item
57	*Map: (to) treasure hoard, wizard's keep, sprite settlement, hidden pass, magical gates, and the like
58-60	Thread or wool, 1-6 balls
61-68	Pets (chipmunks, songbirds, snakes, ferrets, cats, dogs, monkeys, lizards, even beetles possible)
69-70	Doll or toy (ball, carved wooden soldiers or horses, etc.)
71-77	Basket, straw, or cane
78-80	Walking stick/cane/crutch
81-84	Soap tin clay or metal pot
85-86	Mask (ornamental—perhaps adorned with gems or filigree, feathers, and fur; or for concealment—black silk or tanned leather)
87-88	Toothpicks, wooden (for nobles: gold or electrum with jewelled heads)
89-91	Tea/coffee/cocoa/chicory/equivalent brewing-drink, dry ingredients, in earthen metal pot
92	*Book or ledger (perhaps magical)
93-94	*Legal deed, proclamation, heraldic grant-of-arms, (royal) commission, writ, letters-patent, or pass
95	Corpse (in shroud, casket, or bag) or memorial stone (borne in wagon, sledge, travois, or litter)
96	Cage (iron, wrought) for pets, captured animals, or prisoners (various sizes possible)
97-98	Needles (and/or pins), 1-8 in number, of bone, brass, iron, or wood
99-00	*Key(s), single on girdle-thong or neck chain, or ring of 1-20

TABLE J: Goods

These include the delivery of small finished pieces, samples, recent purchases, etc.)

% Roll	Item	Approximate Market Value of One Such Item
01-05	Glass jug(s), goblet(s), and/or bowl(s)	3 cp
06-15	Tobacco or snuff	1 cp
16-20	Pomander (ball) or perfume (vial) or incense stick(s)	1 gp
21-23	Brass censer or lamp	5 sp
24-25	Vellum, 1-4 hides stretched on wooden frames and scraped	1 gp
26-28	Inks, 1-8 glass vials, stoppered with corks and sealed with wax; all colors possible	6 sp for sepia; up to 2 gp/vial for gold; red is next most valuable
29-32	Clothing, fine (see Table A)	varies
33-34	Birds, pets, or live food creatures, in cages	varies (cage: 1 gp)
35-40	Copperware (bowls, trays, ewers, and pots)	varies (app. 5 gp)
41-43	Silver trays, cups, and pipkin (small dipping cup)	varies (app. 15 gp)



44-45	Carved wooden stools	2 cp
46	Statuette(s), carved ivory, jade, or obsidian	20-200 gp
47-53	Livestock	varies
54-55	Parchment, 1 ream (of 50 pages, in canvas bag-bound between two boards for protection)	2 gp
56-62	Wine, 3 gills (or "noggins"), glass bottles each held in wicker carrier	1 cp/gill to 2 gp/gill (varies with quality)
63-66	Knives, of iron with wooden handles	5 sp-1 gp
67-73	Candles, in bundles of 12 (scented and colored wax with untrimmed wicks)	1 sp/candle
74-77	Harness (for horse—or other creature at DM's option)	12 sp
78-82	Skewers, tongs, and pokers, wrought iron	1-6 sp
83-86	Herbs: Parsley, sage, garlic, rosemary, thyme, marjoram, mint, oregano, savory, etc. (sprig or leaves)	4 sp-2 gp/sprig (rare spices ten to twenty times as much; see Table H)
87-90	Lock, brass, with hasp (fist-sized: both larger and smaller sizes more expensive; usually comes with 2 keys)	5 gp
91-93	Hinges, wrought iron (large, door size)	1 gp/each (2 needed for most doors)
94-95	Spectacles, magnifying-glass or pince-nez (ground glass in brass wire frame; gold or silver plated more expensive)	3 gp
96-98	Shears, brass	1 gp
99-00	Tiles, clay glazed and painted with colored designs	2 cp/each (1 cp/each for plain tiles)

TABLE K: Weaponry

Mercenaries and warriors roll three times on Subtable 2; all others roll twice on Subtable 1. If results inappropriate (e.g., horseman's weapons for individual on foot, or duplications), re-roll.

Subtable 1

%	Roll	Weapon
01-10		Bo stick
11-24		Bow with quiver of 2-24 arrows
25-38		Club
39-53		Dagger
54-66		Hand Axe
67-70		Javelin
71-79		Sling w/pouch of 1-20 stones
80-93		Staff, quarter
94-00		Staff, short

Subtable 2

%	Roll	Weapon
01-40		Dagger
41-46		Flail, horseman's
47-55		Glaive
56-64		Lance (light horse) or hammer
65-75		Mace (footman's or horseman's)
76-84		Sword, long
85-88		Sword, short
89-91		Sword, bastard
92-00		Spear

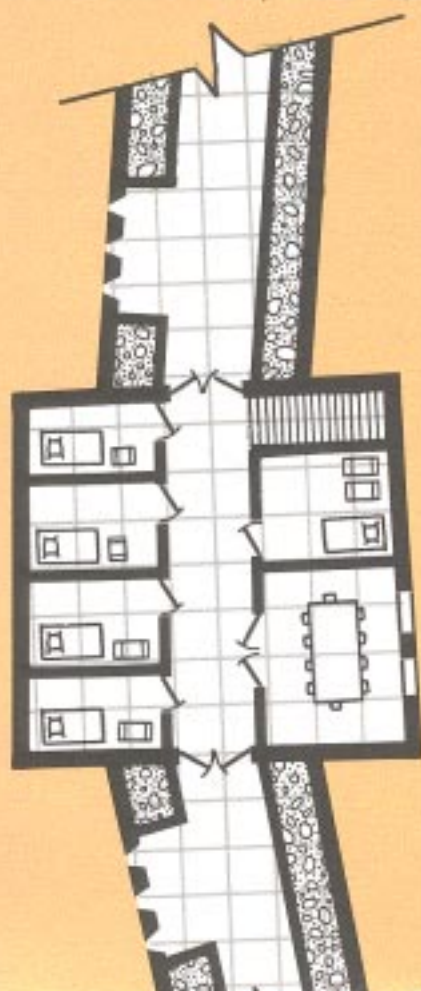


MAP I
(OF 10)



SMUGGLER'S BA

Deepwater Wall Fort, First Floor



Deepwater Wall Fort, Second Floor



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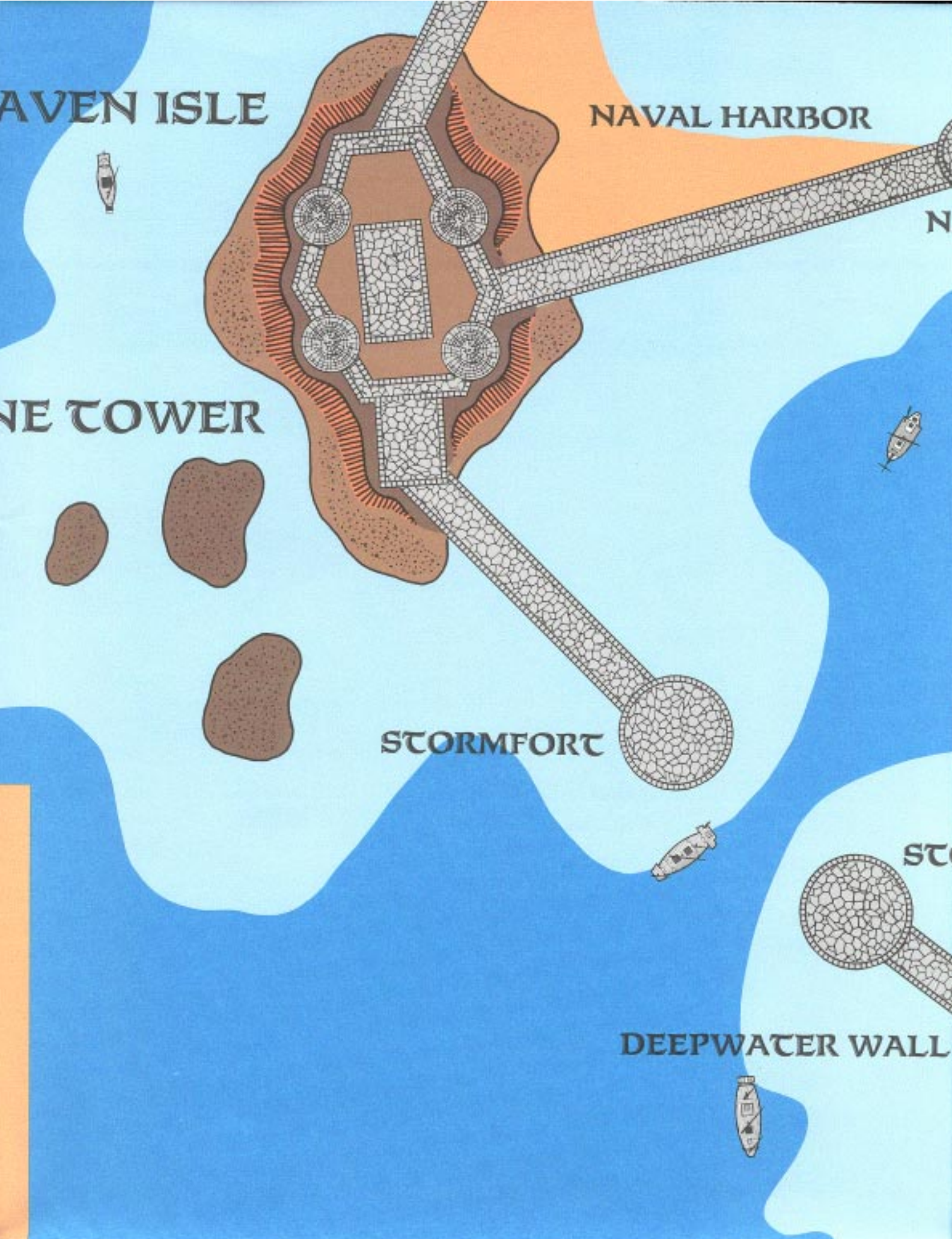
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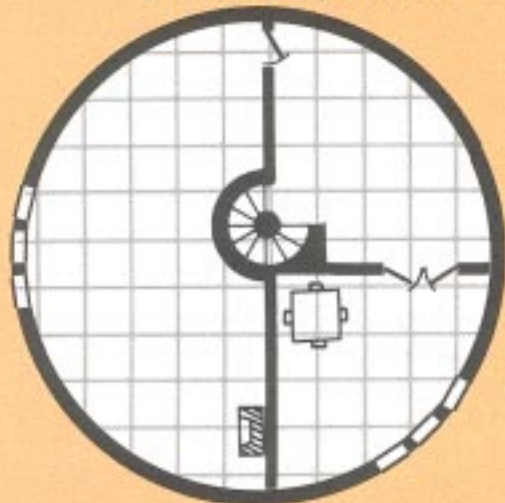
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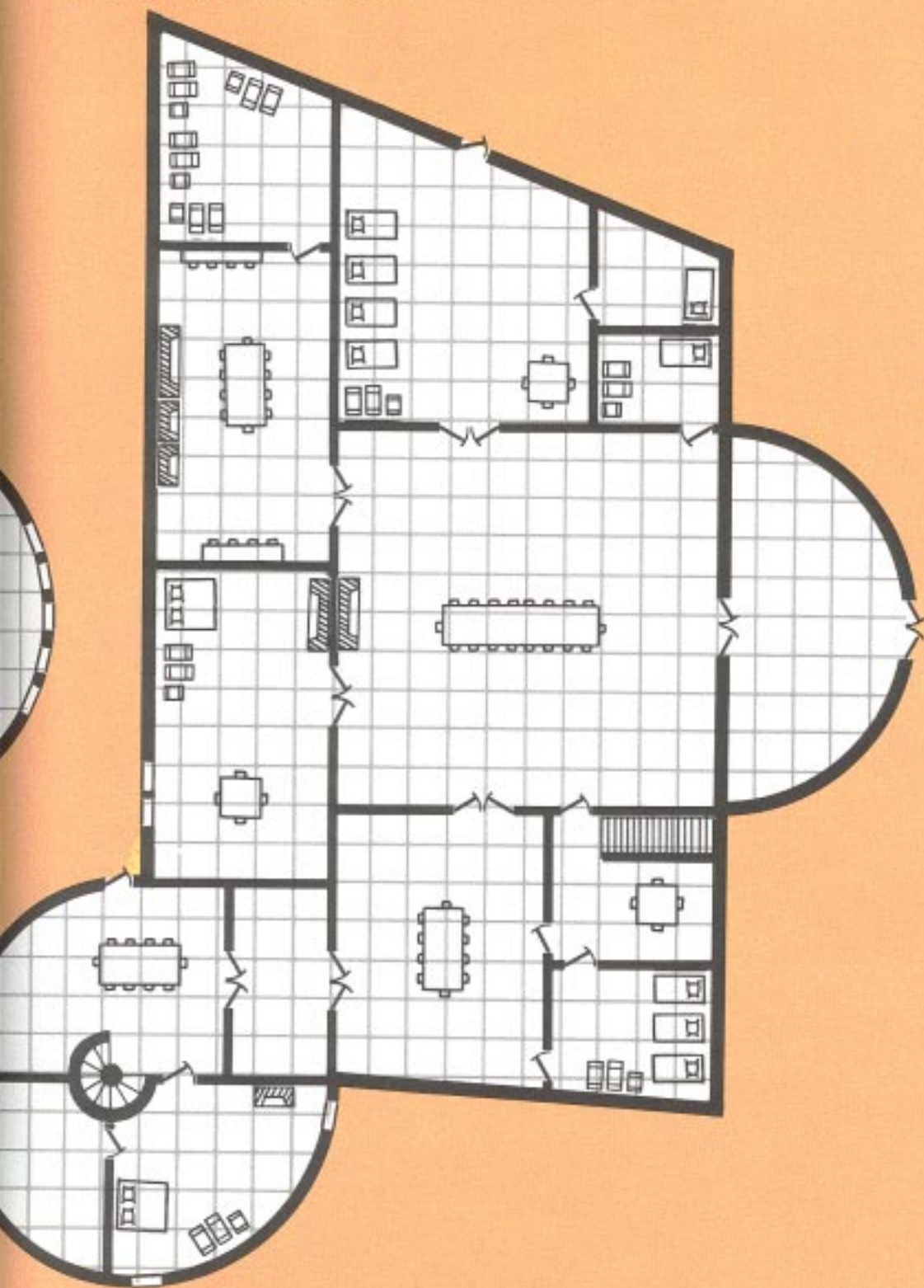
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Outer Fort, First Floor



Key:



Stairs



Barrels



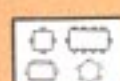
Lumber



Well



Fireplace



Cables



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DEEPWATER ISLE

Beds		Fence or Wall
Bar		Road
Trunks		Grass
Doors		Sand
Windows		Cliff
Buildings		Trap Door (In Floor)

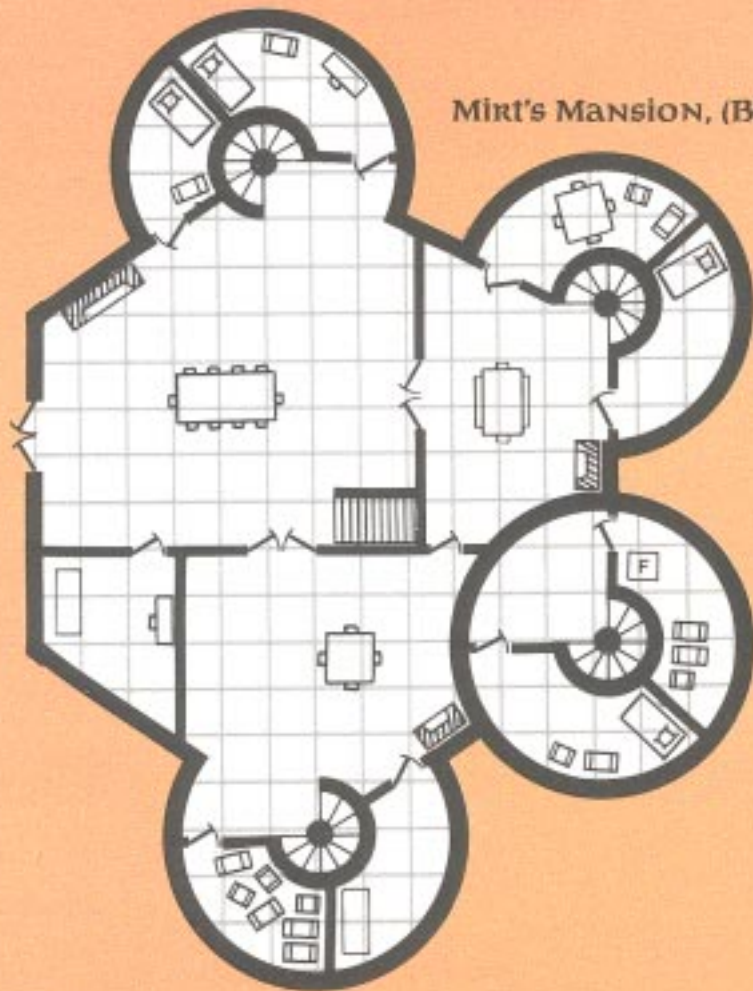


WATER BEACH

THE SEA STACKS

- 27
- 28
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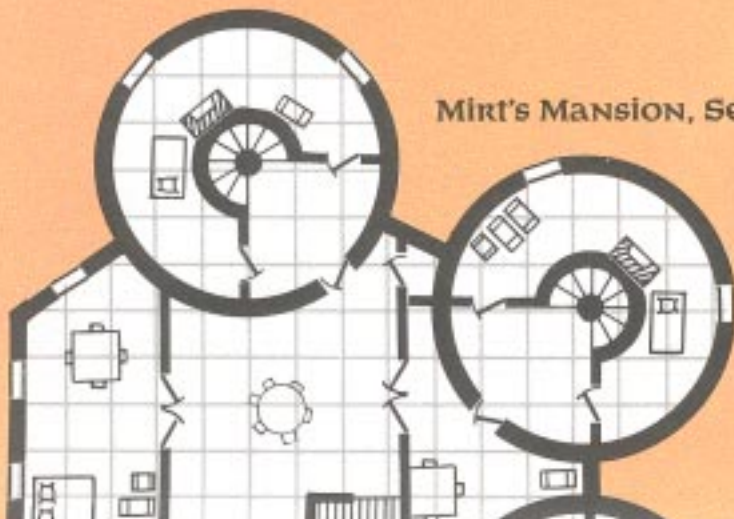
MAP 2
(OF 10)



Mirt's MANSION, (Bldg 1) First Floor



Mirt's MANSION



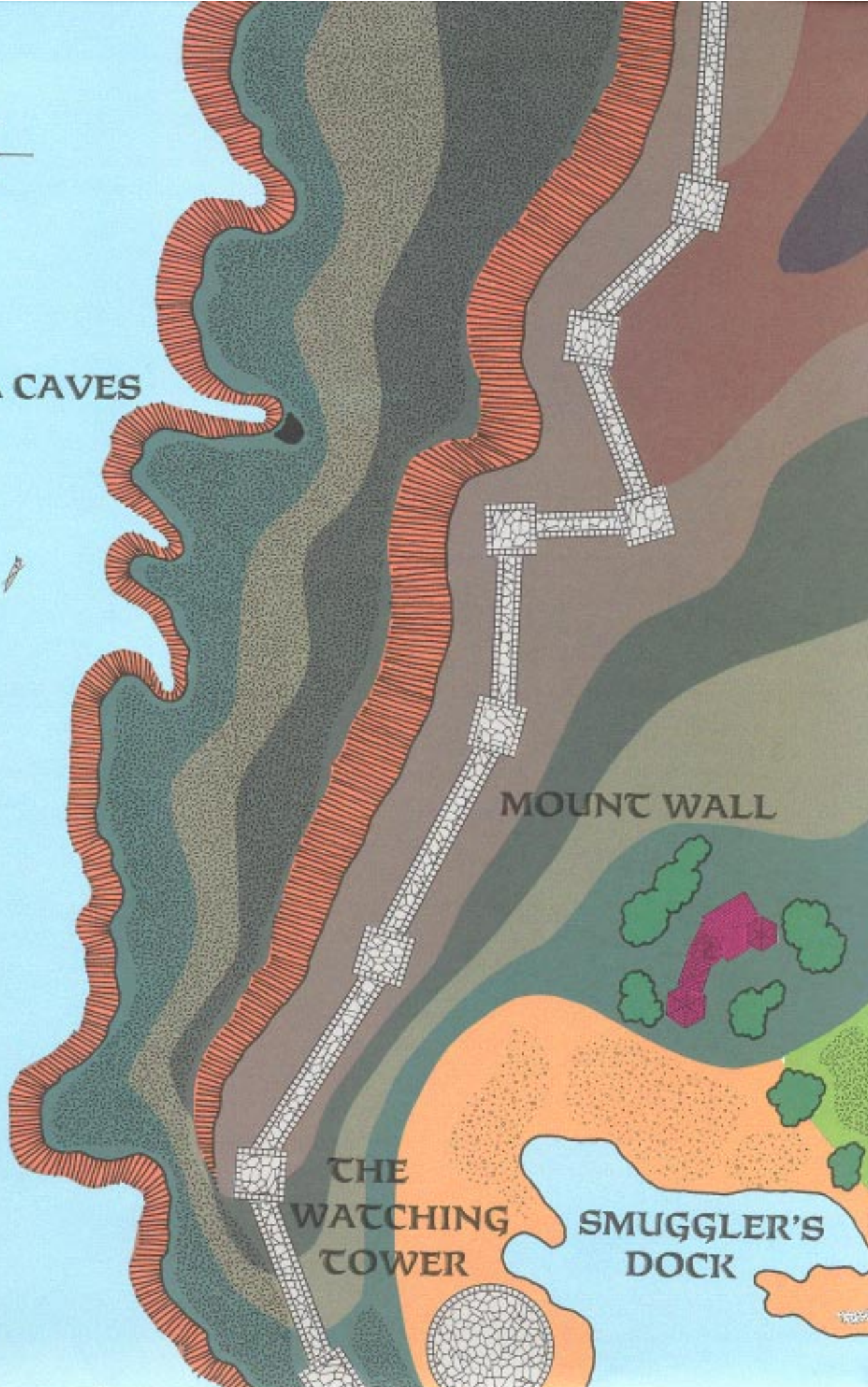
Mirt's MANSION, Second Floor





SOUTH SEA CAVES

, Towers



MOUNT WALL

**THE
WATCHING
TOWER**

**SMUGGLER'S
DOCK**



Old Temple Lot

Coin Alley

Lion Street

Carnished Silver Alley

Dock Street

3



Dretch Lane

Soothsayer's Way

Rainrun Street

Lackpurse Lane

The Reach

Net Street

Eel Street

Saklir's Street

Ward's Way

Lackpurse Lane

Belnimdra's Street

281

The Siloe

Sail Street

Dock Street

Fishgut Court

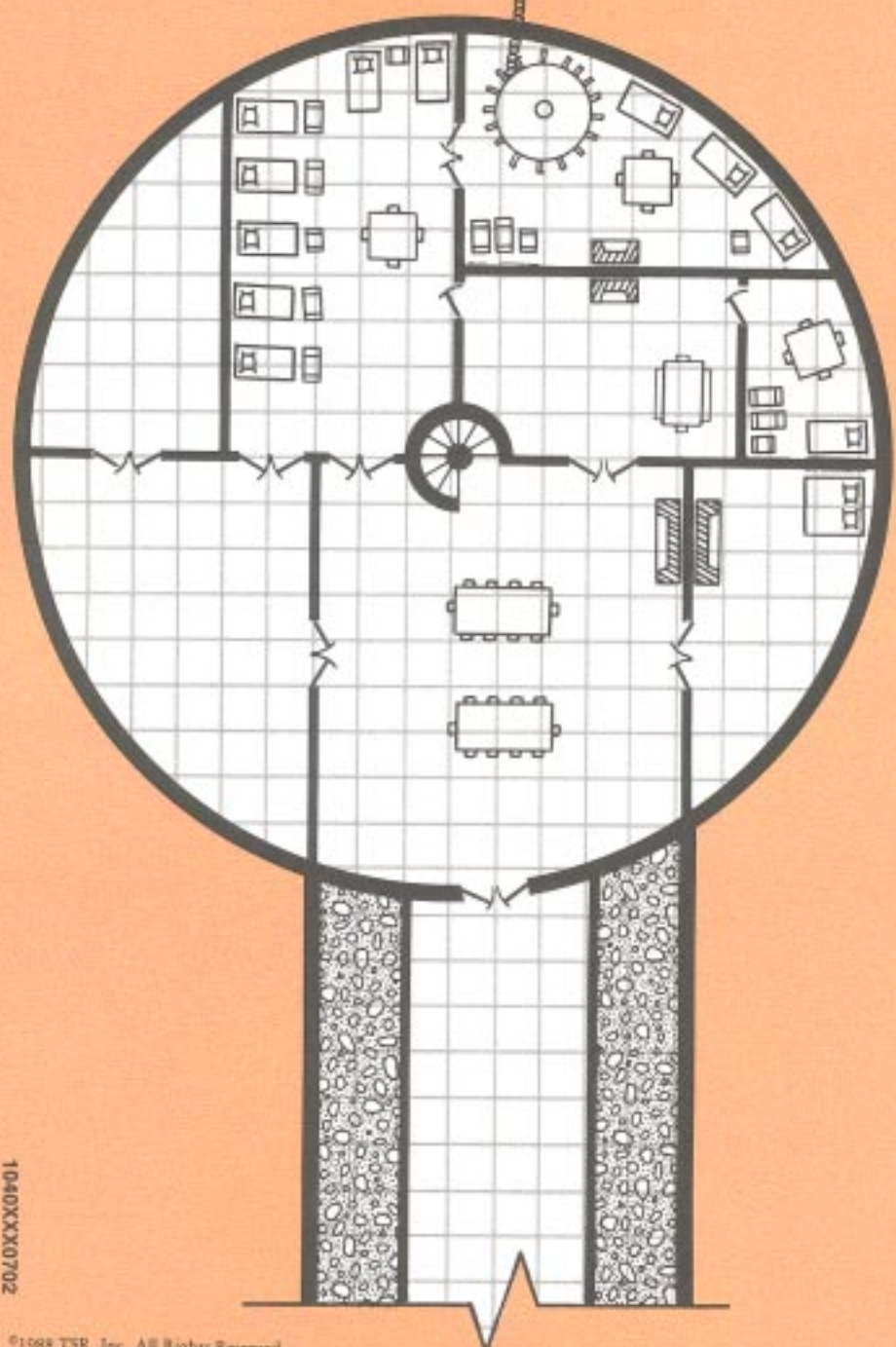
Abber Lane

Wastrel Lane

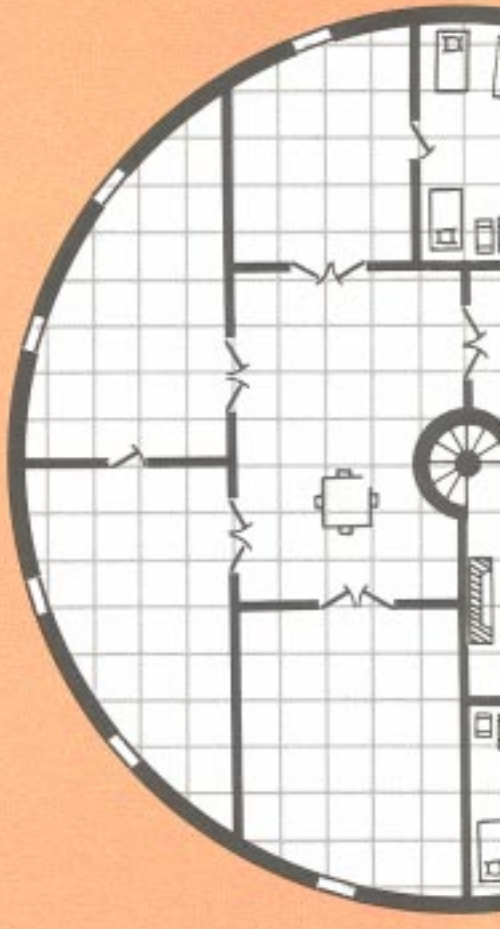
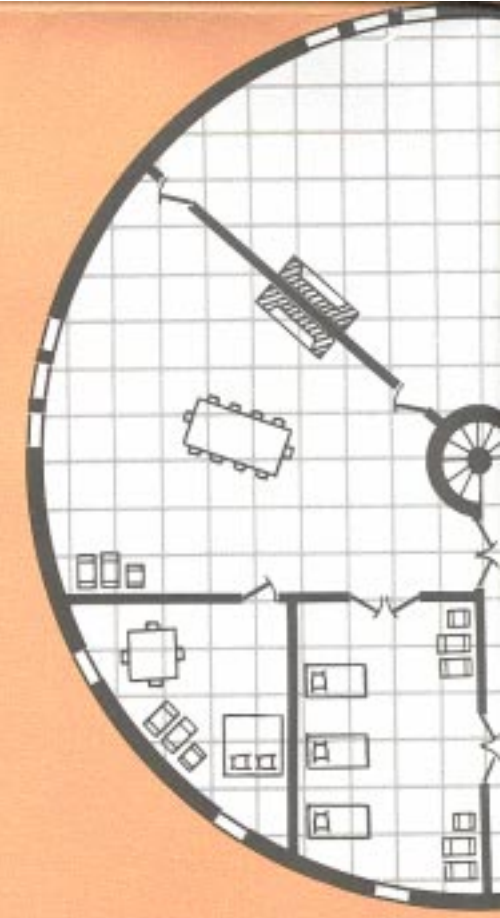
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Chain Gates, Main Level

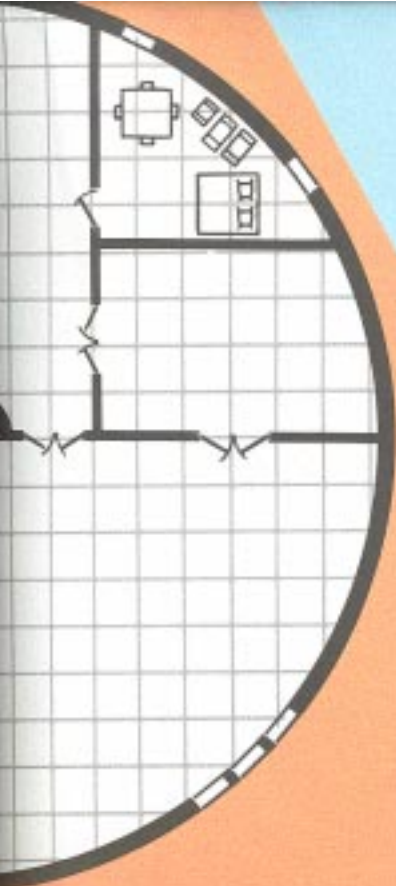


Chain Gates, Upper Level

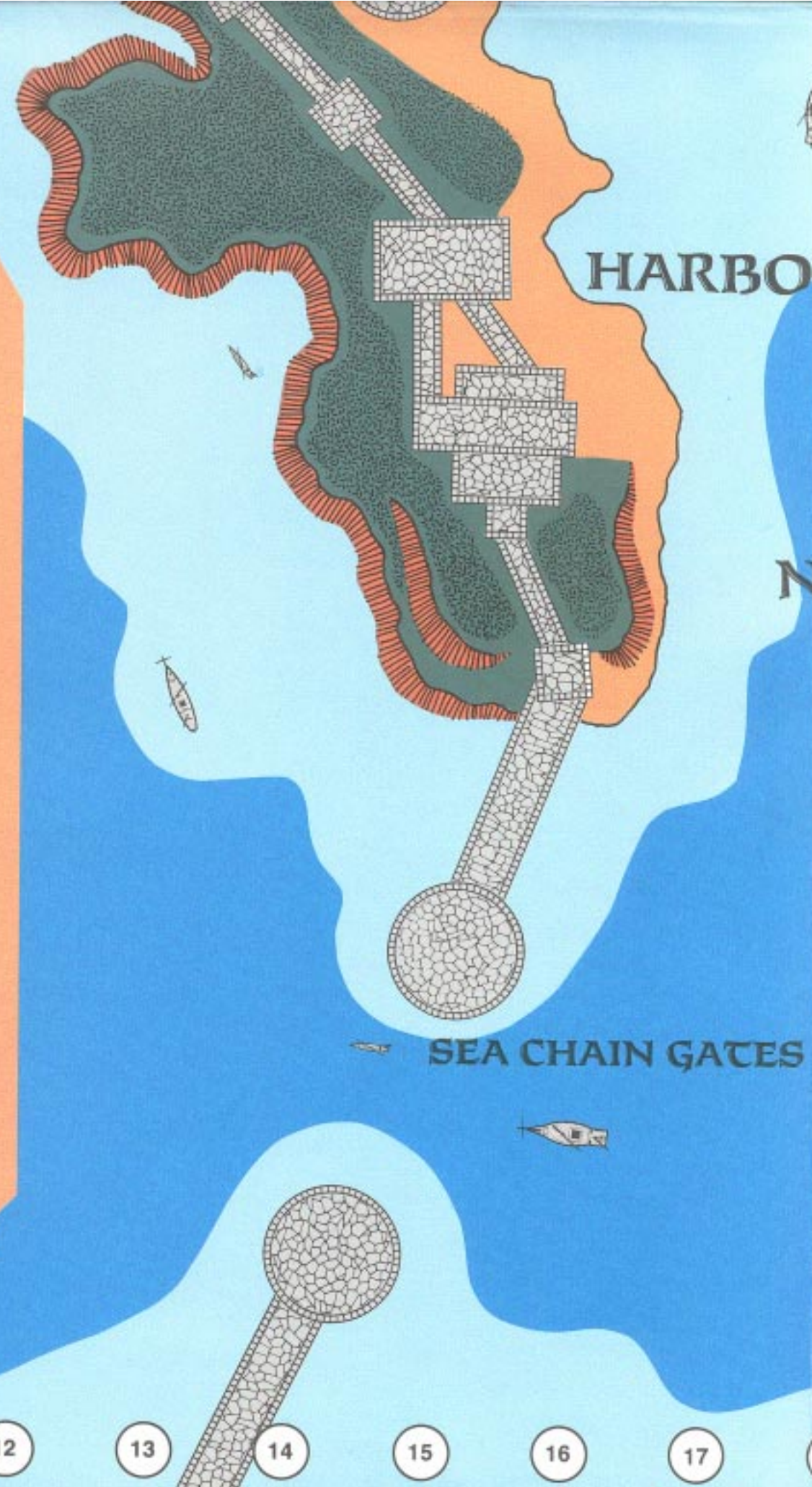


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levels



- 10
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RWATCH TOWER

AVAL HARBOR

HARBOR CHAIN GATES

18

19

20

21

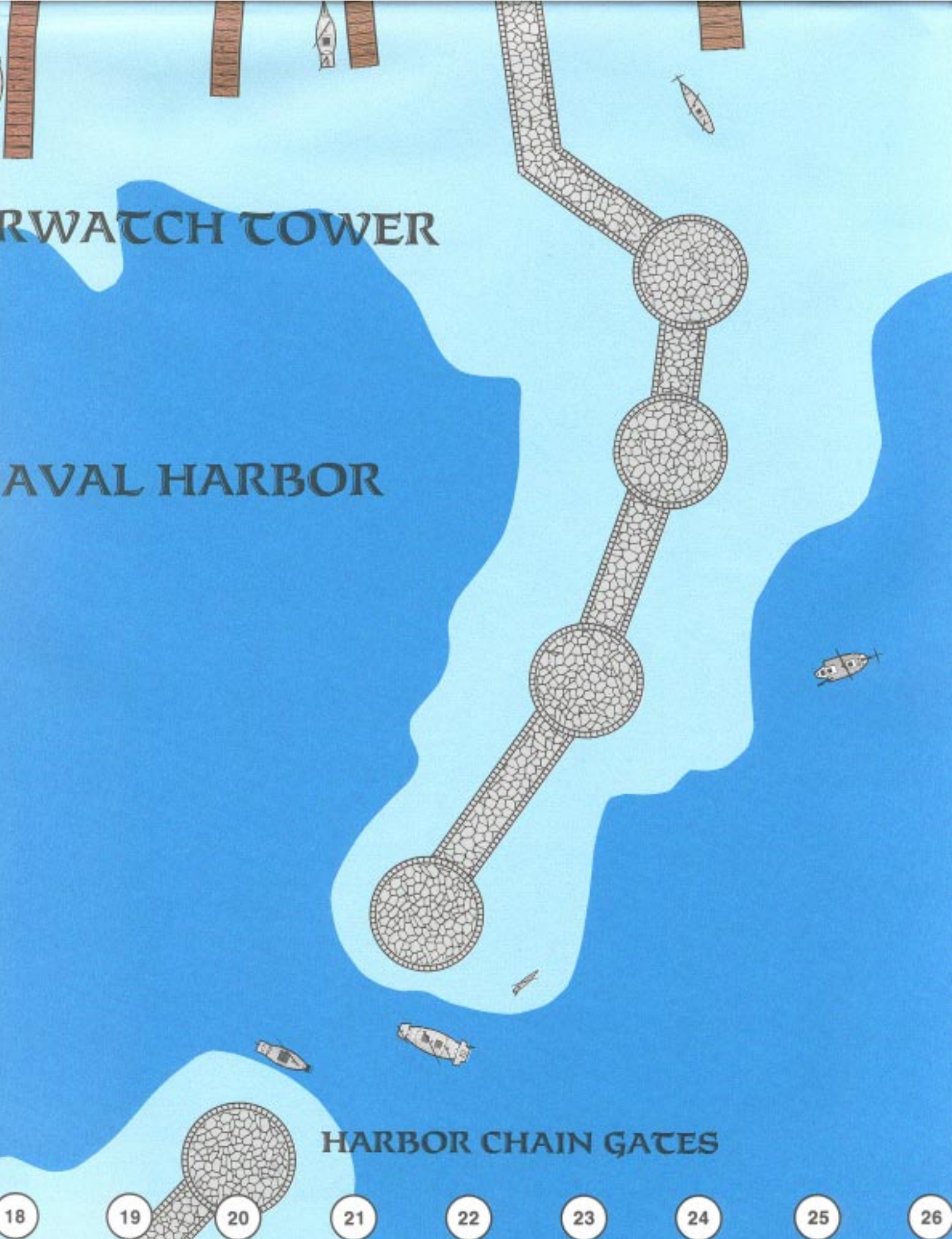
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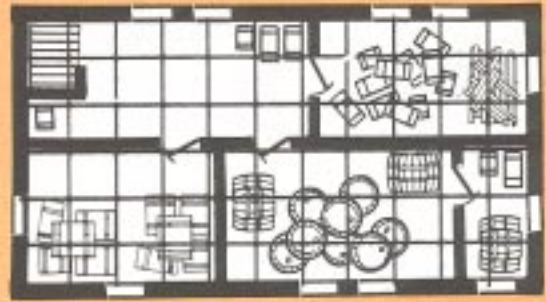


GREAT HARBOR



MAP 3
(OF 10)

(Upper Floor)

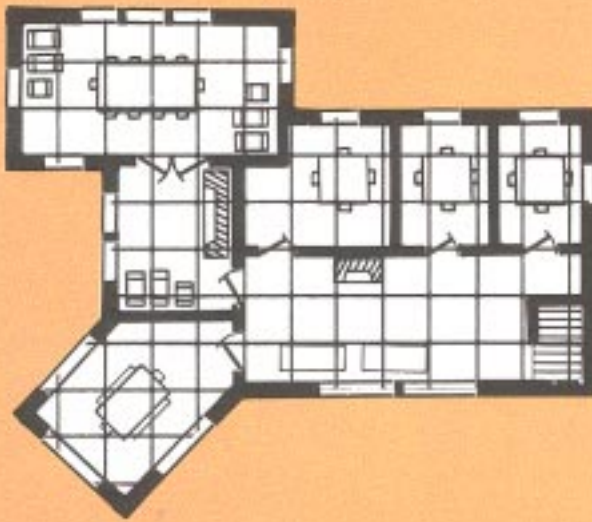


Palace V

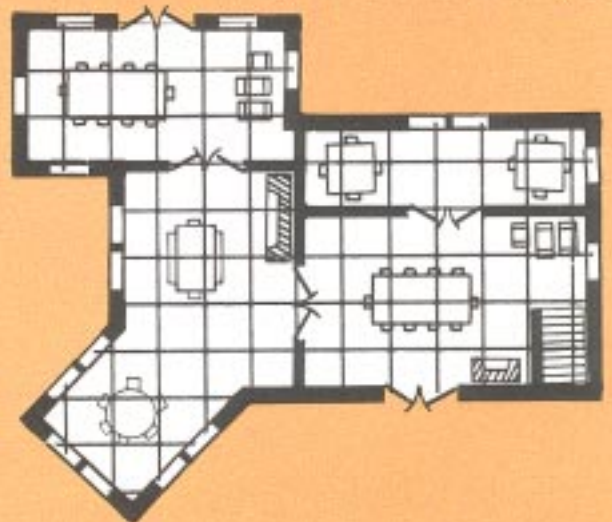


FLOOR PLAN Scale: ONE square equals 5 Feet

The Map House (Upper Floor)



The Map House (Main Floor) Bldg. 15



DRAGON'S HEAD TAVERN (Upper Floor)

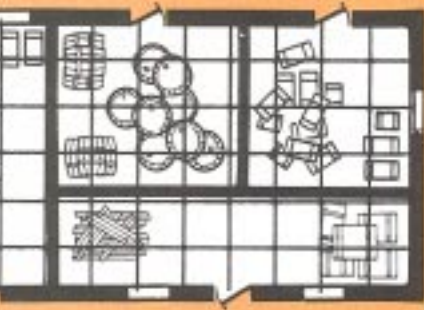


DRAGON'S HEAD TAVERN (M



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Warehouse (Main Floor) Bldg. 17



Key:

	Stairs		Beds		Fence or Wall
	Barrels		Bar		Road
	Lumber		Trunks		Grass
	Well		Doors		Sand
	Fireplace		Windows		Cliff
	Tables		Buildings		Trap Door (In Floor)

(Main Floor) Bldg. 20

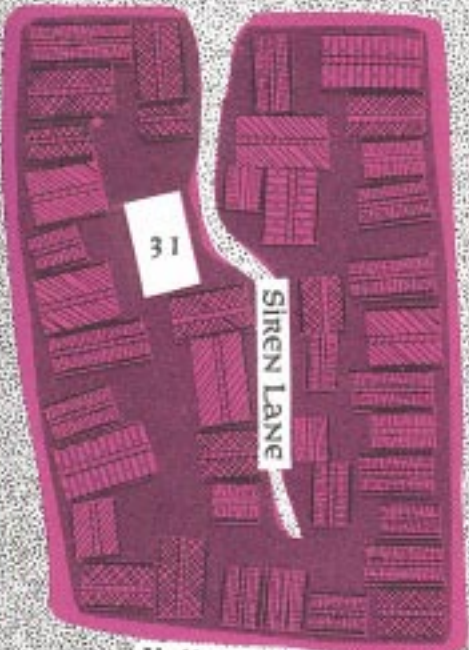




Turnback Court

Swords Street

Bazaar Street



31

Siren Lane



Alneith Street



Lamp Street

The Street of the Sword

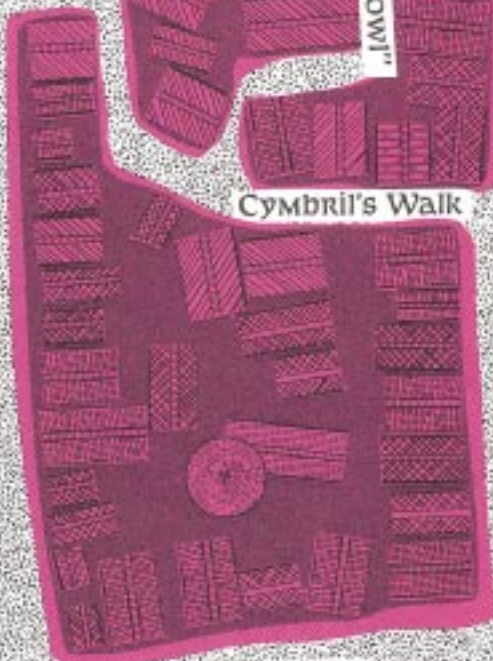


"The Prowl"

Keltarn Street



Cymbri's Walk



Selbuth Street



The Street of Silk



Jester's Court

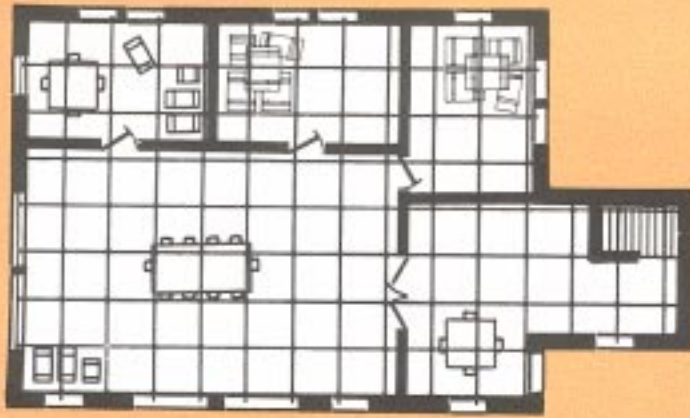
Howling Cat Court

The Street of Silver

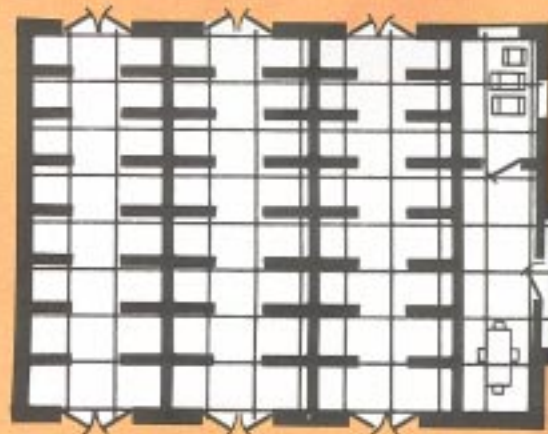


Warrior's Way

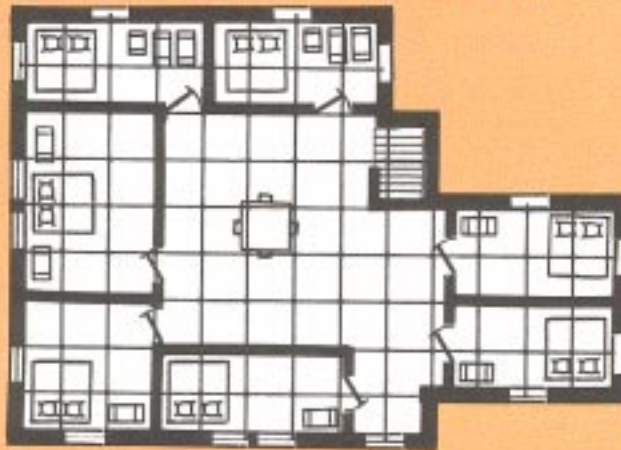
Palace Stable (Upper Floor)



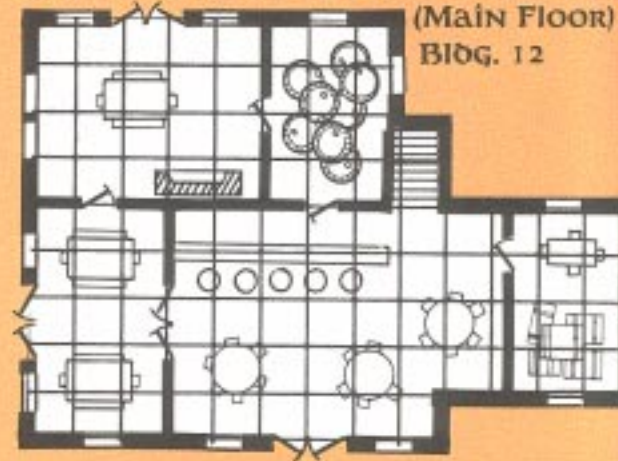
Palace Stable (Main Floor) Bldg.



Mother Tathlorn's (Upper Floor)



Mother Tathlorn's House of Pleasure (Main Floor) Bldg. 12



Barracks (Upper Floor)



Barracks (Main Floor) Bldg. 7



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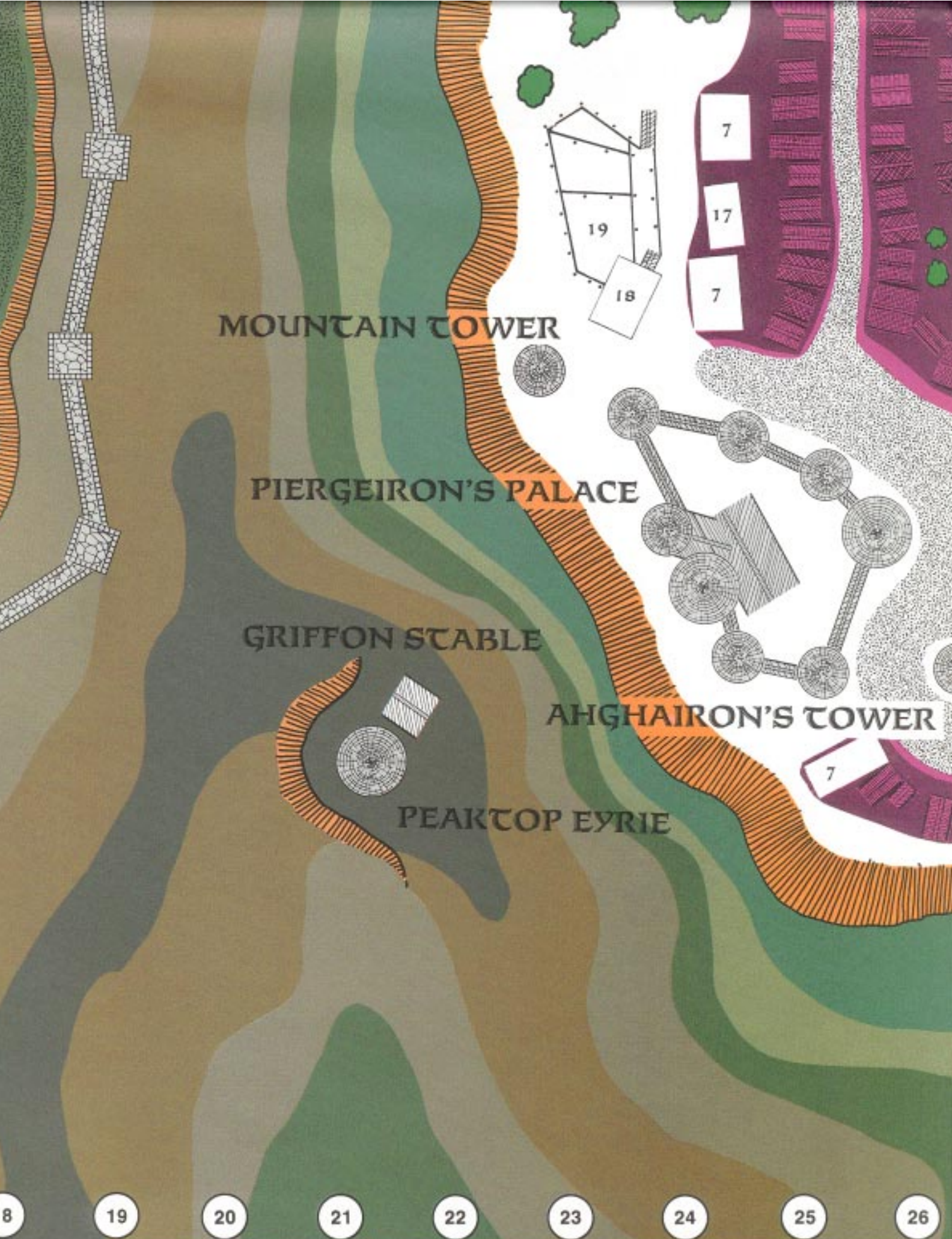
NORTHERN SEACAVE

Scale: ONE INCH equals 100 Feet

SEACAVE

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- 11
- 12
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- 17





MOUNTAIN TOWER

PIERGEIRON'S PALACE

GRIFFON STABLE

AHGHAIRON'S TOWER

PEAKTOP EYRIE

8

19

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21

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Asmagh's Alley

Mulgomin's Way

Palfrey Lane

Zeidan's Alley

Cage Street

Waterbeep Way

Gem Street

CASTLE WATERDEEP

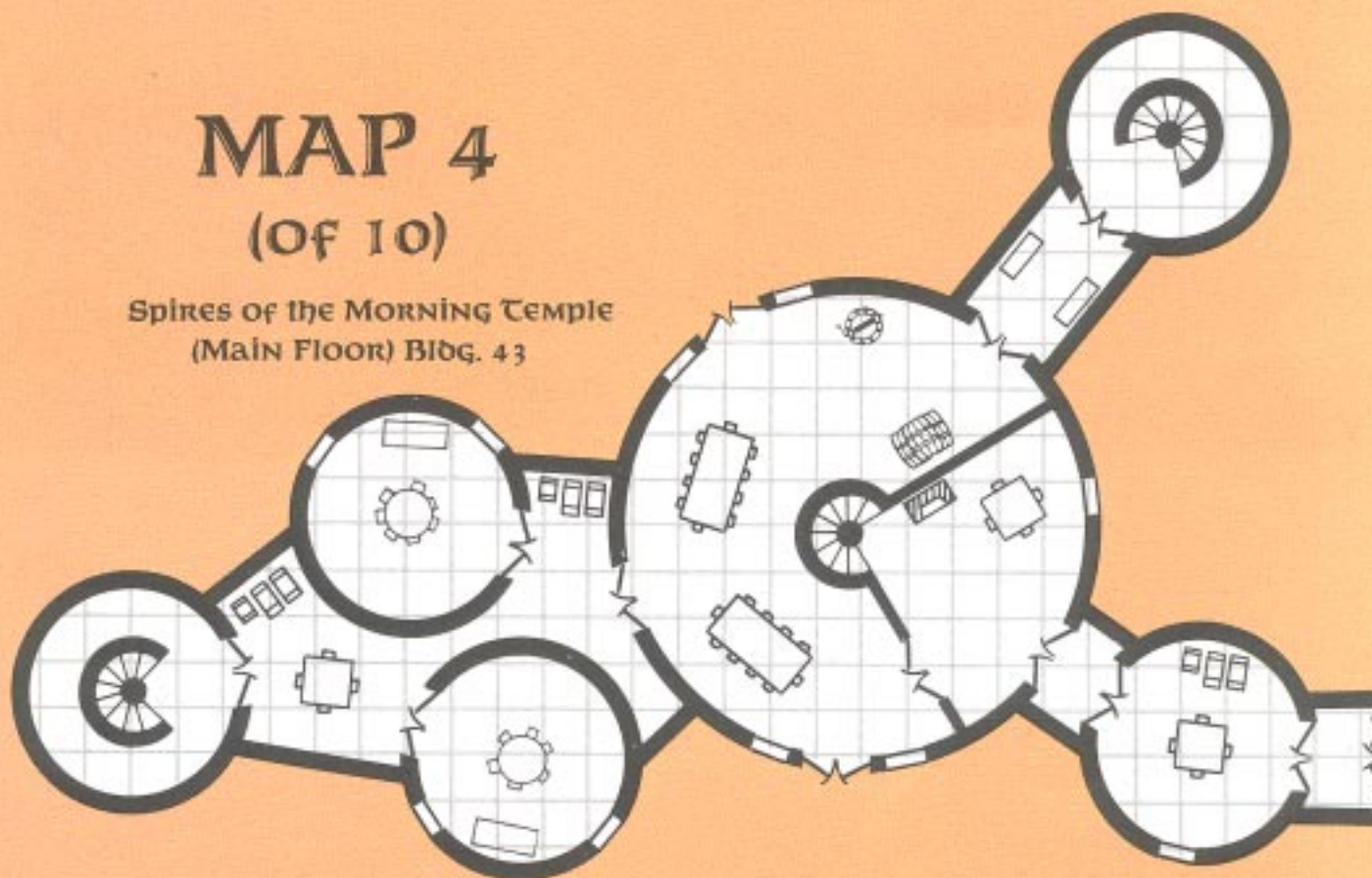
- 27
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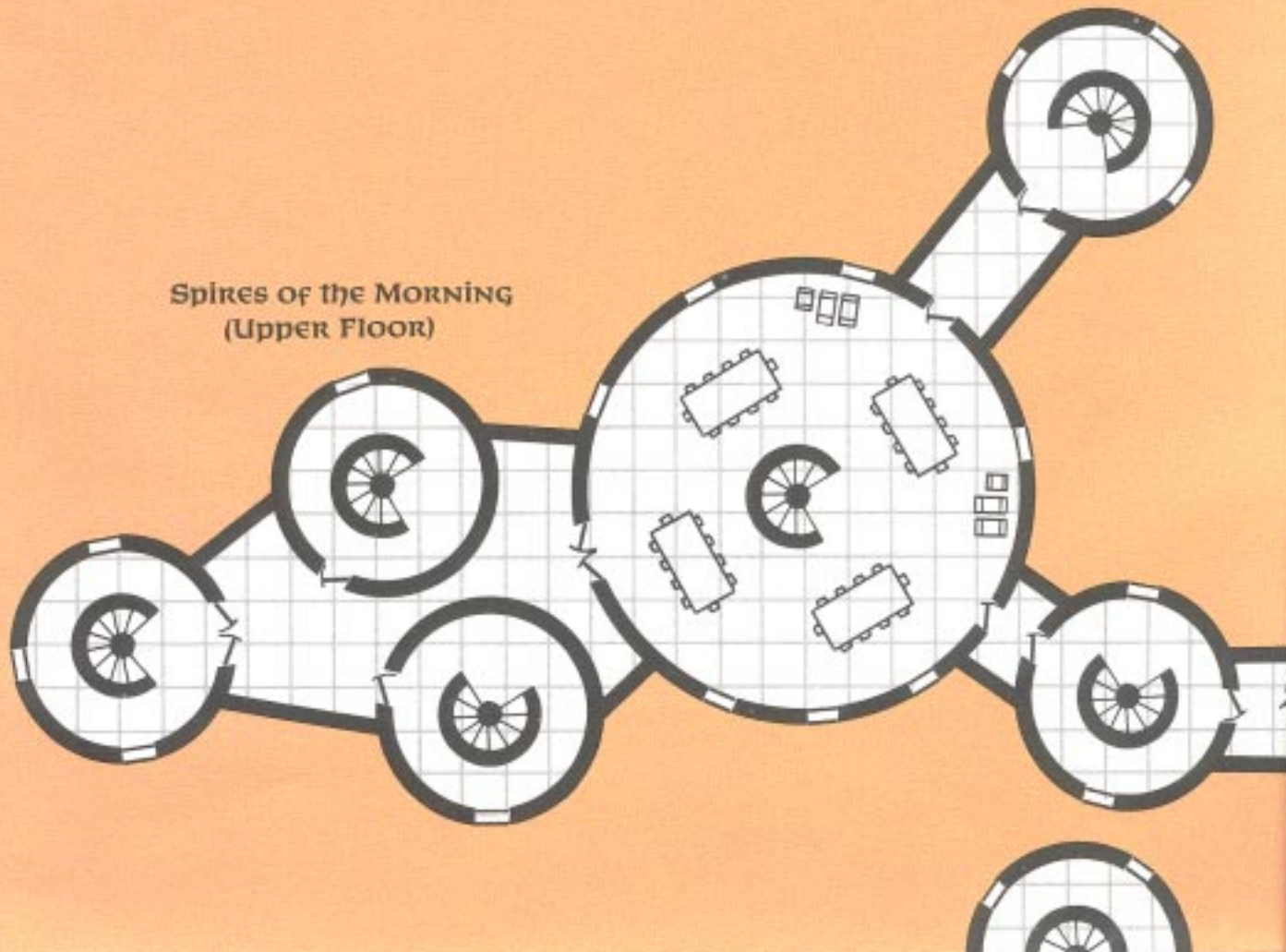
MAP 4

(OF 10)

Spires of the Morning Temple
(Main Floor) Bldg. 43



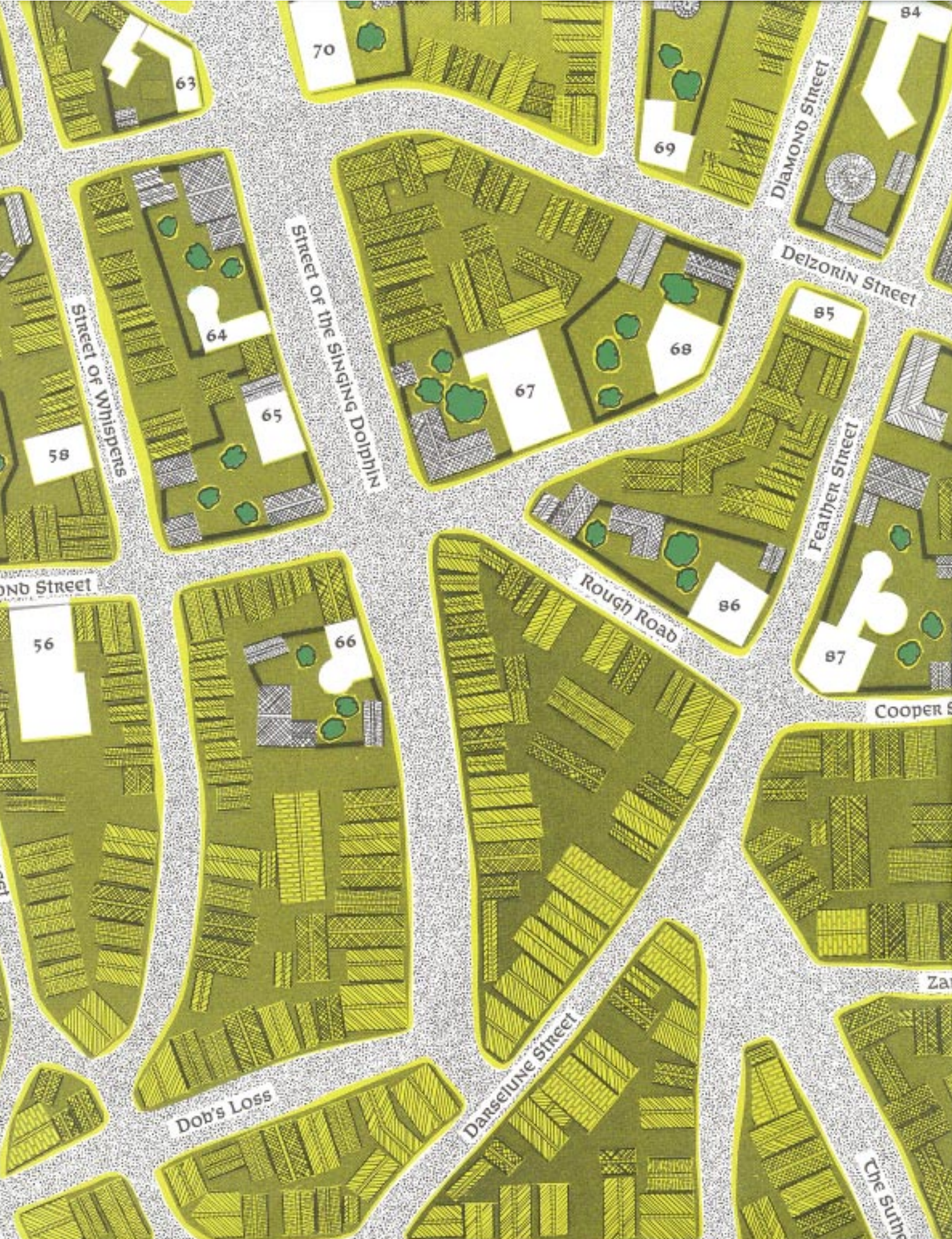
Spires of the Morning
(Upper Floor)





WEST GATE





63

70

69

84

Diamond Street

Delzorin Street

Street of Whispers

64

65

Street of the Singing Dolphin

67

68

85

Feather Street

58

Rough Road

86

87

Diamond Street

56

66

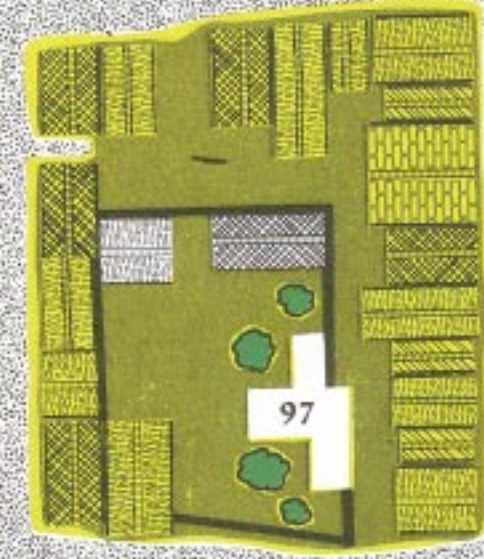
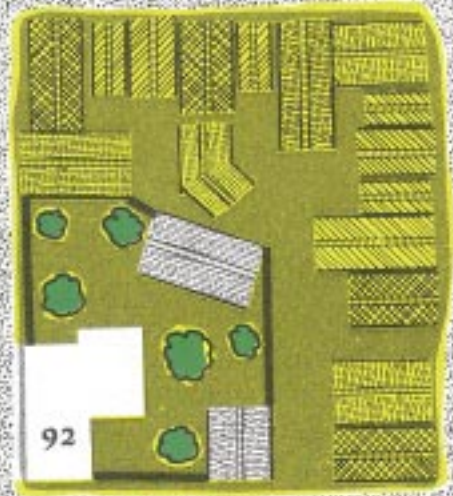
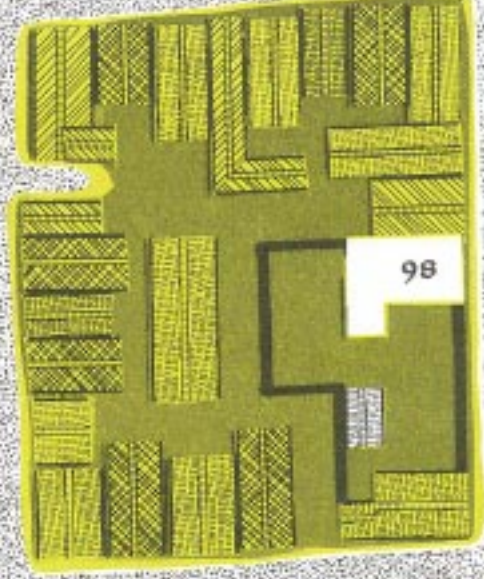
Cooper Street

Dob's Loss

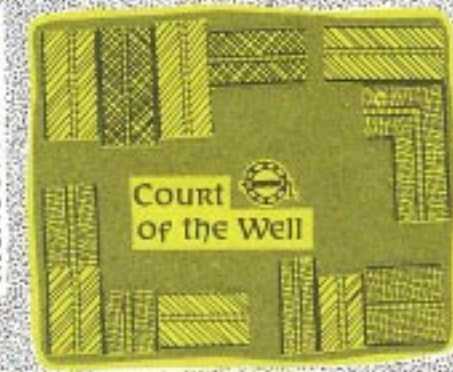
Darselune Street

Za...

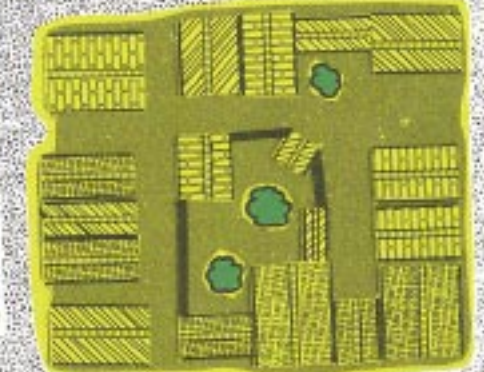
The Suth...



Mendeveer Street



Sul Street

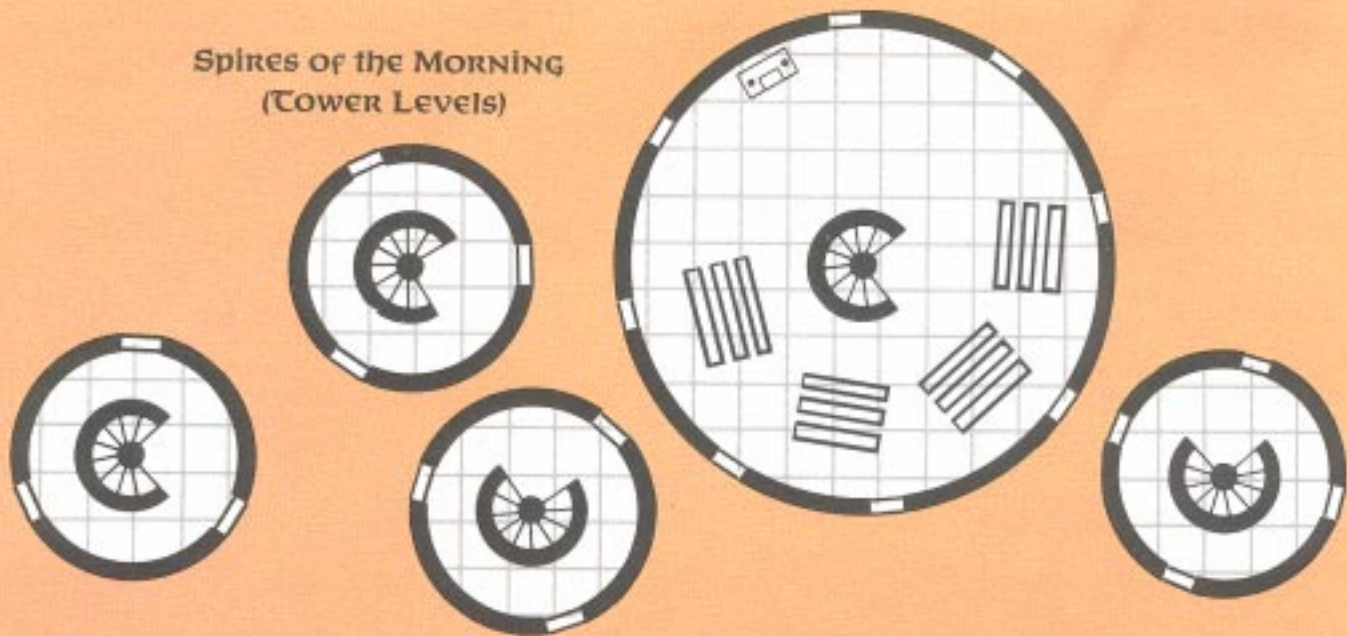


Shield Street



Whim Street

Spires of the Morning
(Tower Levels)



Tesper Family Villa
(Main Floor) Bldg. 87



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Villa (U
FLOOR

GULL LEAP

Seaeeye's March

Jelzar's St

The Field of Triumph

Coalar's Lane

The Cliffside

44

45

46

47

48



Villa (Upper Floors)

er Levels)



Plan Scale: ONE square equals 5 Feet

Scale: ONE inch equals 100 Feet



10

11

12

13

14

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17

Gulzinder Street

Calbwell Street

Haltover Street

Julthoon Street

Gorhal Street

Melshar's Street

Tchozal's Race

Calamastyr Lane

Eivarren's Lane

Tchozal's Race

Swords Street

Marlar's Lane

Charleon Street

Aka W

43

32

8

19

20

21

22

23

24

25

26





50

Julthoon Street

Hearo Lane

Traber's Way

106

Manycats

42

THE MARKET

27

28

29

30

31

32

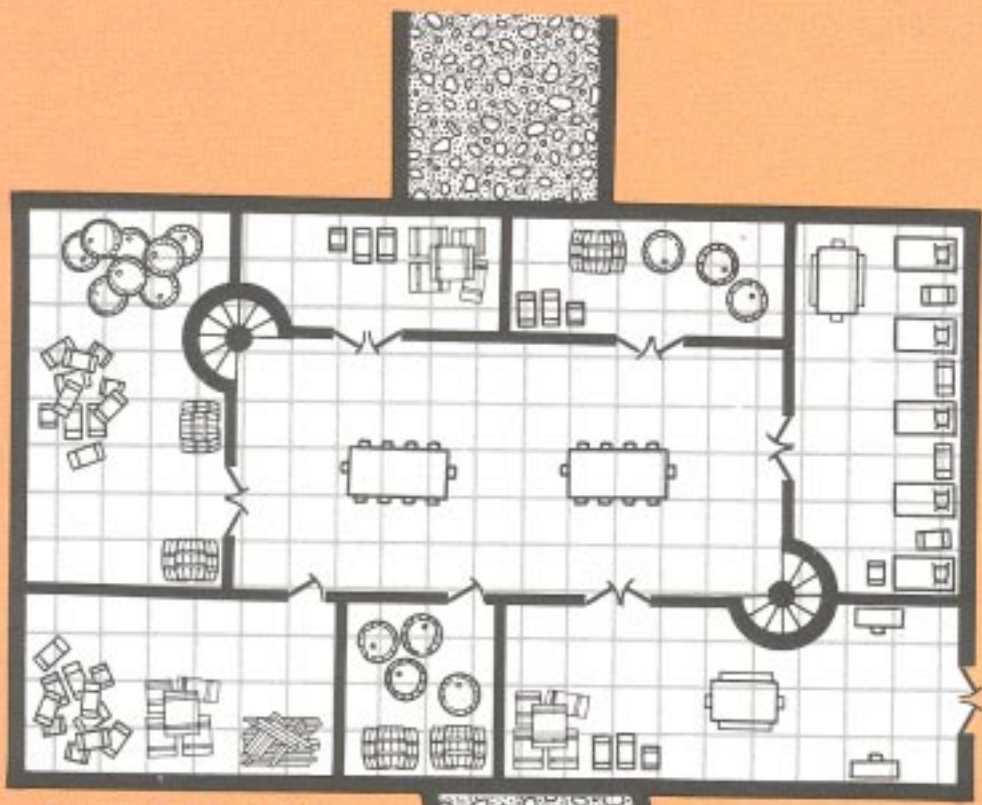
33

34

35

MAP 5

(Of 10)



ARMORY (Main Floor)



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17



TROLLFORT

TROLLTOWER

ARMORY

Street of Lances

Seawind Alley

Shank Alley

Aureenar Street

Prayer Alley



27

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31

32

33

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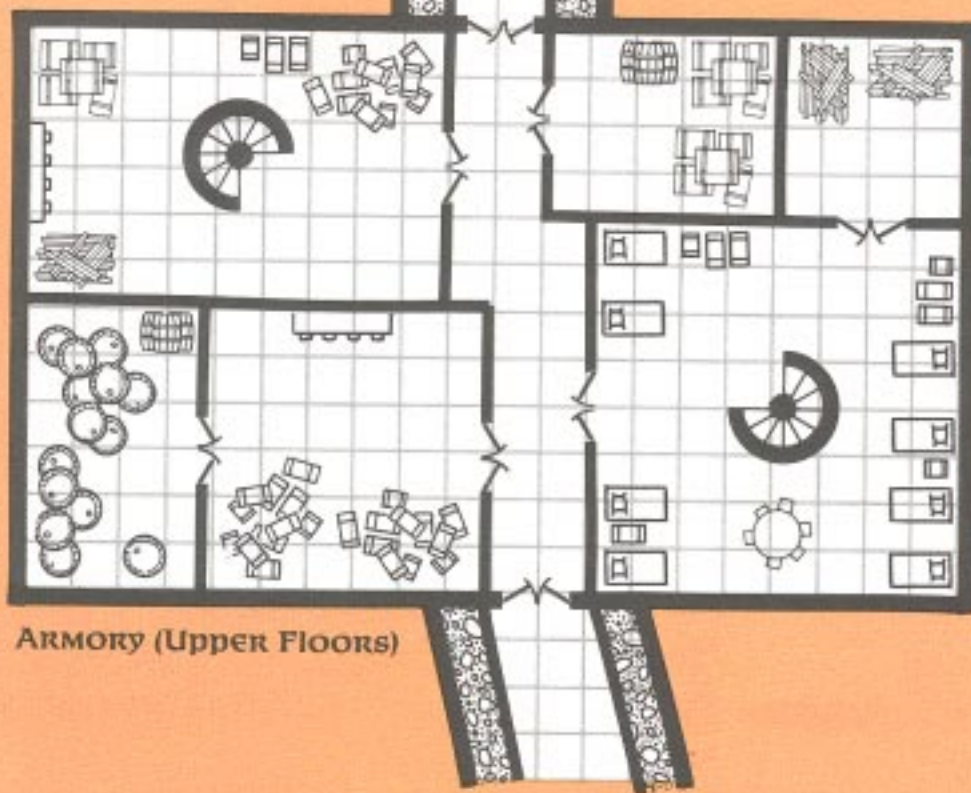
35

Scale: ONE inch equals 100 Feet

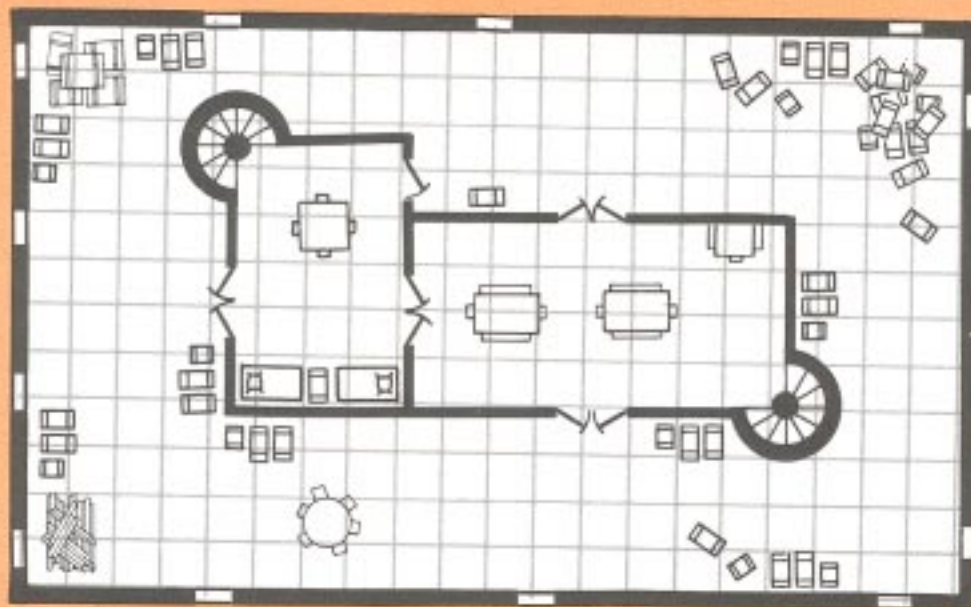


Kill Street

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ARMORY (Upper Floors)



ARMORY (Upper Floors)



Tessalar's
(Main Floor)



(Upper Floor)



(Upper Floors)



(Upper Floors)

1040XXX0705

FLOOR PLAN SCALE: ONE SQUARE EQUALS 5 FEET

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TOWER
Bldg. 95



rs) Bldg. 95





Sighing Dolphins

Mulpar Street

The Ghostwalk

Morningsstar Way

Stormstar's Ride

Phastal Street

Street of Glances

Celchar Street

Staghunter's Way

Gori Street

Sighing Maiben's Walk

Diamond Street

78

79

80

81

75

71

72

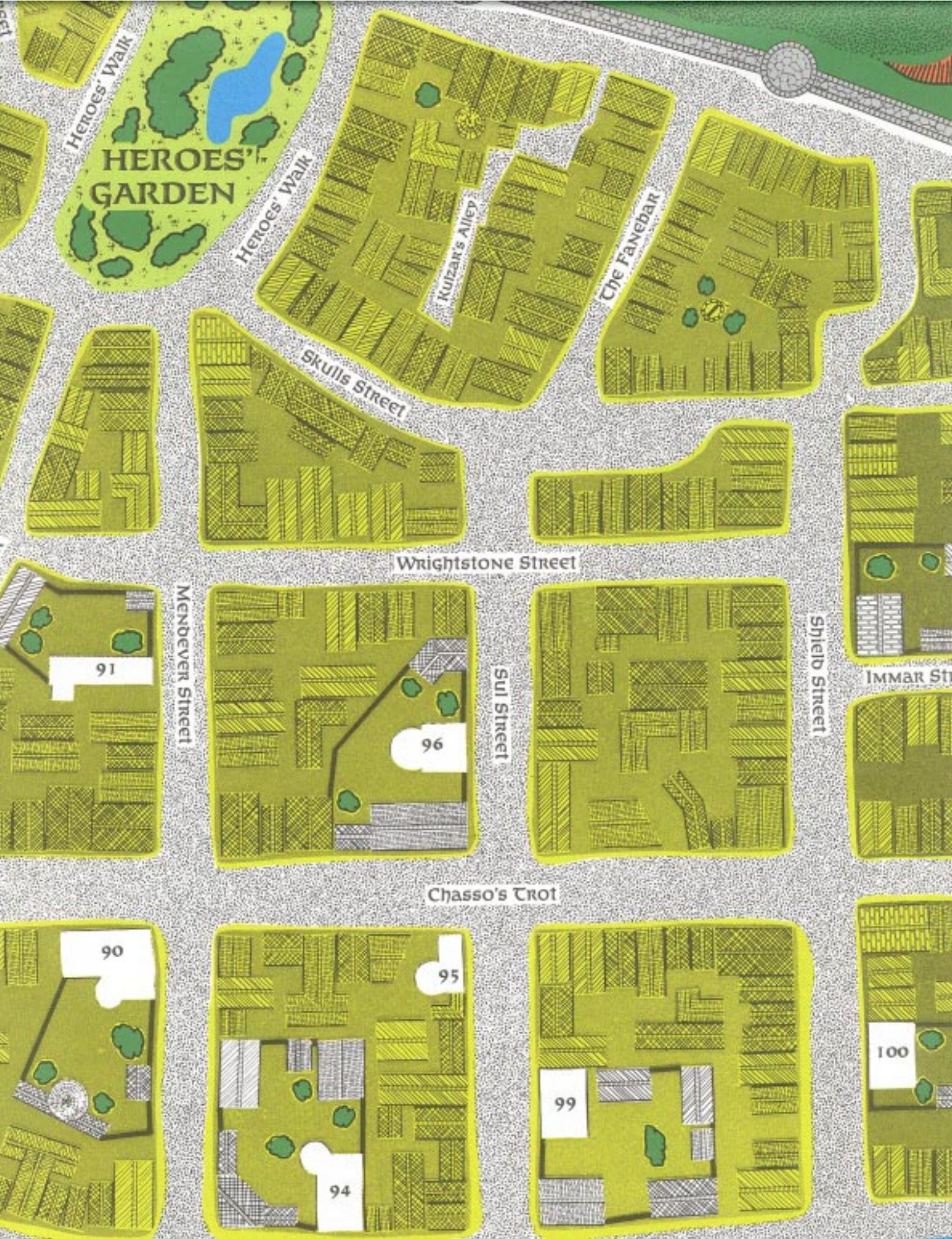
Ivory Street

82

Flint Street

83

84



Heroes' Walk

HEROES' GARDEN

Heroes' Walk

Kuizar's Alley

The Fanebar

Skulls Street

Wrightstone Street

Menbever Street

91

96

Sul Street

Shield Street

IMMAR ST

Chasso's Trot

90

95

94

99

100



GREAT HARBOR





Dock Street

Cobar Street

Way of the Dragon

Slop Street

Hog Street

Nag Street

Tower Trail

Dock Street

BOR

245

246

244

243

242

241

240

239

237

236

235

238

230

211

7

7



TROLLWALL

SOUTHGATE

EAST TORCH TOWER

MERCHANT W...

SOUTHPOST

High Road

Waymoot

Carter's Way

Smuggler's Run

Southyard

227

226

228

229

234

232

231

233

2

25

MAP 6
(OF 10)

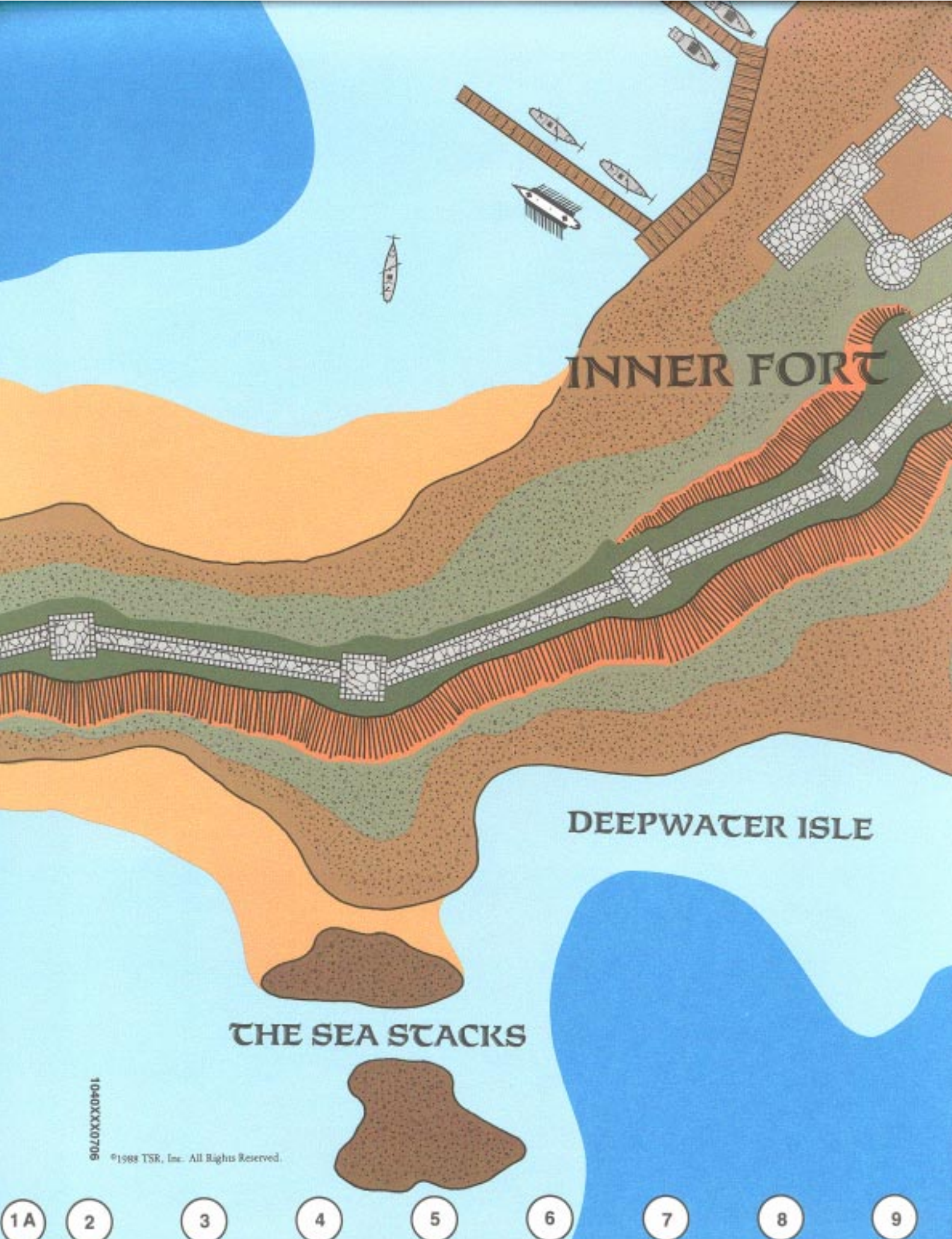
OUTHFORT KEEP

ALL

TO DAGGERFORD



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INNER FORT

DEEPWATER ISLE

THE SEA STACKS

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- 1A
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THE SEA STACKS

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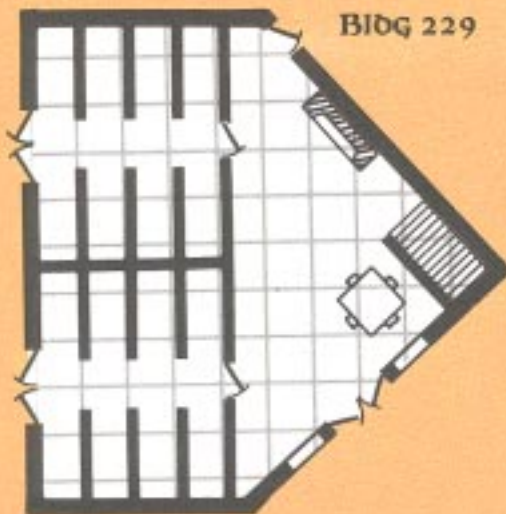
SEA ELF TRADING OUTPOST

Gelfuril the Trader Bldg 231

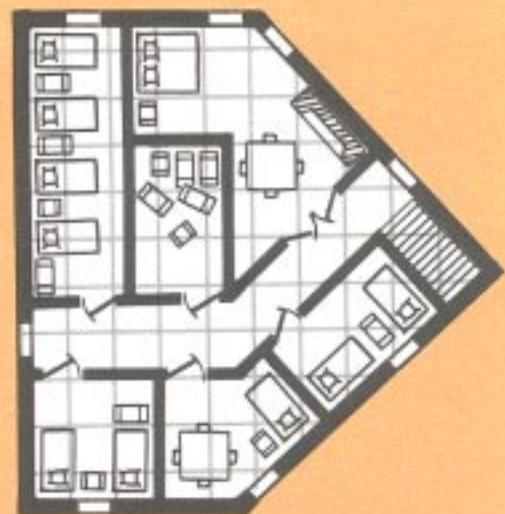


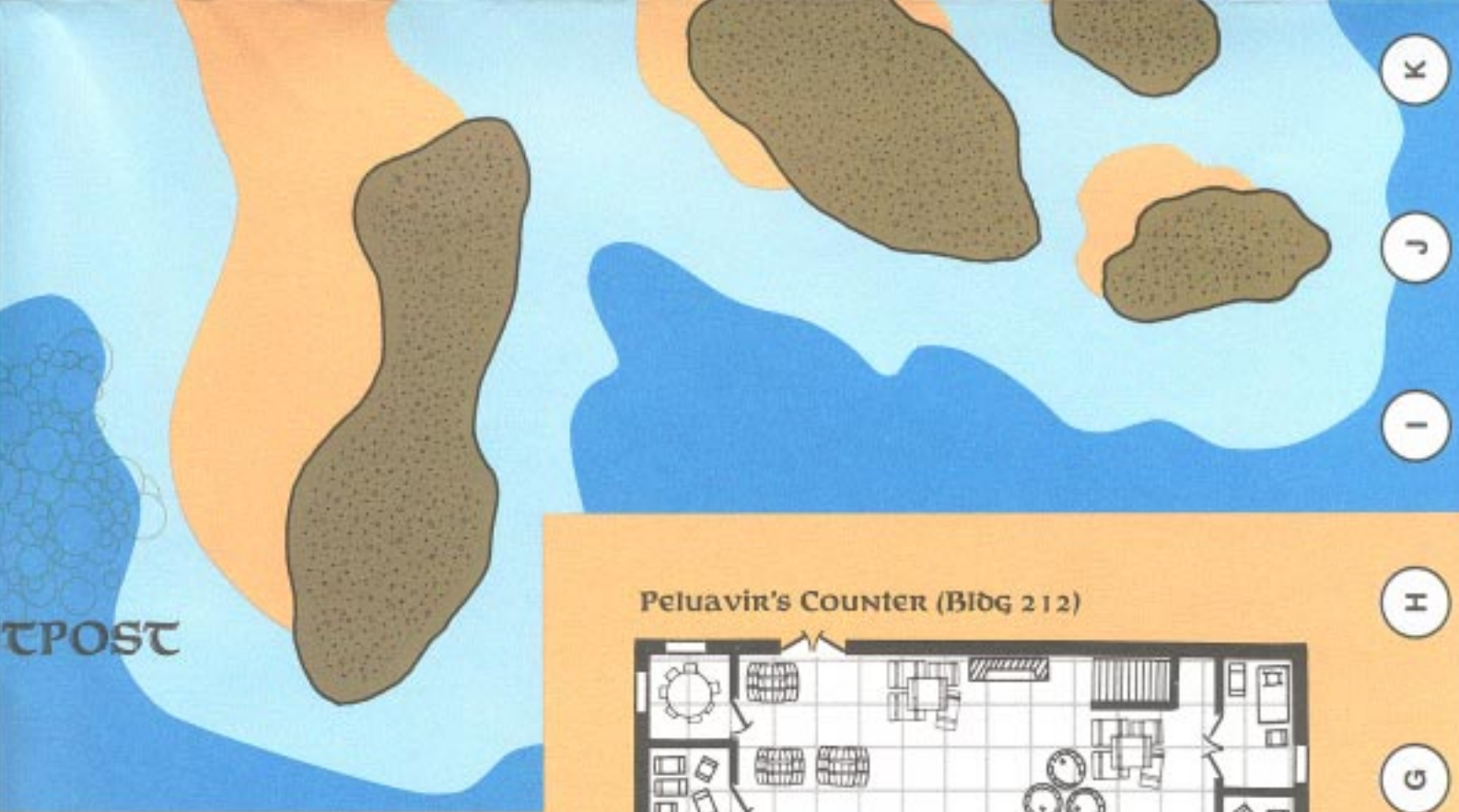
Athal's Stables (First Floor)

Bldg 229

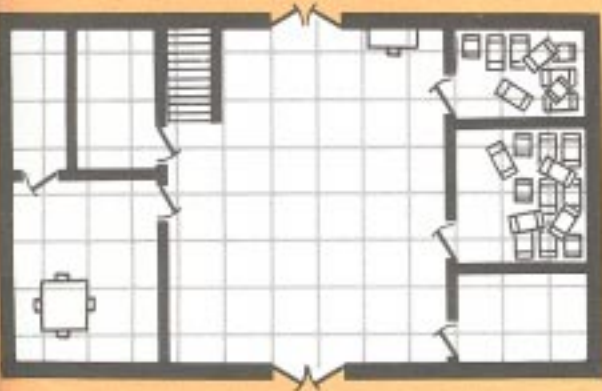


Athal's Stables (Upper Quarters)





Bellister's House (Warehouse)
First Floor, Bidg 227



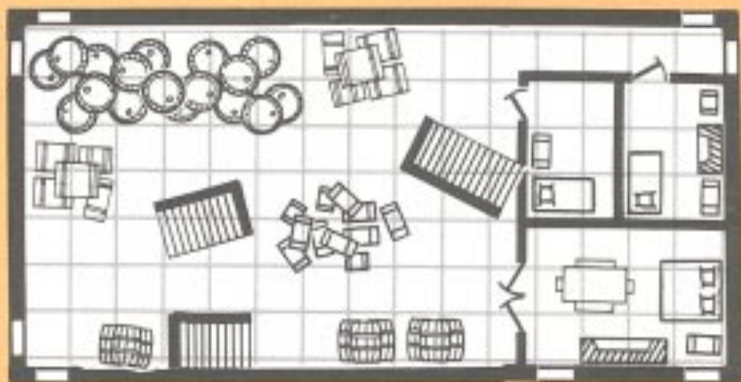
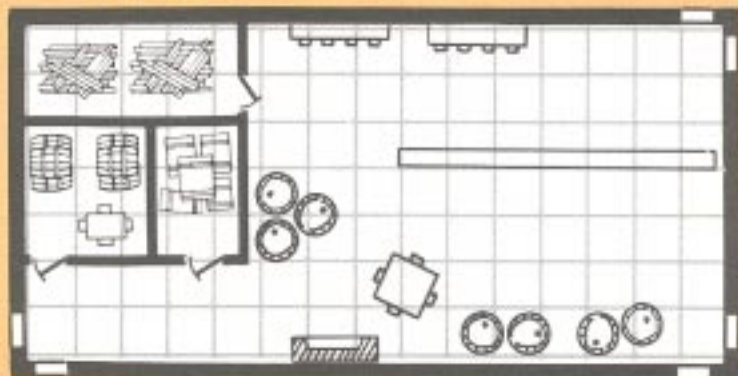
Bellister's House (Warehouse)
Second Floor, Bidg 227

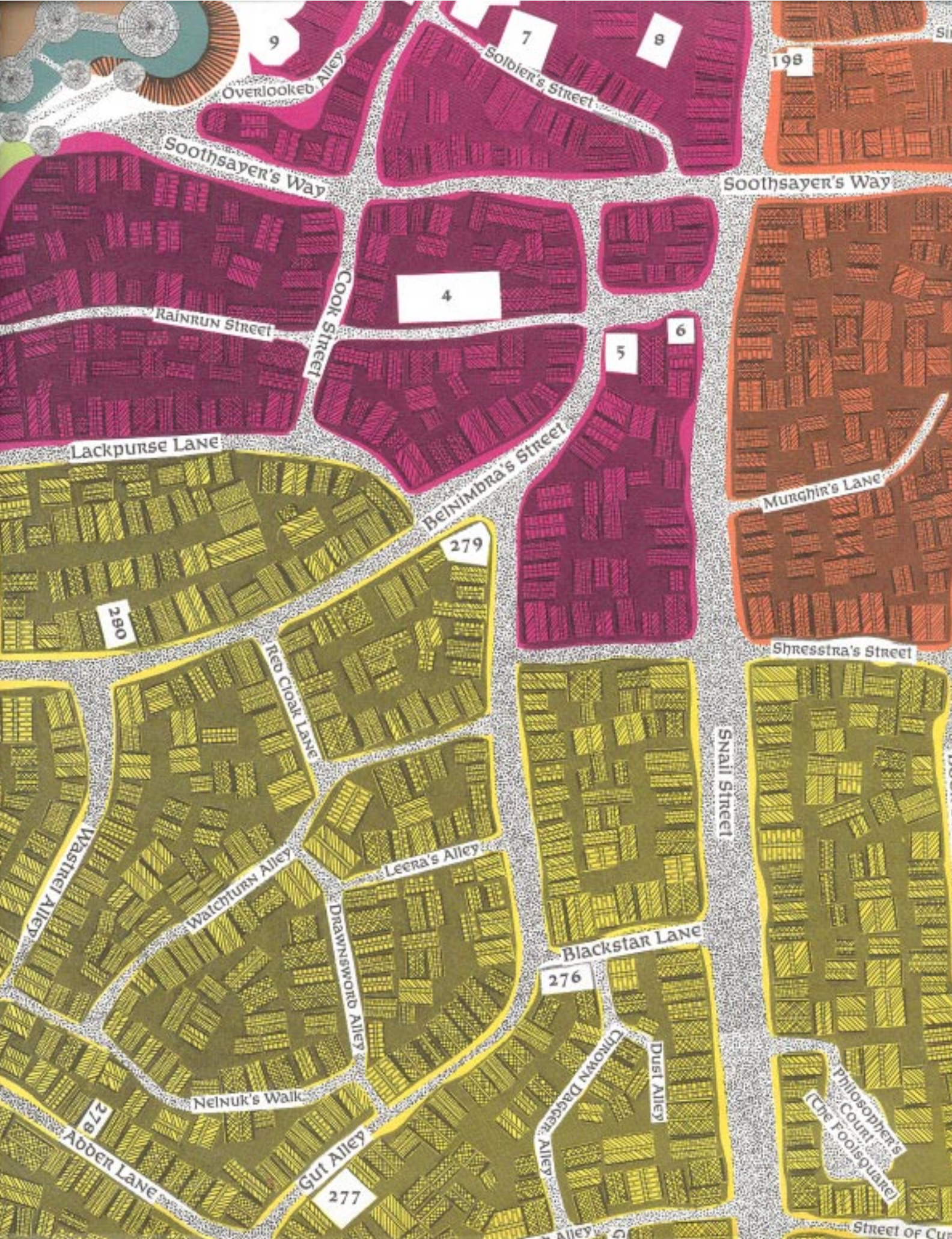


Peluavir's Counter (Bidg 212)



Upper Levels





9

7

8

198

Overlooked Alley

Solbier's Street

Soothsayer's Way

Soothsayer's Way

4

Rainrun Street

Cook Street

5

6

Lackpurse Lane

Belnimbra's Street

Murgbir's Lane

279

280

Red Cloak Lane

Shresstra's Street

Snail Street

Leera's Alley

Blackstar Lane

276

Dust Alley

Chivon Dagger Alley

Nelnu's Walk

Drawnsword Alley

Gurt Alley

Philosopher's Court
(The Footsquare)

278

Abder Lane

277

Street of Cu



pie Street

199

Urbog Lane

203

Hunter's Alley

Lathin's Cu

Jembril Street

Street

River Square

193

Salabar Street

194

River Street

Moorewalk

Buckle Street

Shoor

Street

Beacon Street

204

Blackmull Street

Sahtyra's Lane

Drakir Street

213

Drovers Lane

Buckle Alley

Teishambra's Street

206

Ullmar's Alley

Cornbar Alley

275

214

The Rising Ride

Street of Smiths

Canole Alley

216

217

Culmaster's Street

The Way

anjan's Street

207

The High

RIVER GATE

205

The Quannel's Flight

Beizer's Walk

Caravan Court

Caravan Street

215

Robin's Way

Wall Street



Bldg 206 The Stone House, Guild HQ



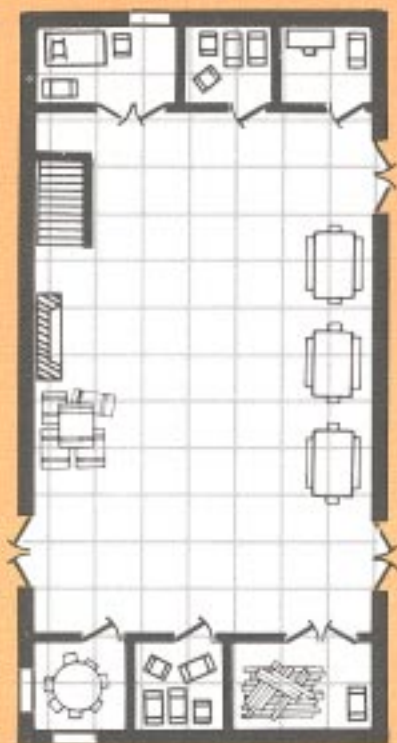
(Main Floor)



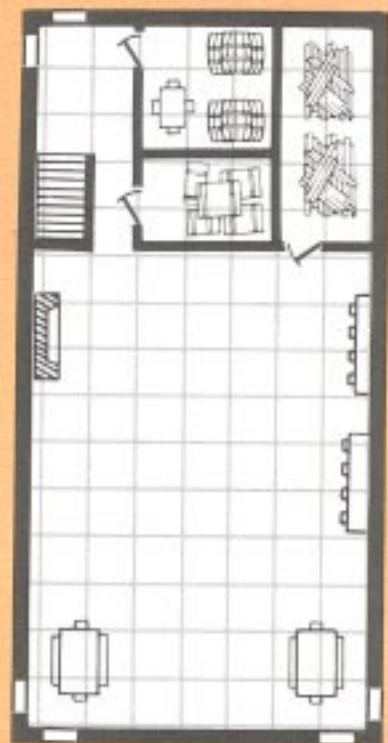
(Second Floor)

MAP 7
(OF 10)

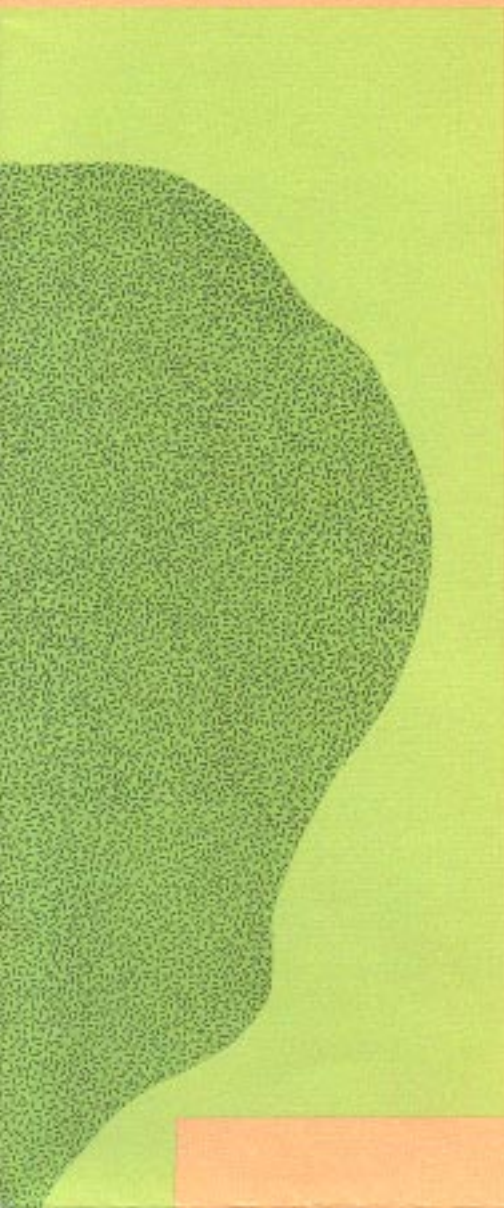
Bldg 252 Workplace of Arnagus the Shipwright



(Main Floor)



(Second Floor)





Picklock Alley
Lubuck Alley

Spiberweb Alley
Shem Mer's Alley

Fish Street

Fish Street

268

269

272

Odd Street

Bitter Alley

271

Ship Street

270

Presper Street

267

Haring's Way

Sternpost Street

Shrimp Street

266

Asterill's Way

265

262

Presprow Lane

261

Dock Street

Cod Lane

Oar Alley

266

264

Ship Street

257

256

255

Shipwright Square

254

253

Aline's Way

252

251

Dock Street

Dock Street

1040XXX0707

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1A 2 3 4 5 6 7 8 9



274

Crash Alley

Pearl Alley

Slut Street

260

Fillet Lane

259

Net Street

249

247

Spice Street

Wharf Street

10

11

12

13

14

15

16

17

210

of the Dragon

Brick

h Road

Sethma's Court

The Forcebar

Fishwire Alley

Curtain Alley

Cosmopol Street

Anchor's Alley

Anchor's Court

218

The Spe

The Boomgarden

Slop Street

Fillet Lane

Coach Street

Coach Street

Dancing Court

208

Slop Street

18



Cilman's Lane

Jar

Street

Caravan Street

OF NINE

Steps

Olaim's Cut

TROLLWALL

orwalk

219

220

Coach Street

221

222

Cartier's Way

224

Coachlamp Lane

19

20

21

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26

225

223

Typical Warehouse

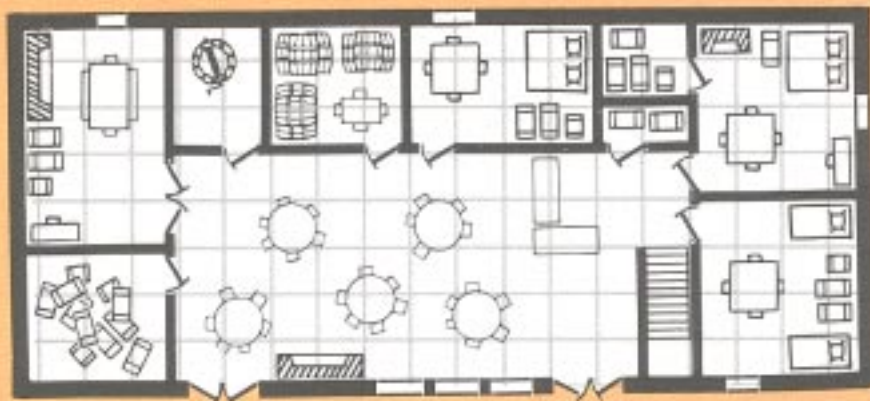


(Main Floor)



(Second Floor)

The Yawning Portal (Main Floor) Bldg 4



The Yawning Portal (Upper Floors)



- K
- J
- I
- H
- G
- F
- E
- D
- C
- B

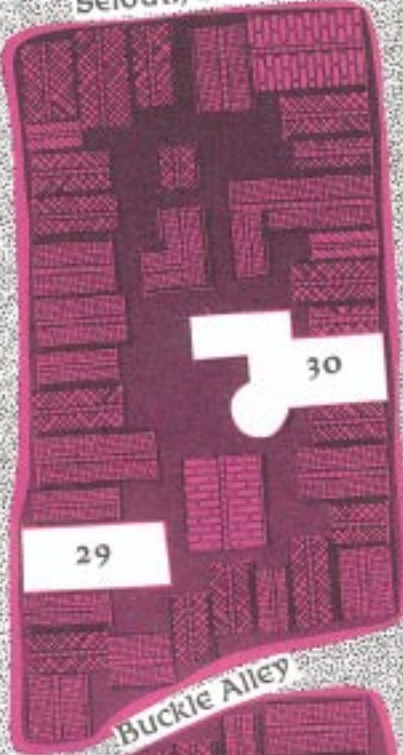
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Lamp Street

Cymbrii's Walk

Selbuth Street

Buckle Alley



The High Road

The Coffin March

Winter Path



Irimar's Walk

Spinoble Street



134

Sammarin's Street

Beaconmar

Ankars Street

Crown Lane

Zenbuth Street

166

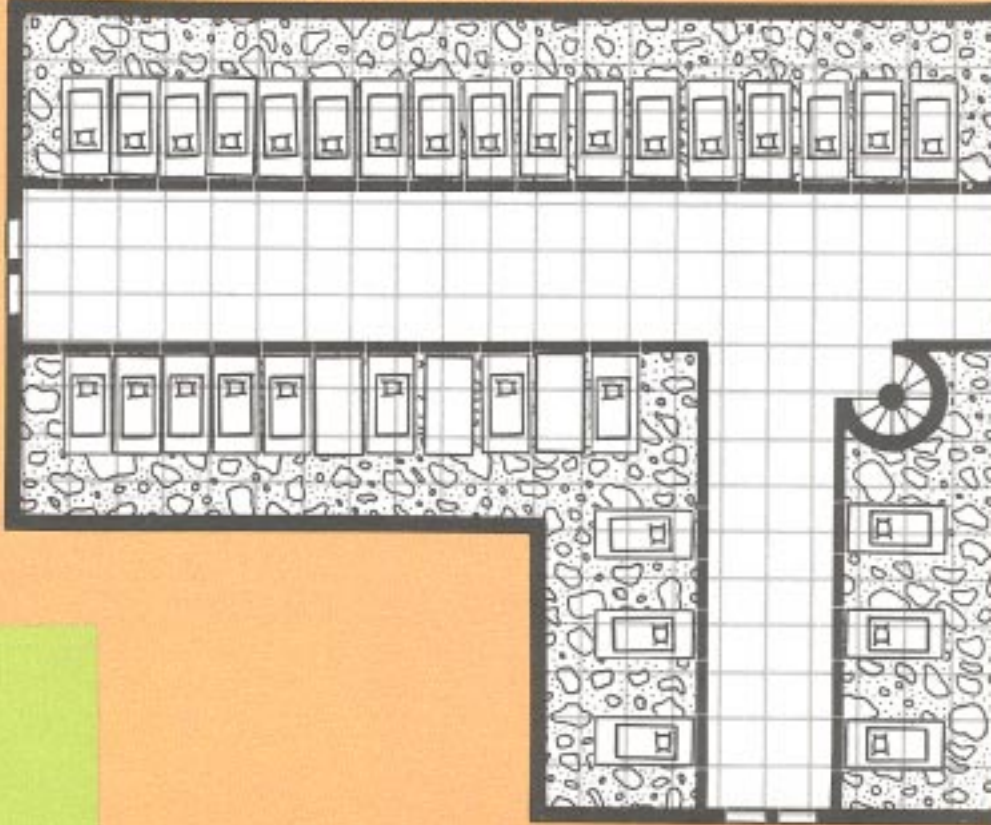
167

165



Watchway

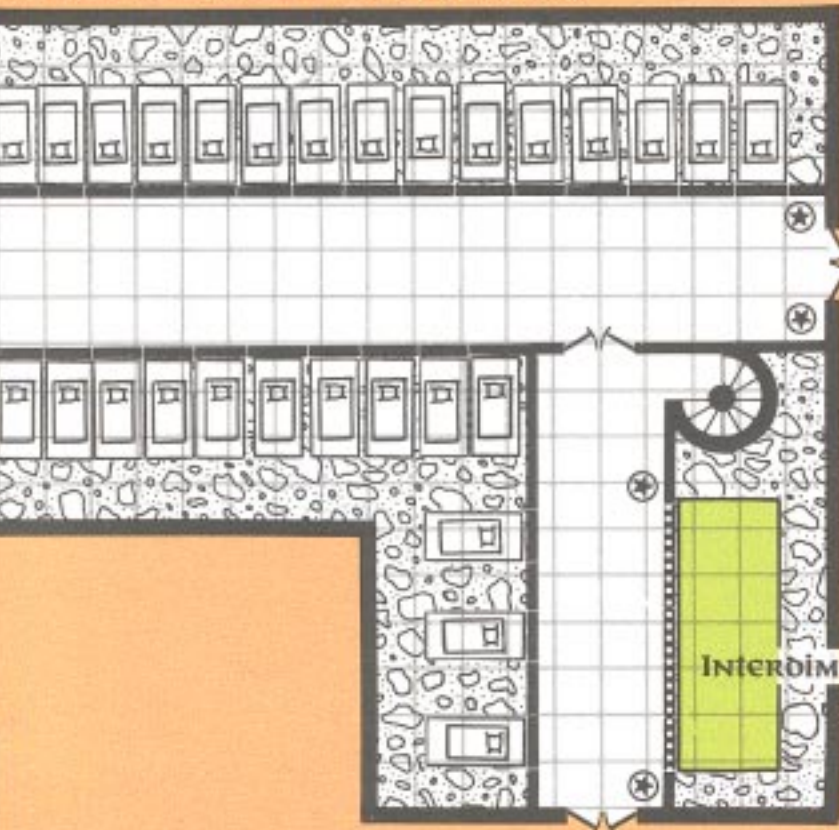
House of the Homeless (Upper Floor)



Floor Plan Scale: ONE SQUARE EQUALS

House of the Homeless (Lower Floor)





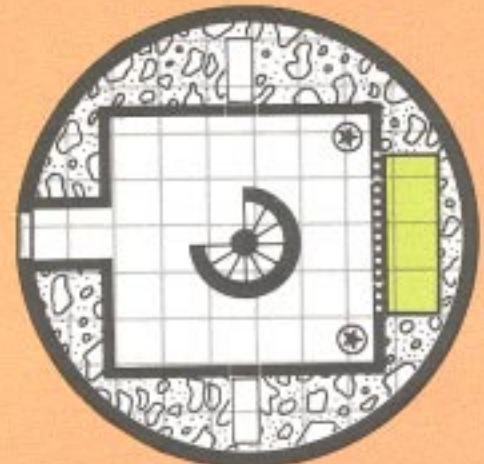
Interdimensional Gate

MAP 8

(OF 10)



5 Feet



Interdimensional Gate



V
U
T
S
R
Q
P
O
N
M
L



Zeiban's Alley

Street of the Sword

Street of Bells

Waterbeep Way

Niles Way

Guards Court

Watchman's Way

Crossbow Lane

Quaff Alley

Atkiss' Alley

Snail Street

Scroll Street

Virgin's Square

Ironpost Street

BURNT WAGON Way

Vejlarr's Lane

23

22

26

27

27

28

25

24

33

34

37

36

35

38

Cats Alley

The Cat's Call

39

173

175

176

174

177

178

196

197

5

14

13

12

Gem street

10

Hillock Court

7

7

7

7

5

7

6

7

8

9

1A

2

3

4



172

163

162

161

183

184

185

179

181

182

187

189

186

190

High Road

188

Spoils Alley

191

192

Wide Way

Court of the White Bull

195

of the Dragon

Bumbag Lane

Deann Alley

Chelon's Alley

Dracane Alley

Walltower

10

11

12

13

14

15

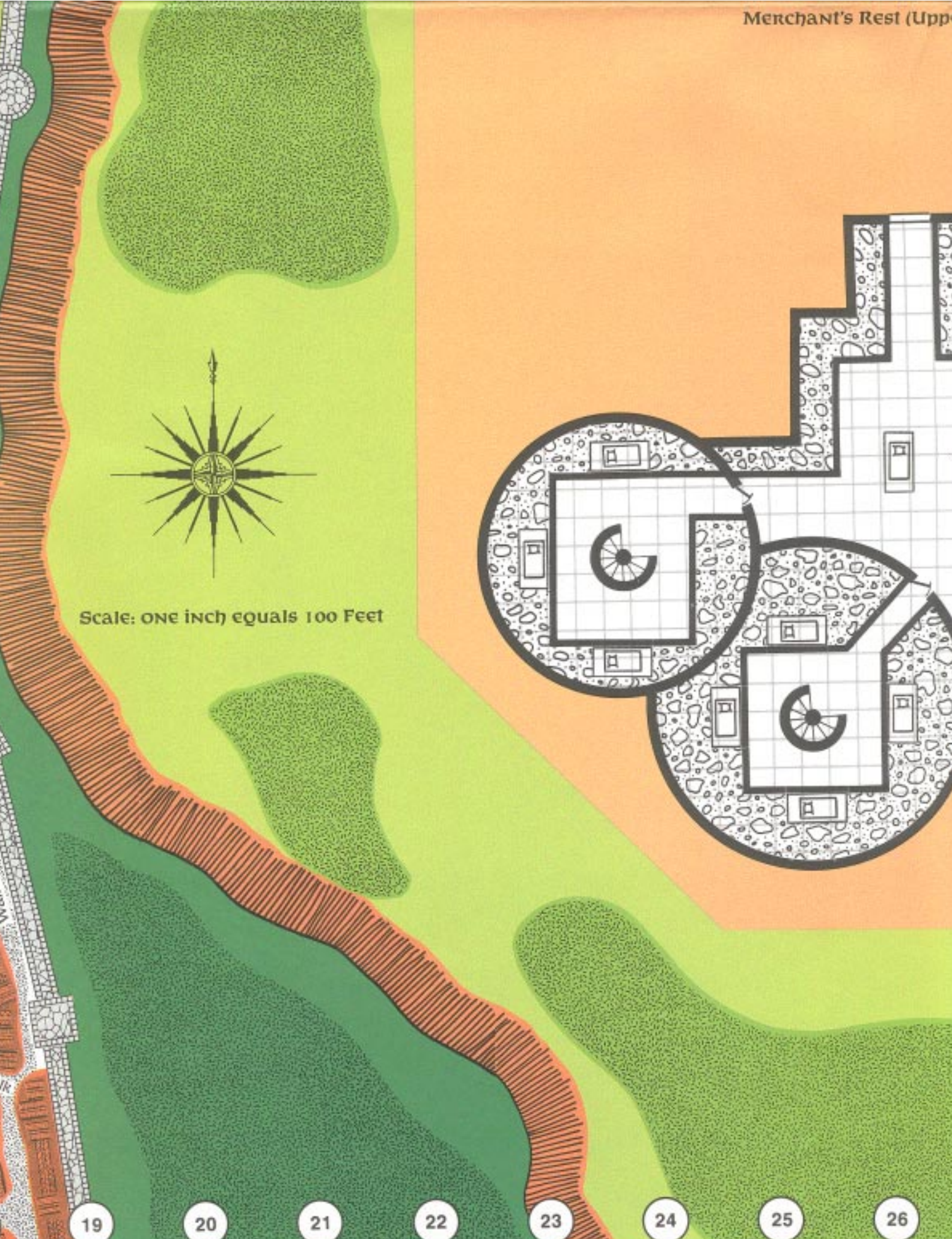
16

17

18



Scale: ONE inch equals 100 Feet



19

20

21

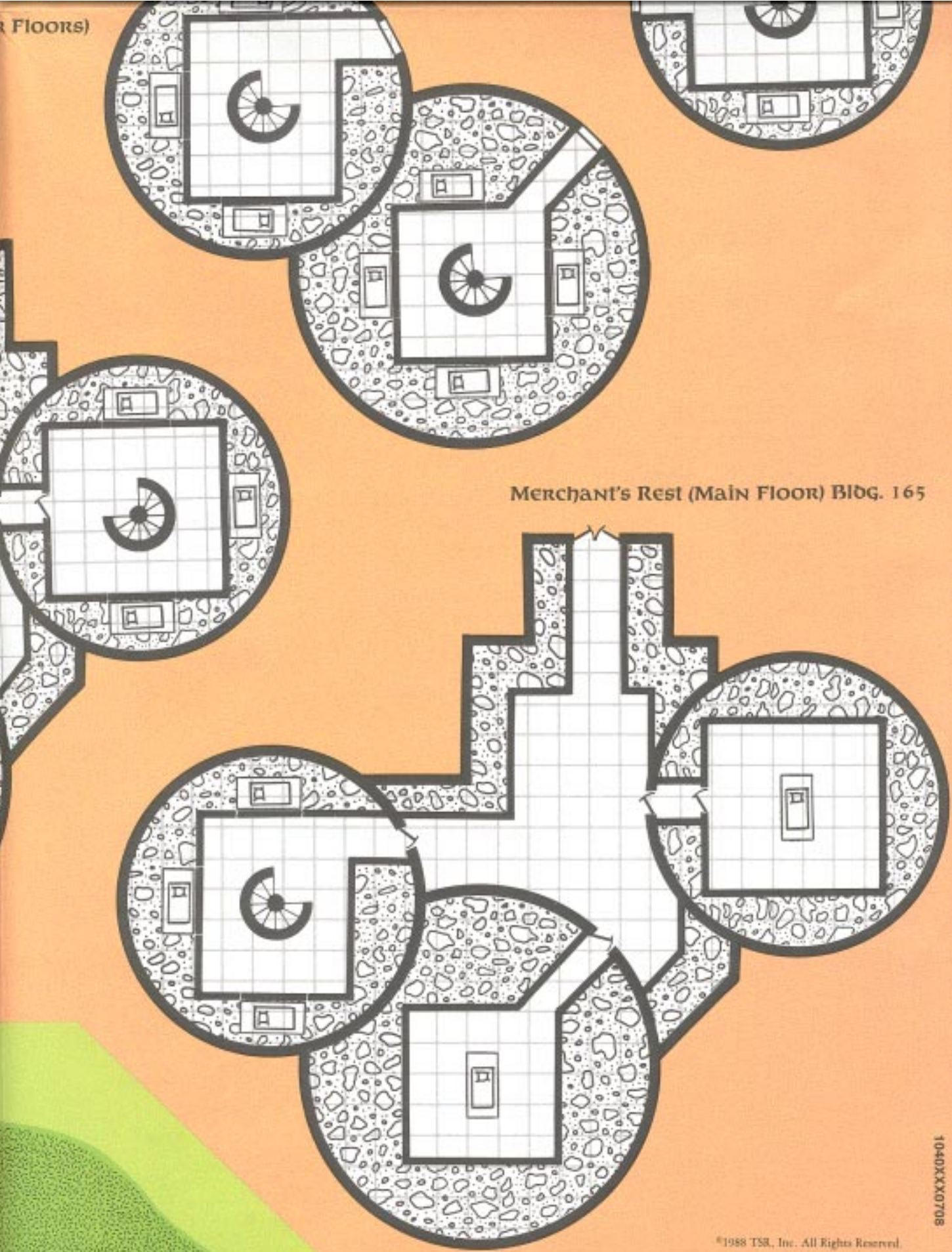
22

23

24

25

26



Merchant's Rest (Main Floor) Bldg. 165

- A
- B
- C
- D
- E
- F
- G
- H
- I
- J
- K

1040XXXX0708

- 27
- 28
- 29
- 30
- 31
- 32
- 33
- 34
- 35



Street



igh Road





Skull Alley

Horn Street

Anmar Street

Seirin Street

Bronder's Way

138

150

152

Saerdoun Street

Lion Street

153

149

154

Wall March

Hassantyr's Street

148

Ussilbran Street

147

Nibabar Street

Street of the Manticore

137

Haelgond Way

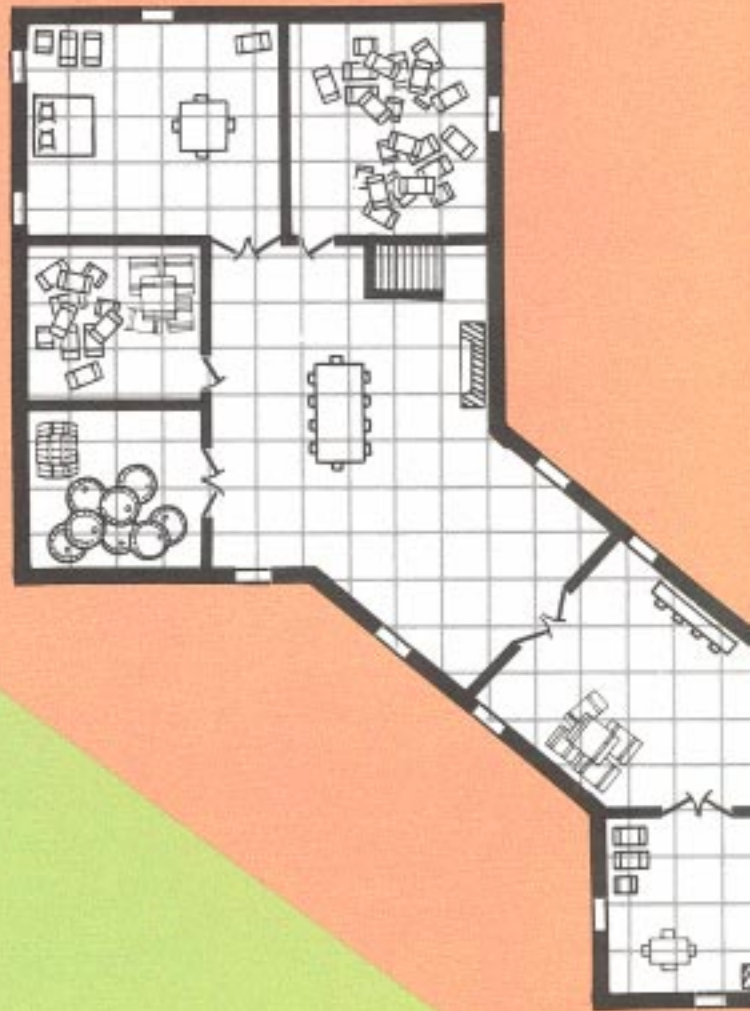
146

157

156

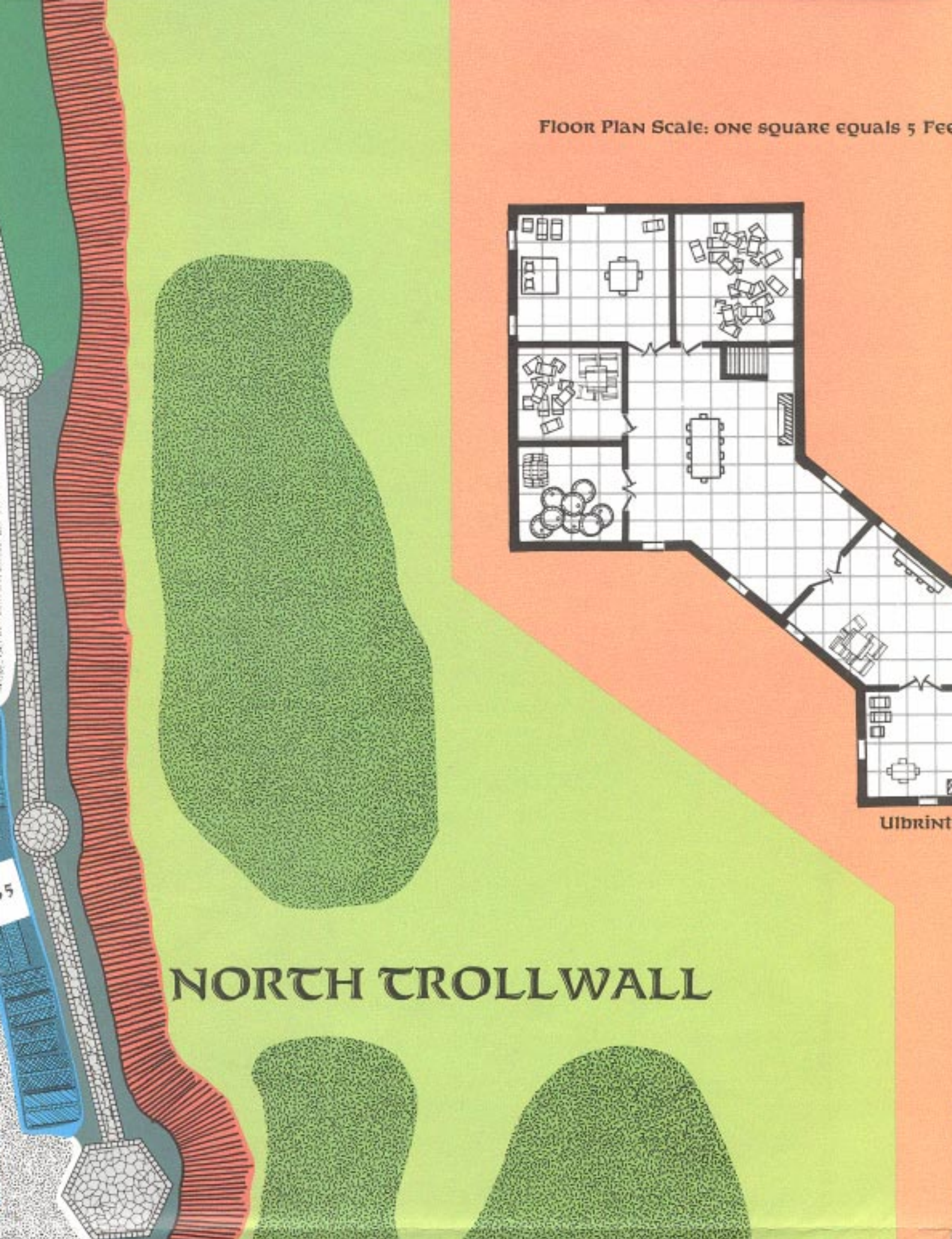
Endcliff Lane

Floor Plan Scale: one square equals 5 Feet



Ulbrint

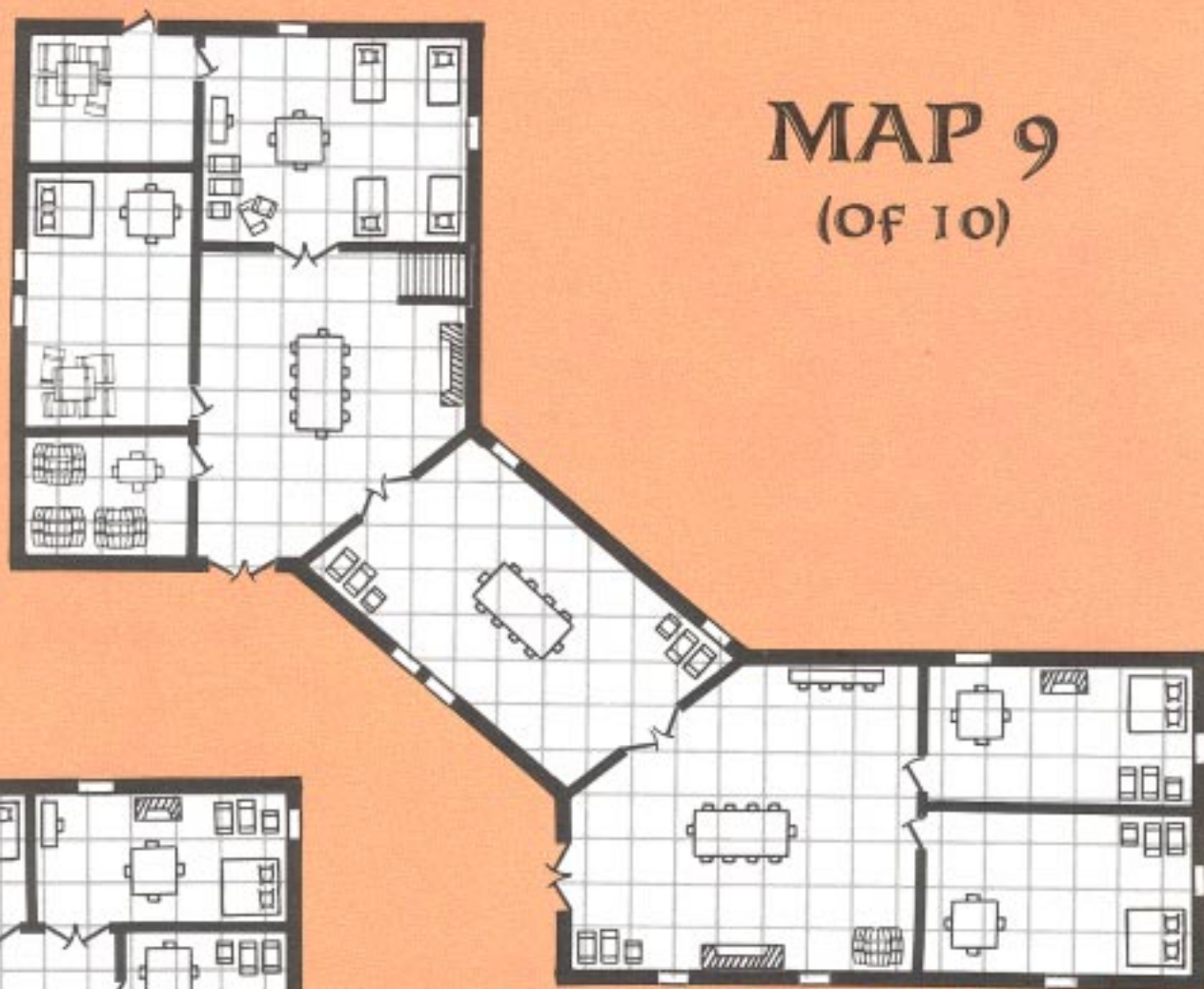
NORTH TROLLWALL



V
U
T
S
R
O
P
O
N
M
L

MAP 9

(OF 10)

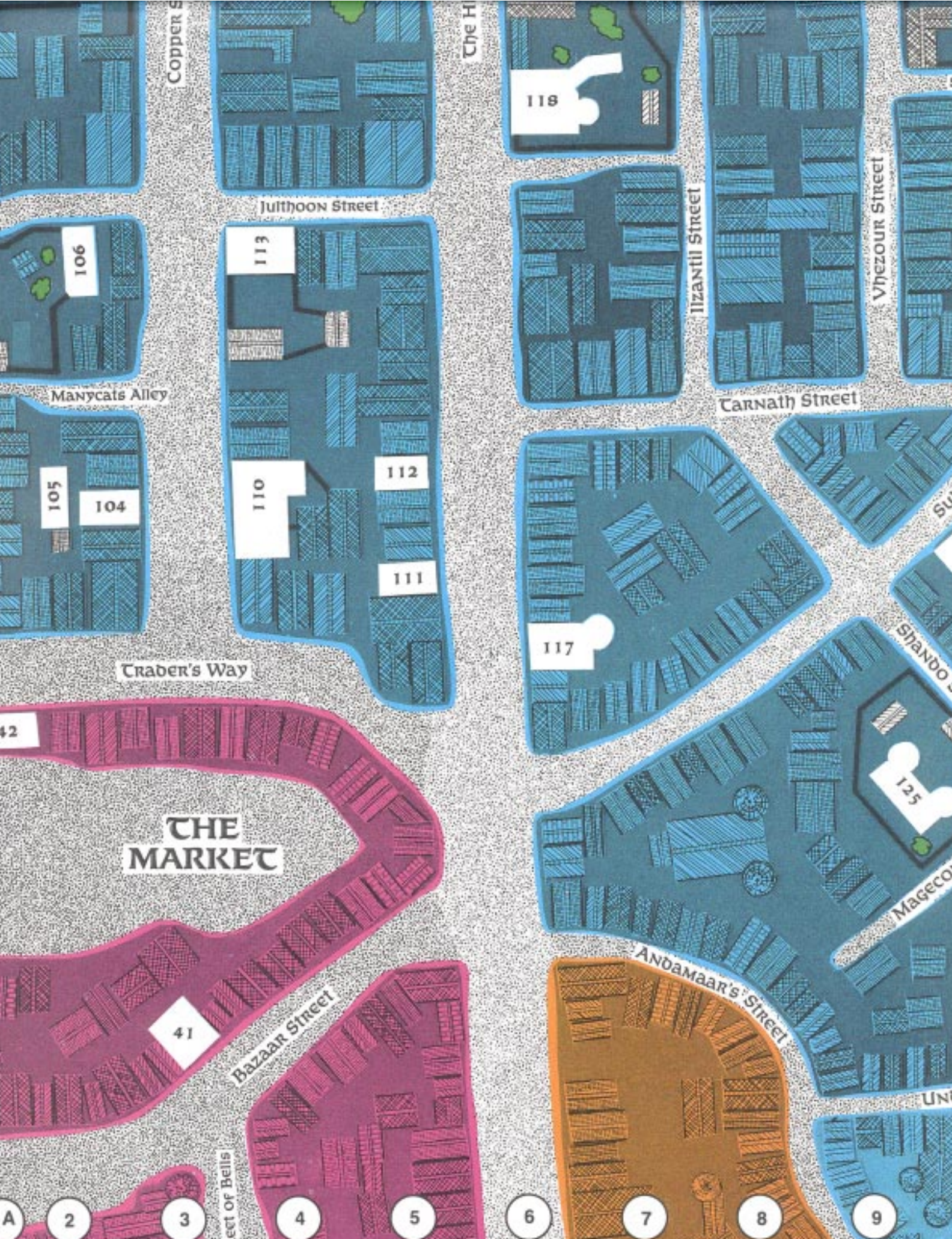


Uibrinter Family Villa (Main Floor) Bldg. 133



Family Villa (Upper Floor)





Copper S

The H

Julthoon Street

Iizantil Street

Vhezour Street

Carnath Street

Manycats Alley

Crader's Way

Andamaar's Street

Bazaar Street

THE MARKET

- A
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9

et of Bells

106

118

113

110

112

111

117

105

104

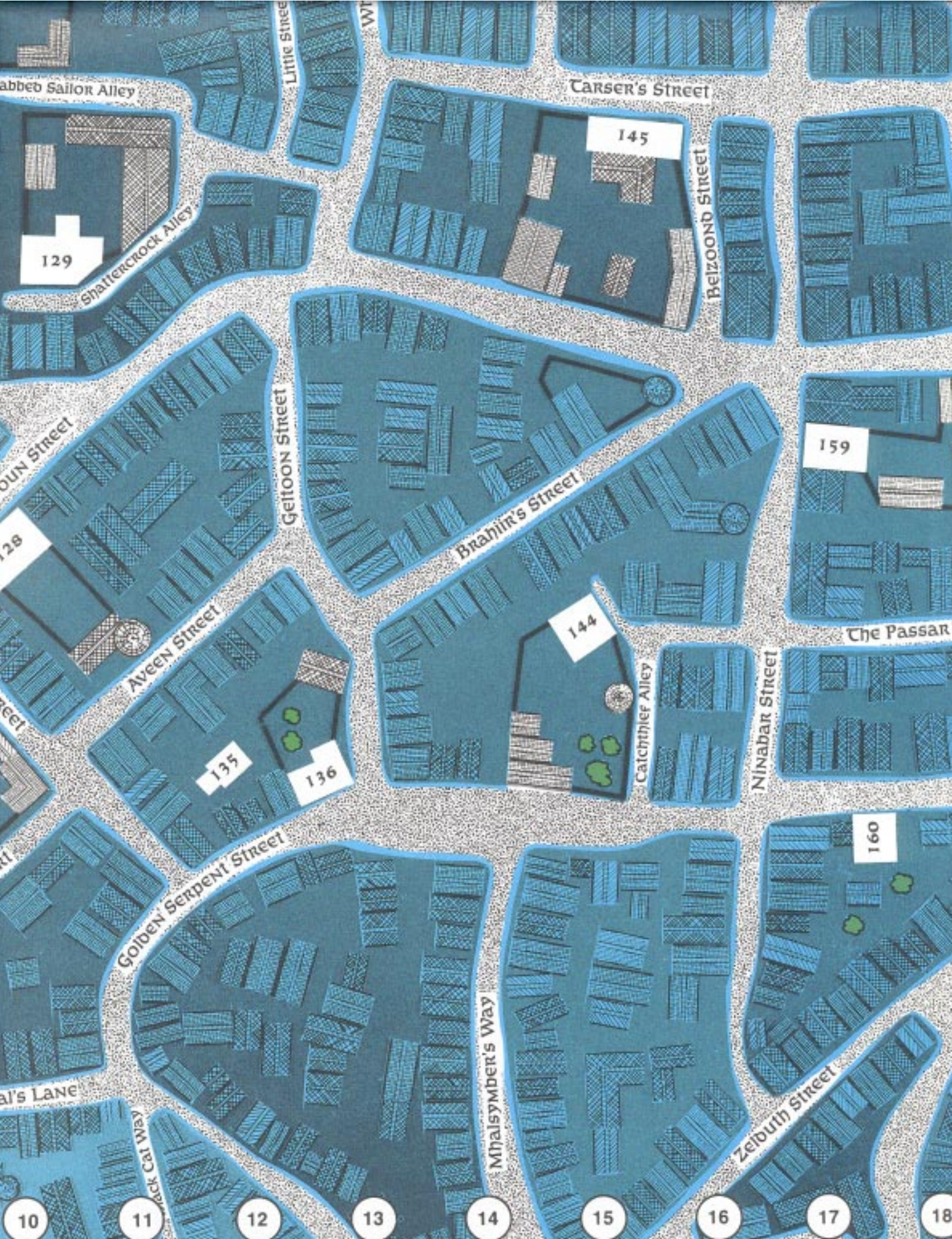
42

41

125

Mageco

Shando



abbed Sailor Alley

Little Street

Carser's Street

129

Shattercrock Alley

145

Belzound Street

oun Street

Geltoon Street

Brahim's Street

159

128

Aveen Street

144

The Passar

reet

135

136

Catchthief Alley

Ninabar Street

at

Golden Serpent Street

160

al's Lane

Mhalsymer's Way

Zelouth Street

ack Cat Way

10

11

12

13

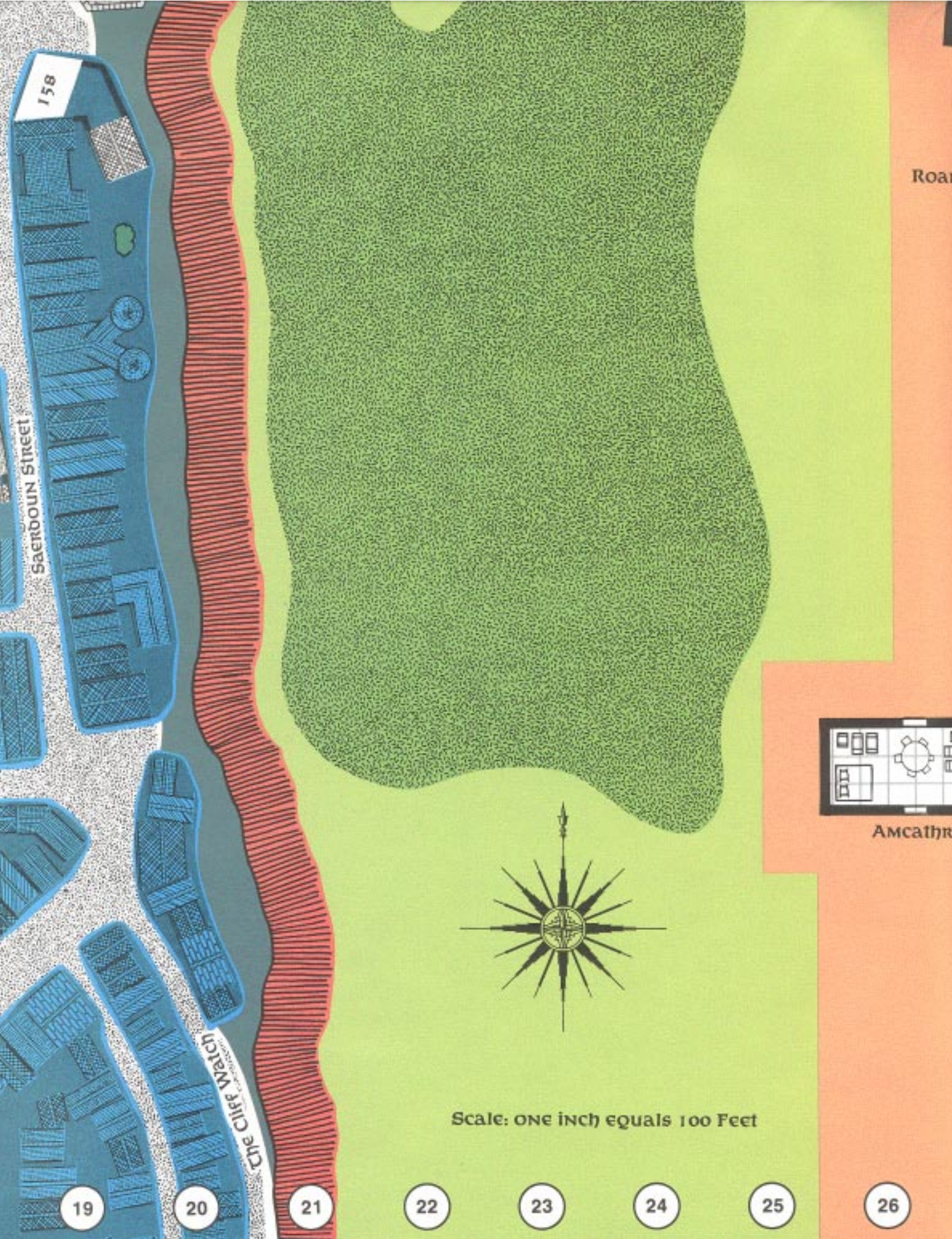
14

15

16

17

18



158

Saerdown Street

The Cliff Walk

Road

Amcathr

Scale: one inch equals 100 Feet

19

20

21

22

23

24

25

26



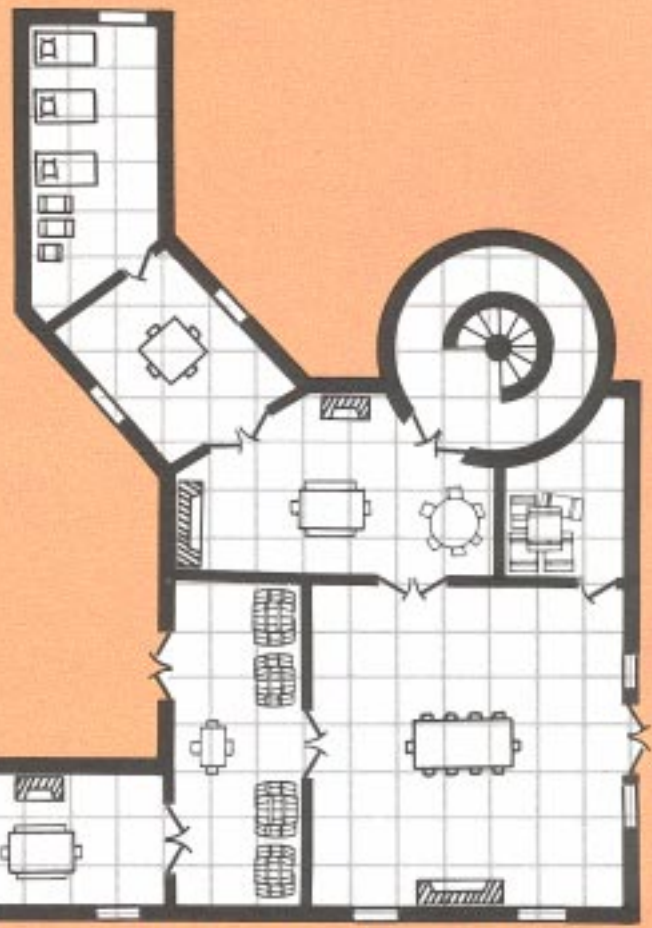
Roaringhorn Family Villa (Upper Floor)



Roaringhorn Family Villa (Main Floor) Bldg. 145



Amcathra Family Villa (Upper Floor)



Amcathra Family Villa (Main Floor) Bldg. 118

- K
- J
- I
- H
- G
- F
- E
- D
- C
- B

1040XX.X0709

- 27
- 28
- 29
- 30
- 31
- 32
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- 34
- 35

1V

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4

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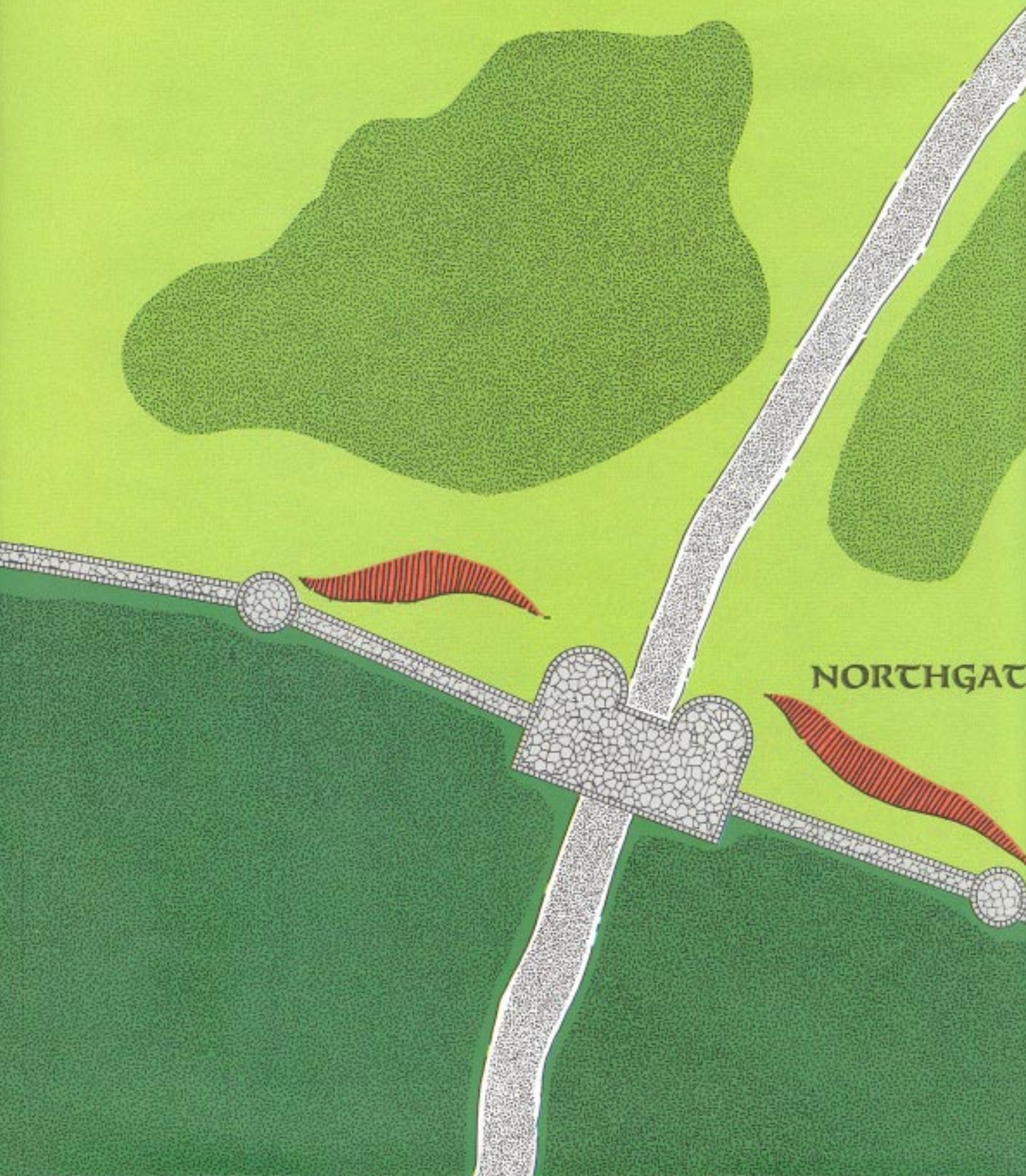
6

7

8

9

Scale: one inch equals 100 Feet



NORTHGAT

10

11

12

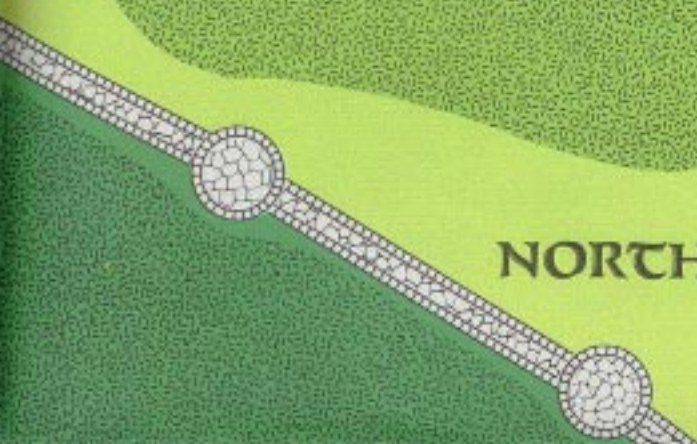
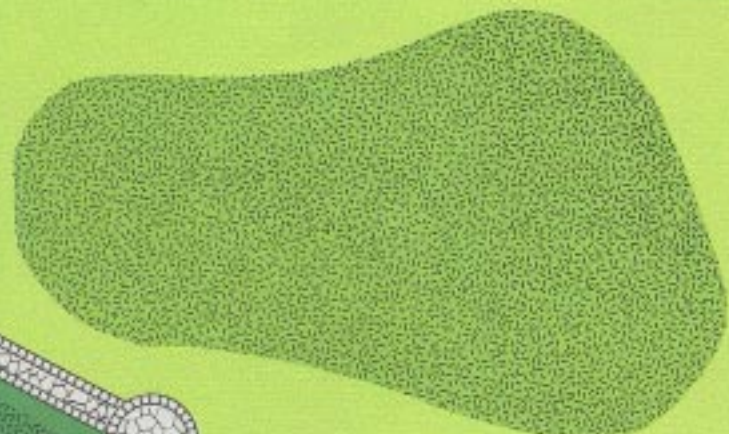
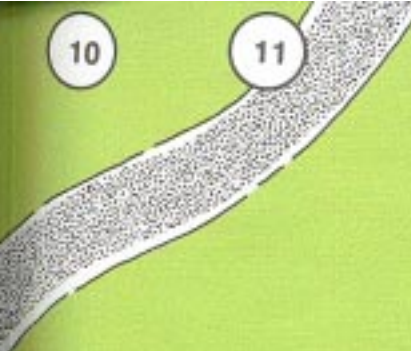
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14

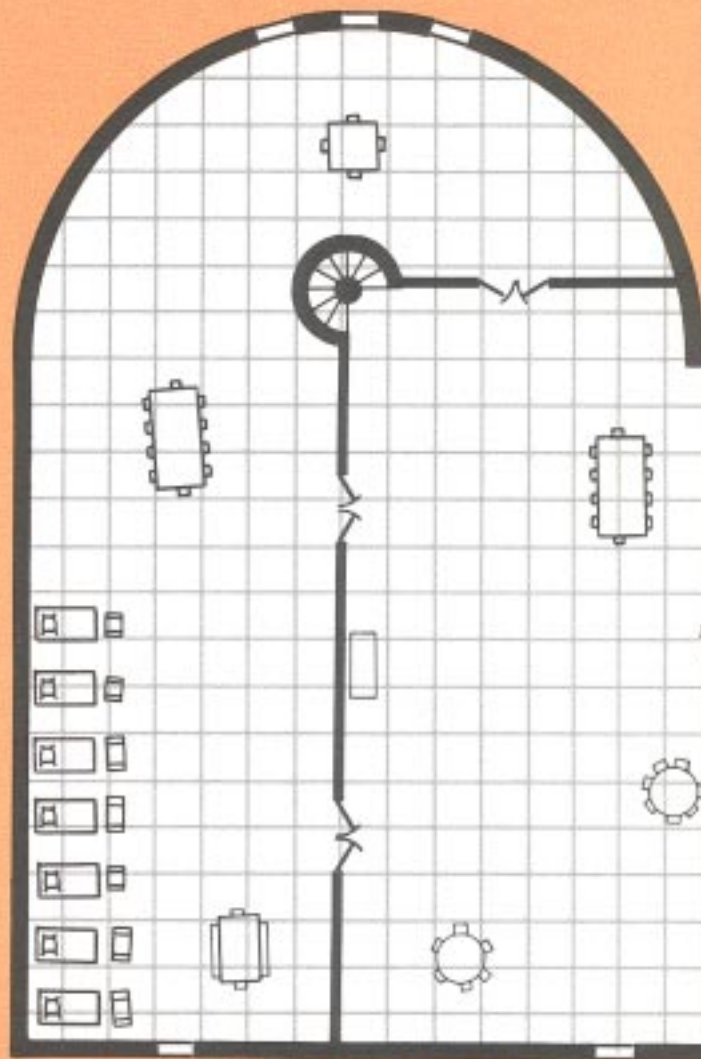
15

16

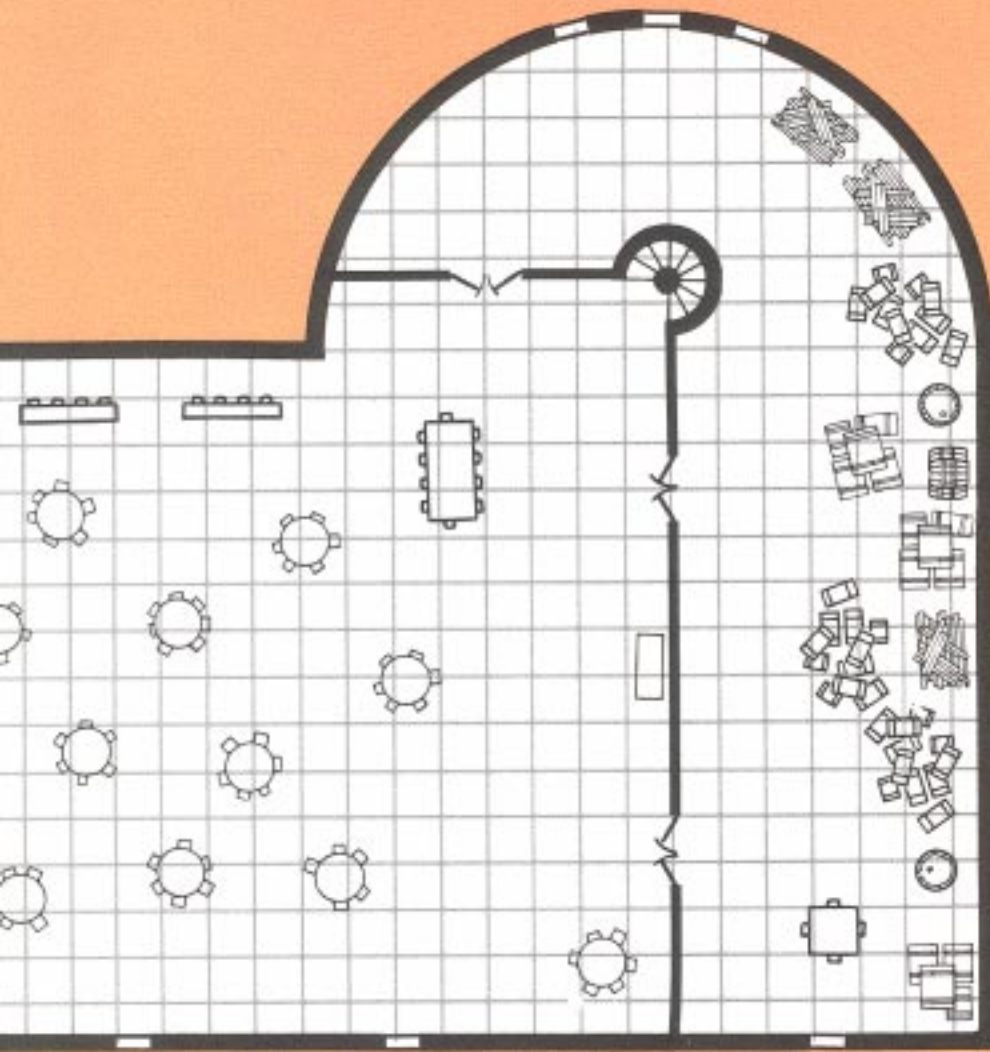
17



NORTH TROLLWALL

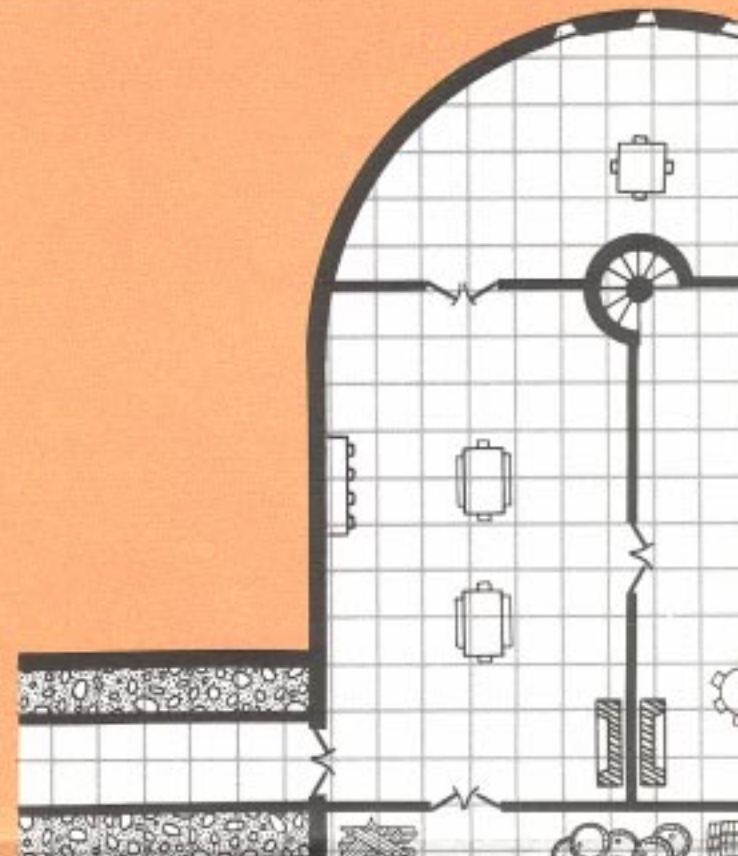


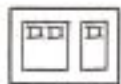
North Gate (Upper Floors)



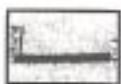
Key:

-  Stairs
-  Barrel
-  Lumber
-  Well
-  Fireplace
-  Cabinet

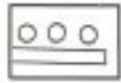




Beds



Fence or Wall



Ban



Road



Trunks



Grass



Doors



Sand



Windows



Cliff



Buildings



Trap Door (in Floor)

MAP 10 (OF 10)

U

T

S

R

Q

FLOOR PLAN SCALE: ONE SQUARE EQUALS 5 FEET

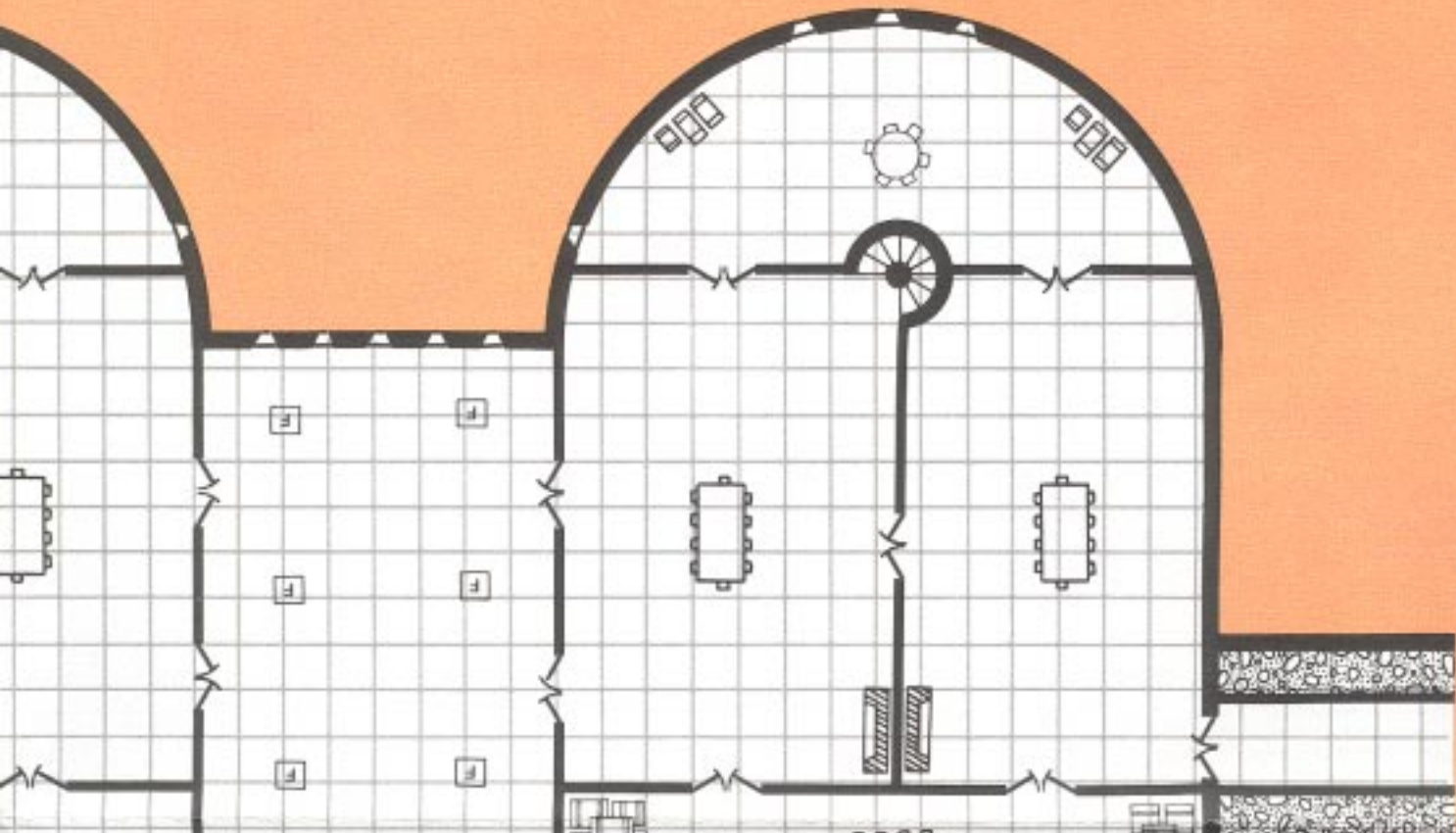
P

O

N

M

L



UPPER TOWERS



Skulls Street

102

103

Copper Street

IMMAR Street

Chasso's Trot

100

101

The High Road

IMMAR Street

123

122

121

7

Brassfeather Lane

124

Antec

140

Windborne Way

Chunberstaff Way

Sashtar Street

VONBIL Street

UPPER DOWNS (Meadows and Camps)



FARWATCH

Lane

141

142

Phyll Lane

Crollkill Street

143

IMMAR Street

139

Tower March

151

PONY Way

Stallion Street

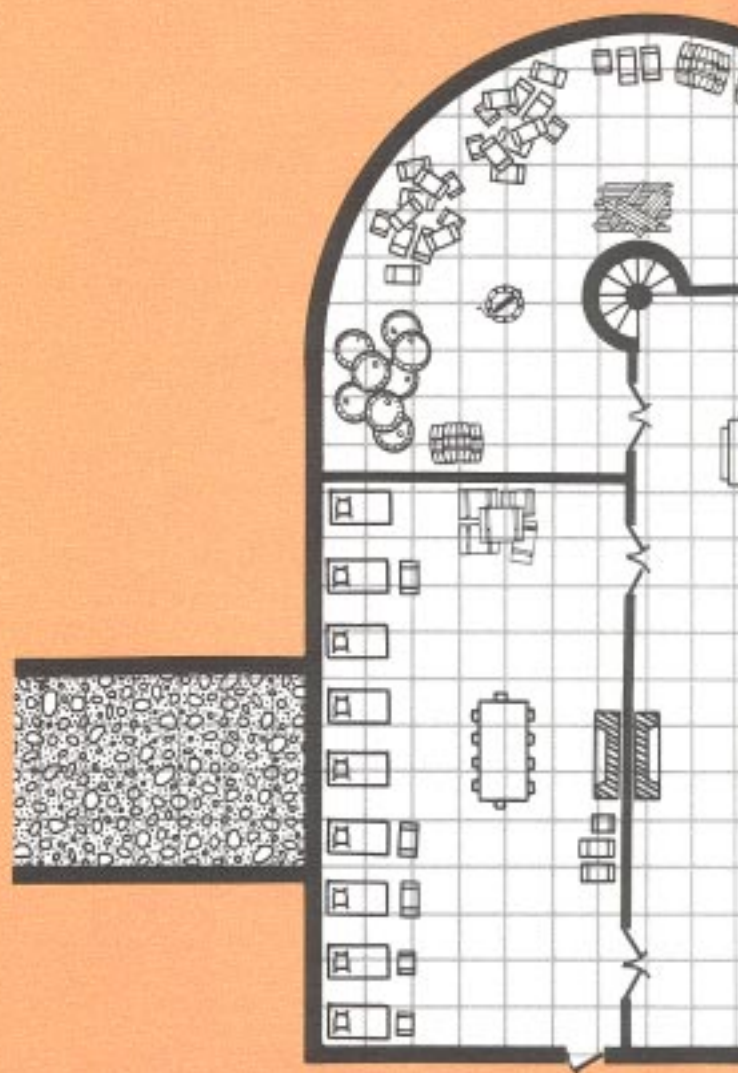
HORN Street

ENDCLIFF FORT

TOWER



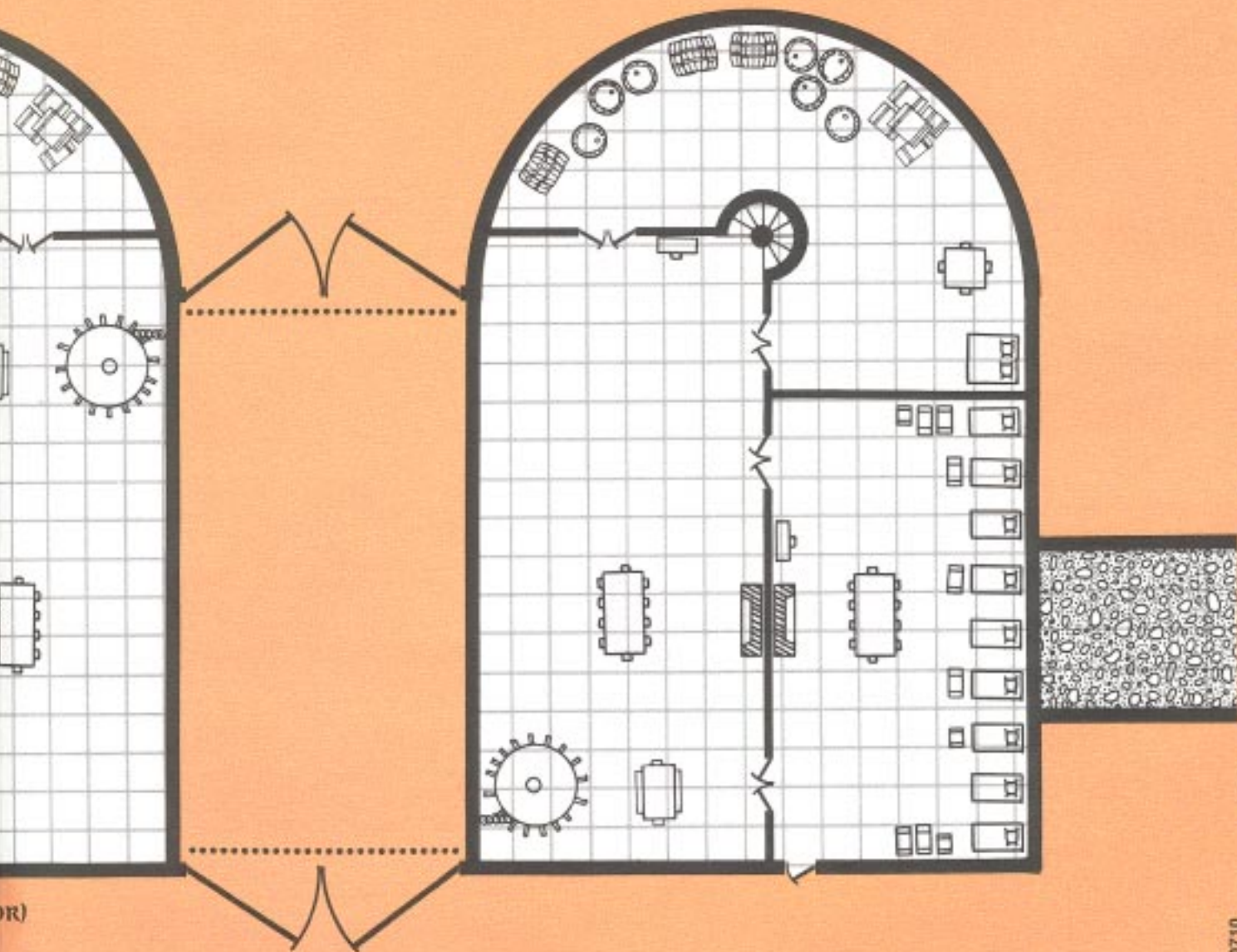
North Gate (Upper)



North Gate (Main Floor)



DOORS)



OR)

- A
- B
- C
- D
- E
- F
- G
- H
- I
- J
- K

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WATER

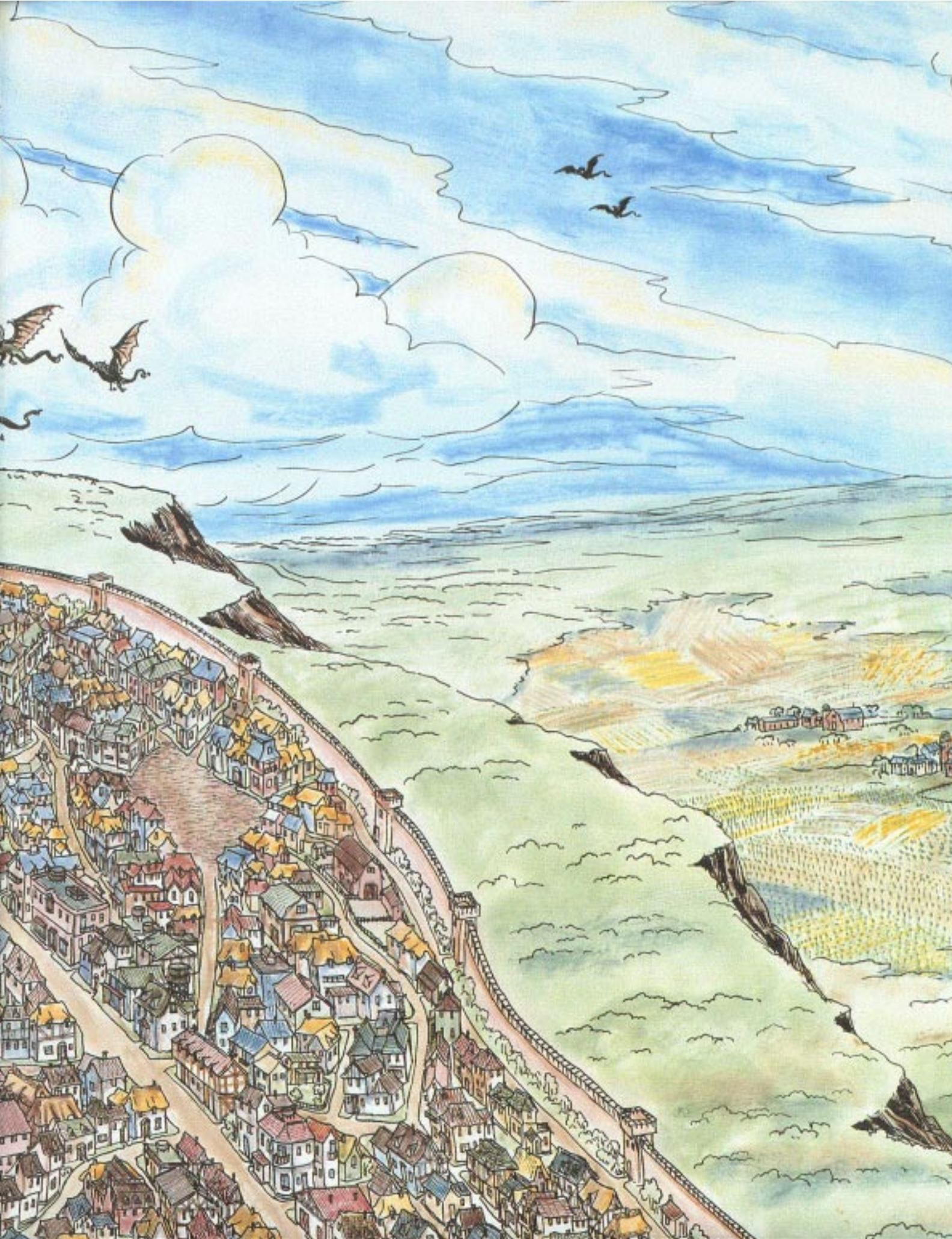
City of S



R DEEP

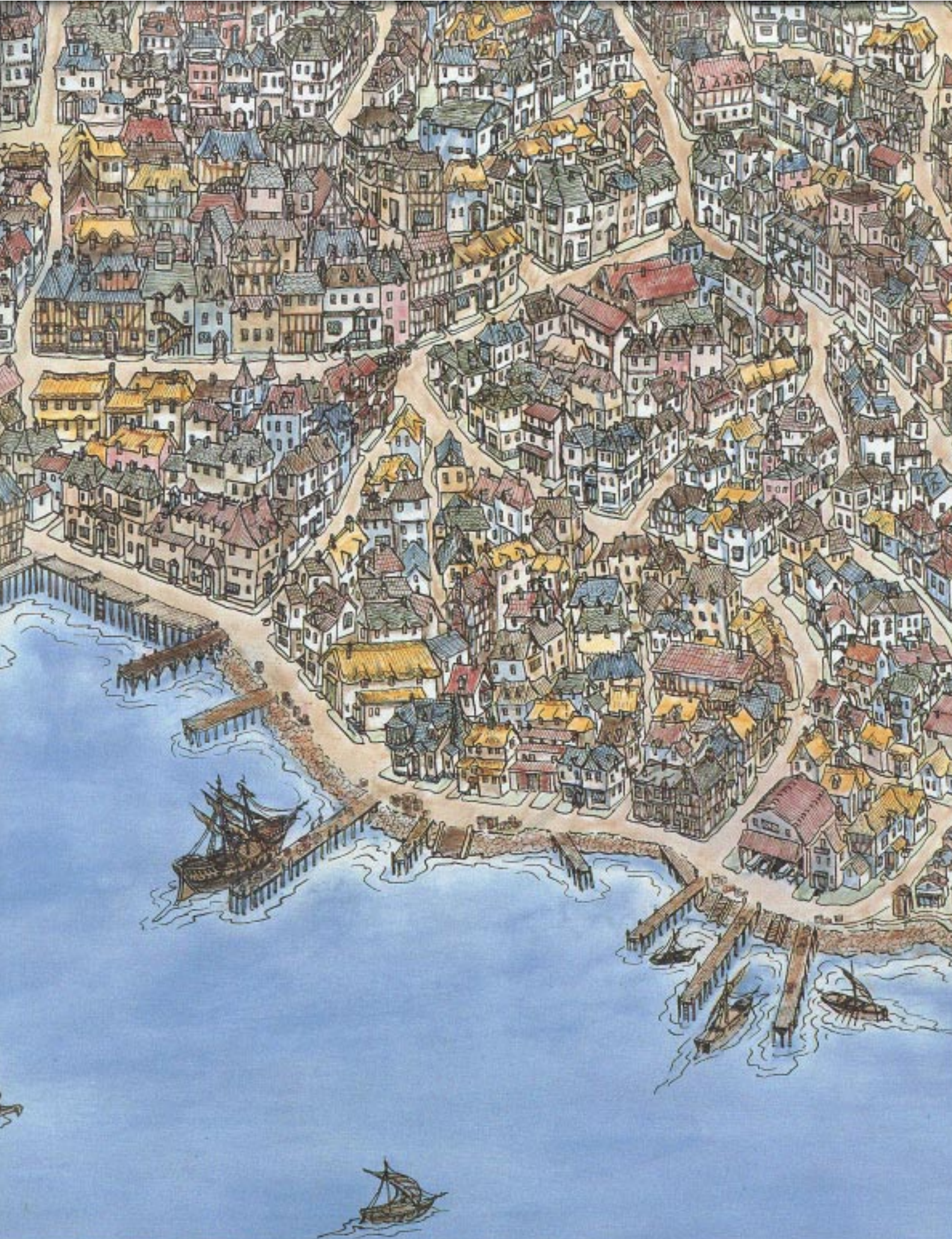
ENDORS





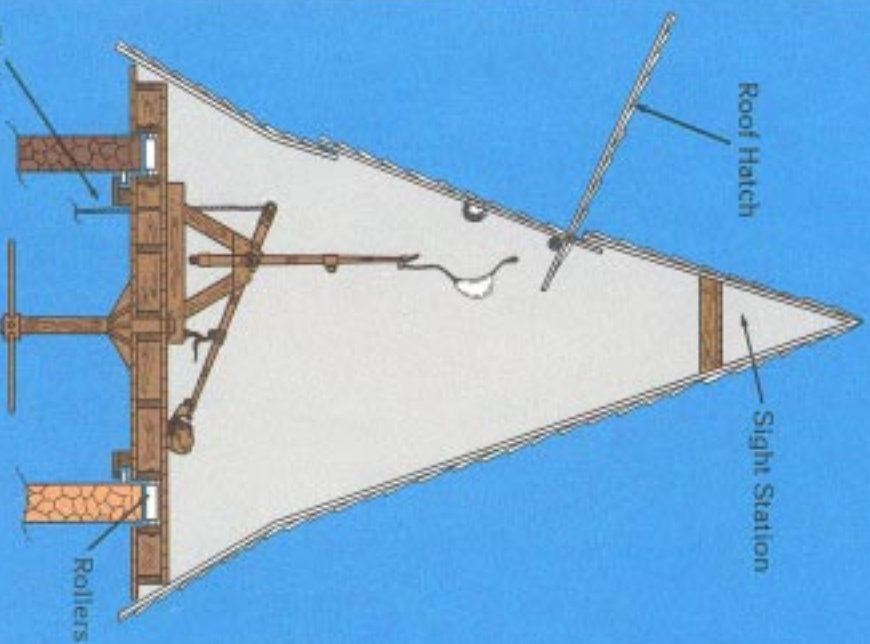




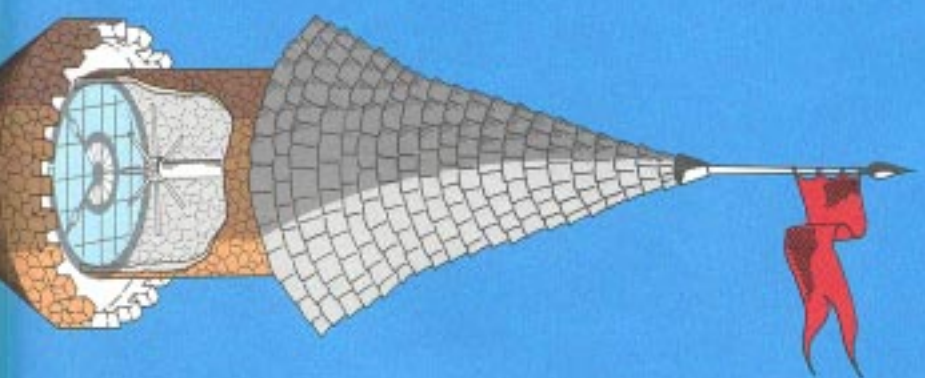
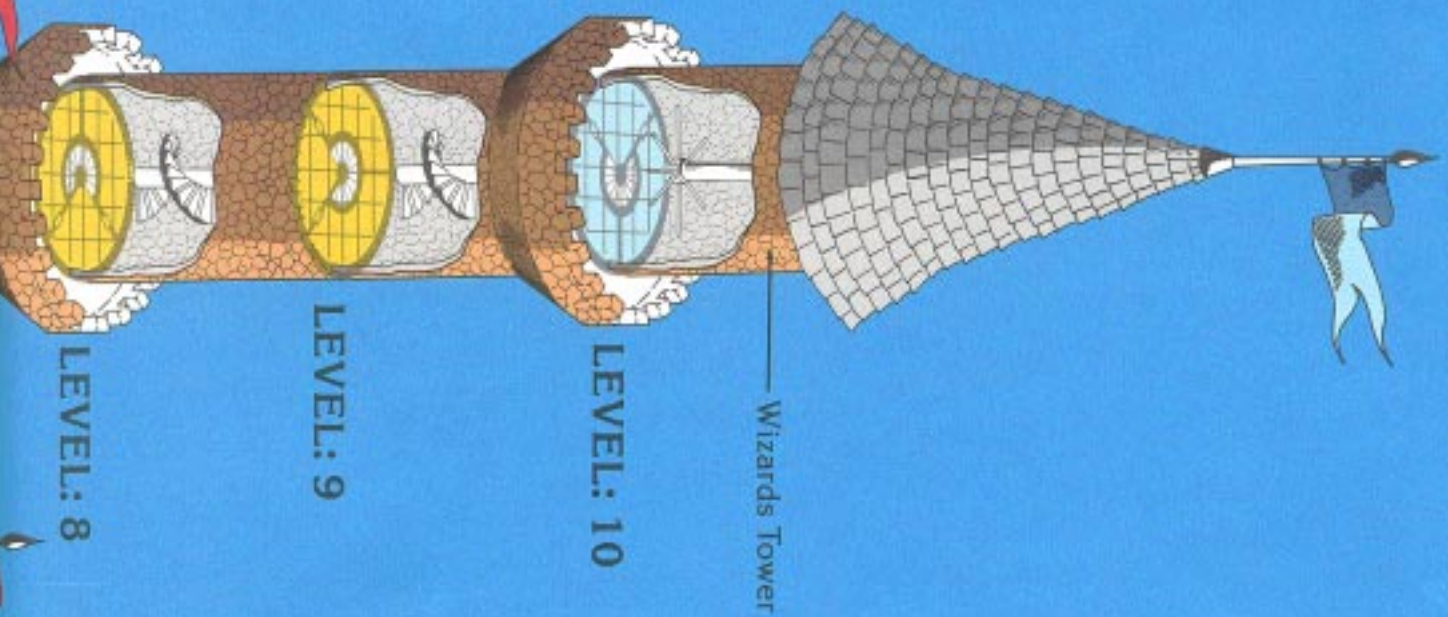




CASTLE WATERDEEP

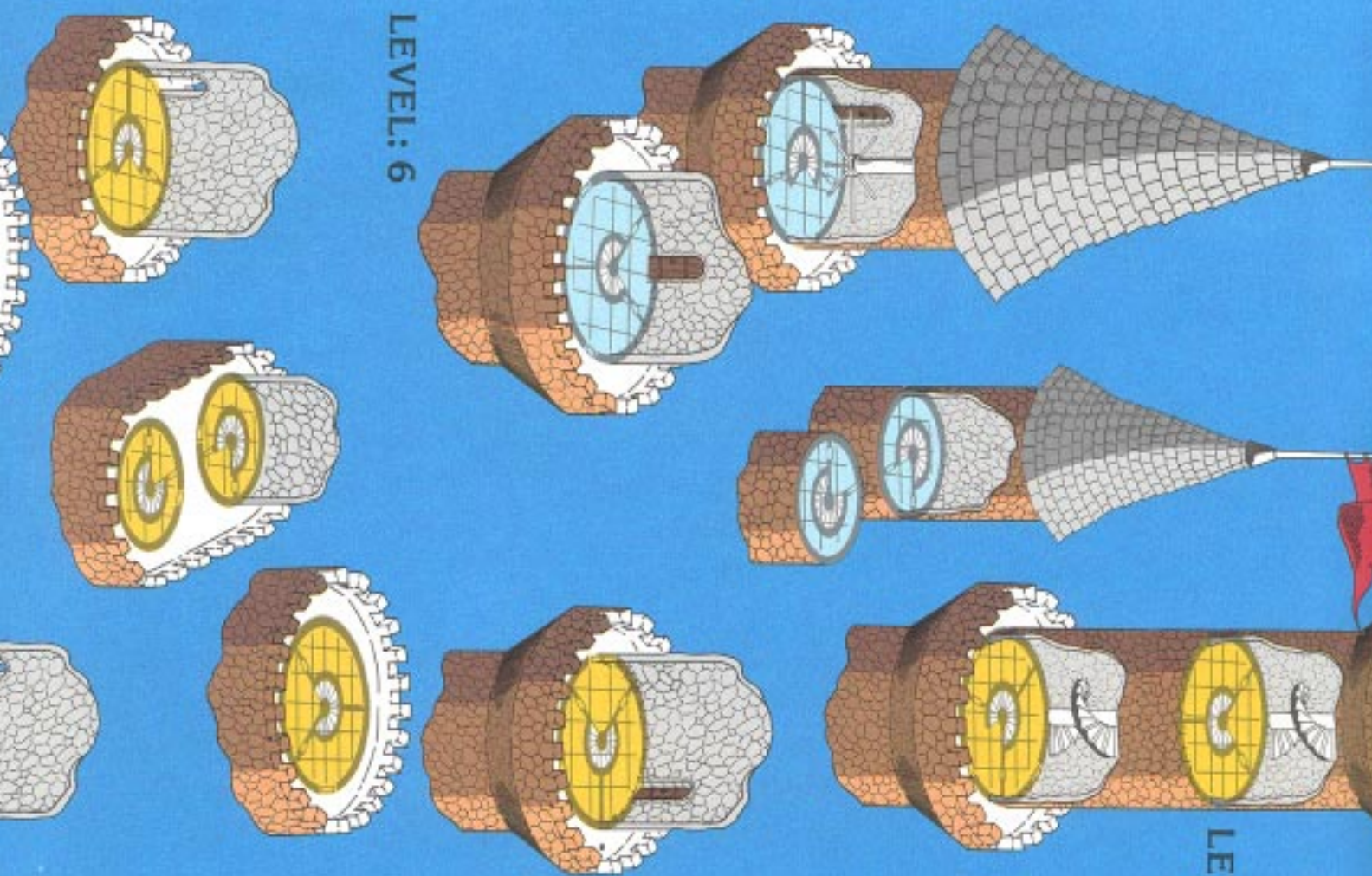


SECTION VIEW:

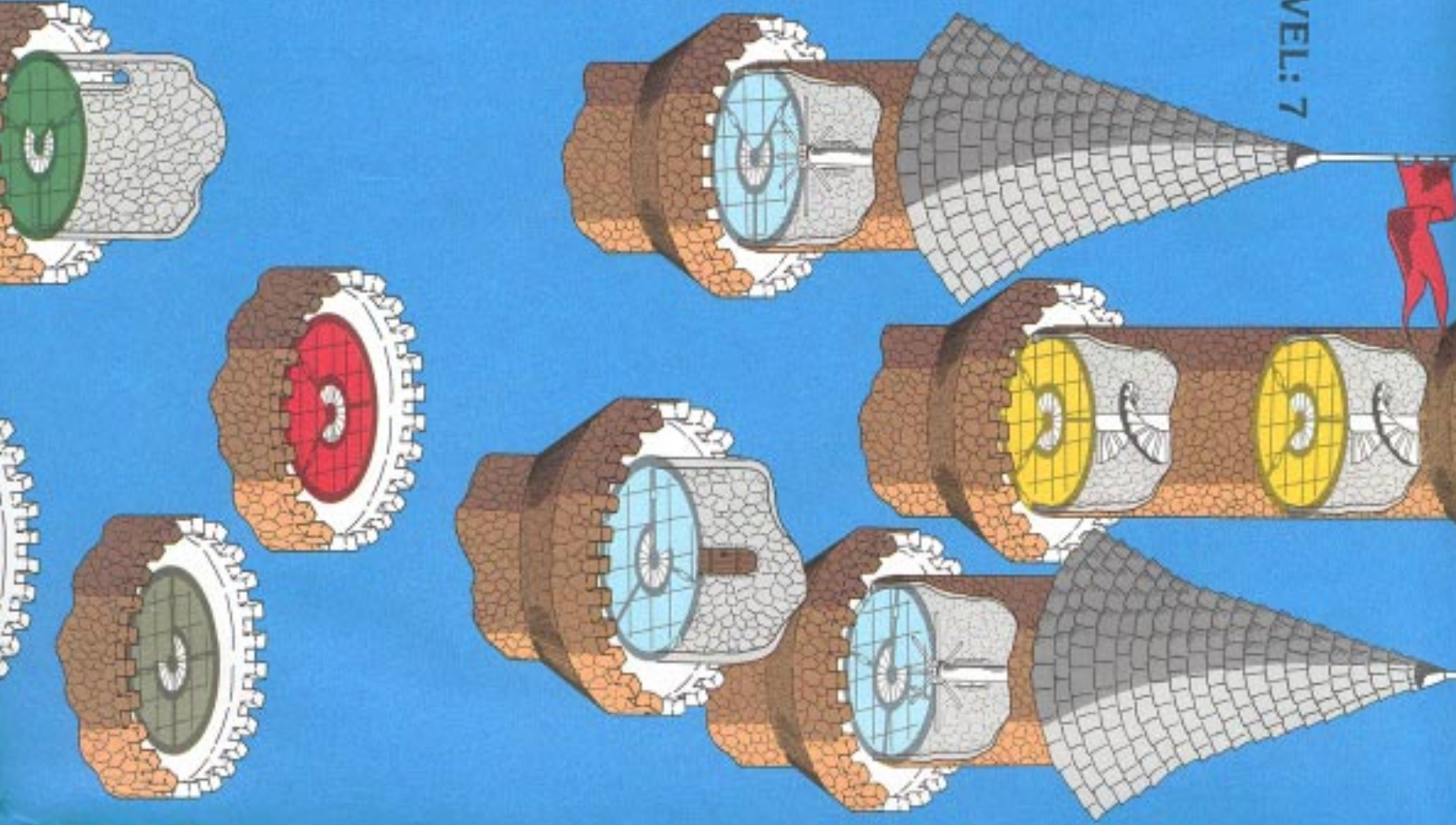




LEVEL: 6



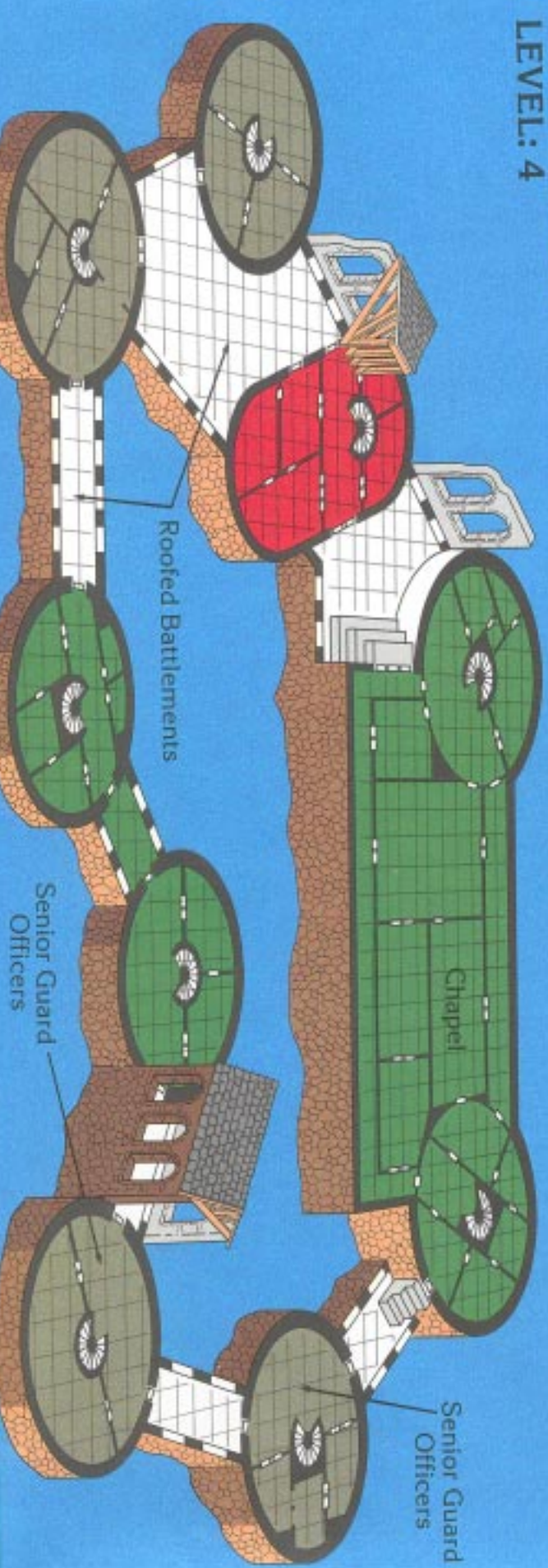
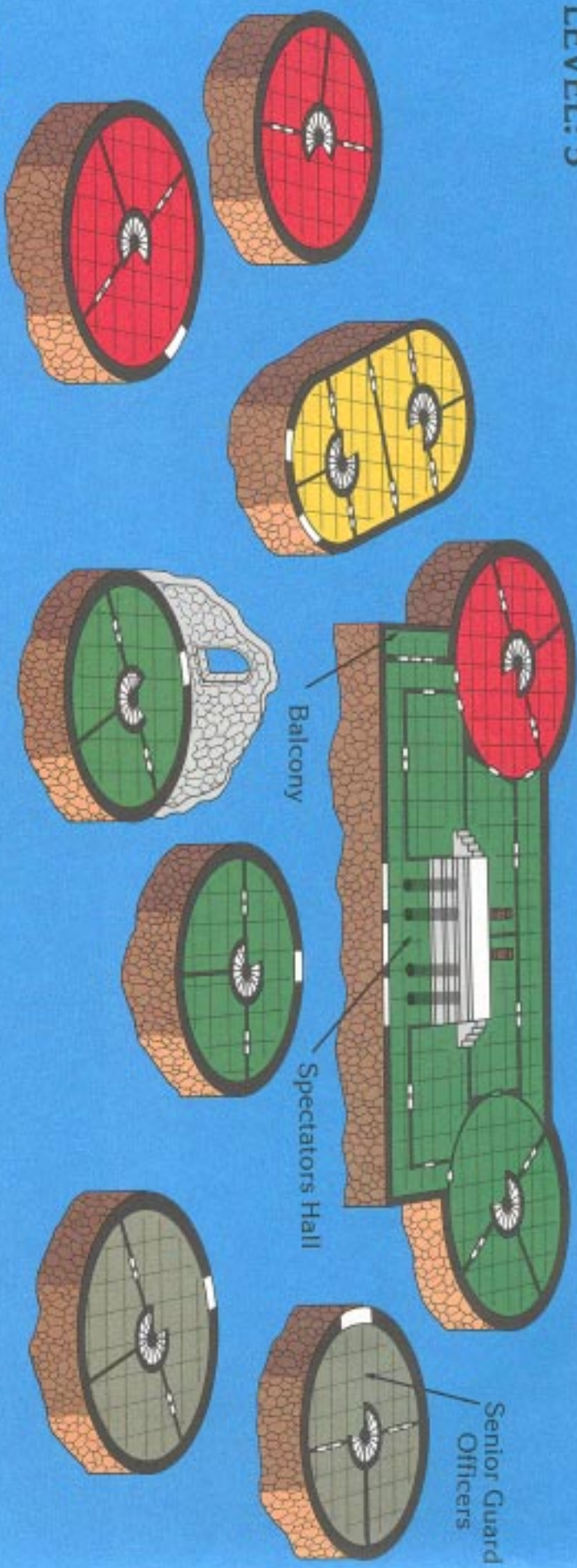
LEVEL: 7



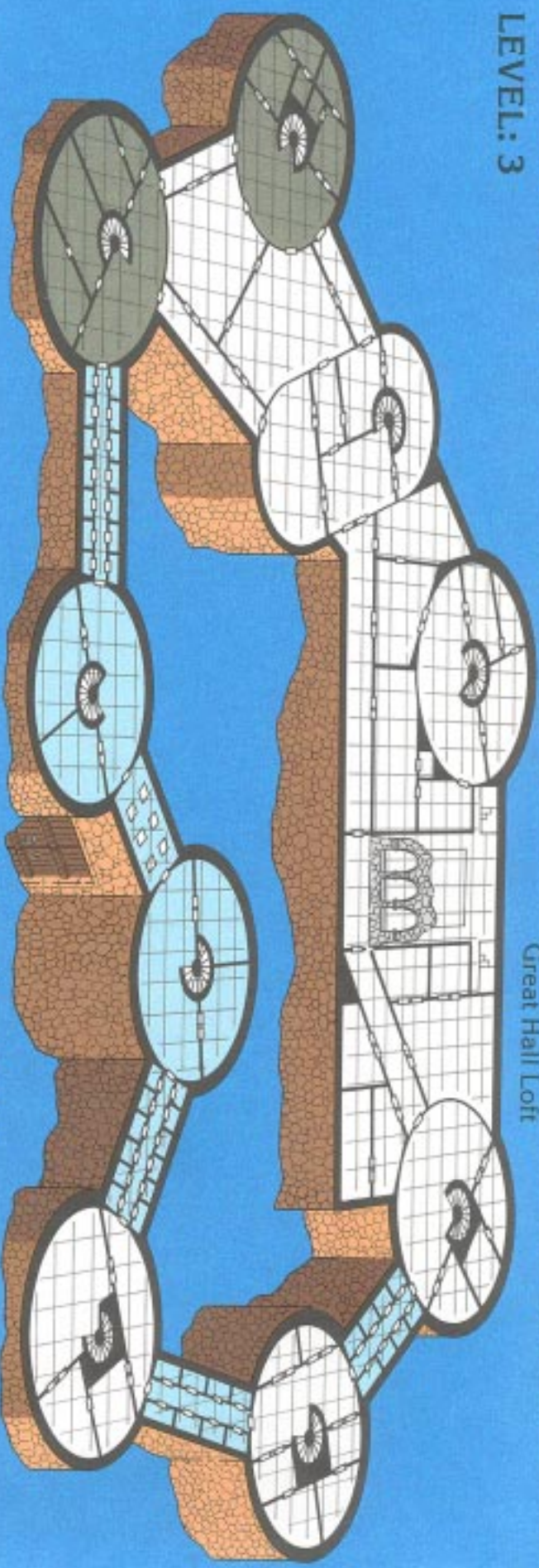
LEVEL: 5



LEVEL: 4

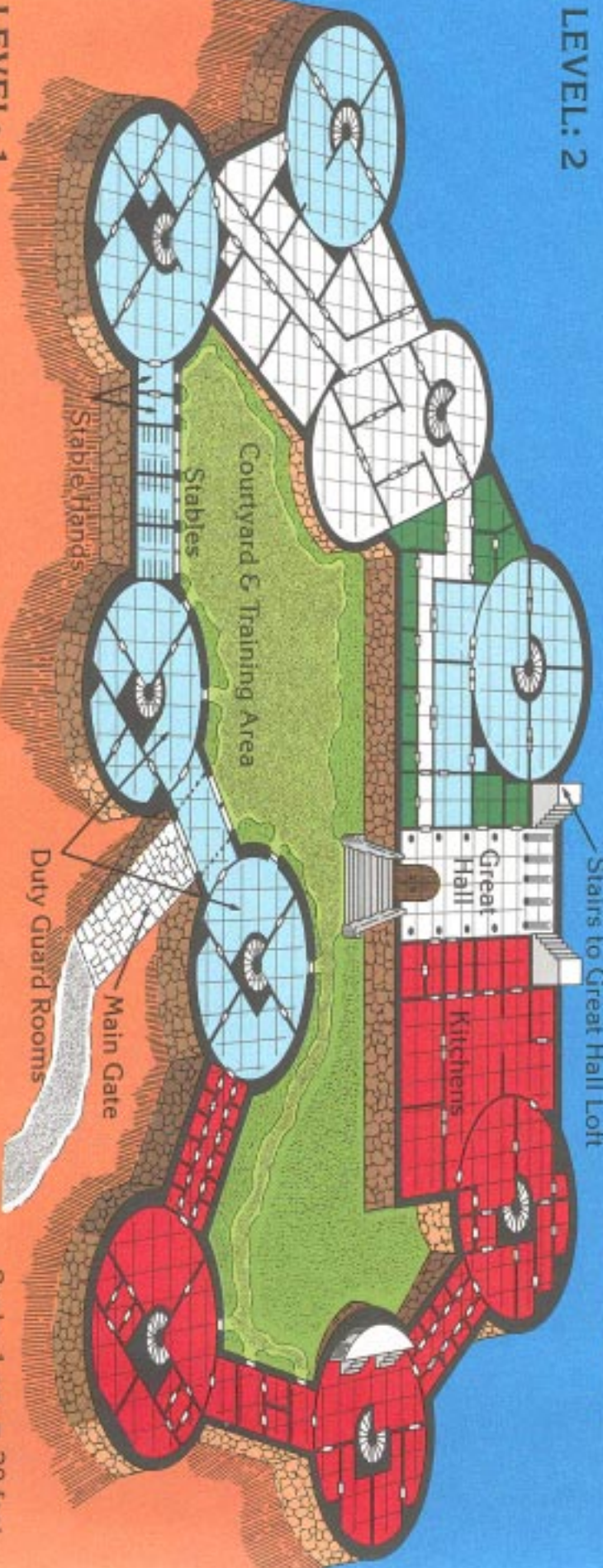


LEVEL: 3



Great Hall Loft

LEVEL: 2



Great Hall

Kitchens

Courtyard & Training Area

Stables

Stable Hands

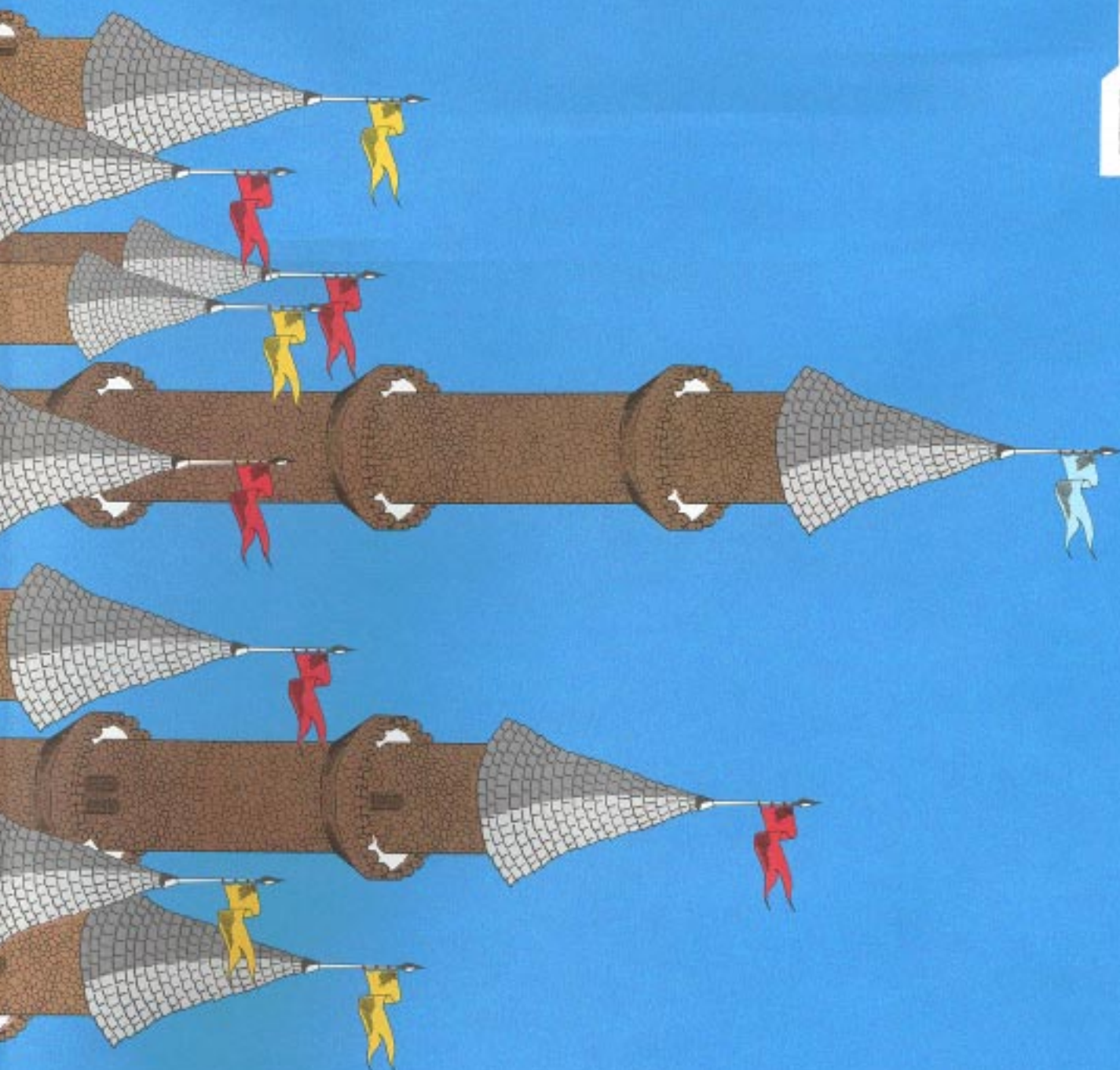
Duty Guard Rooms

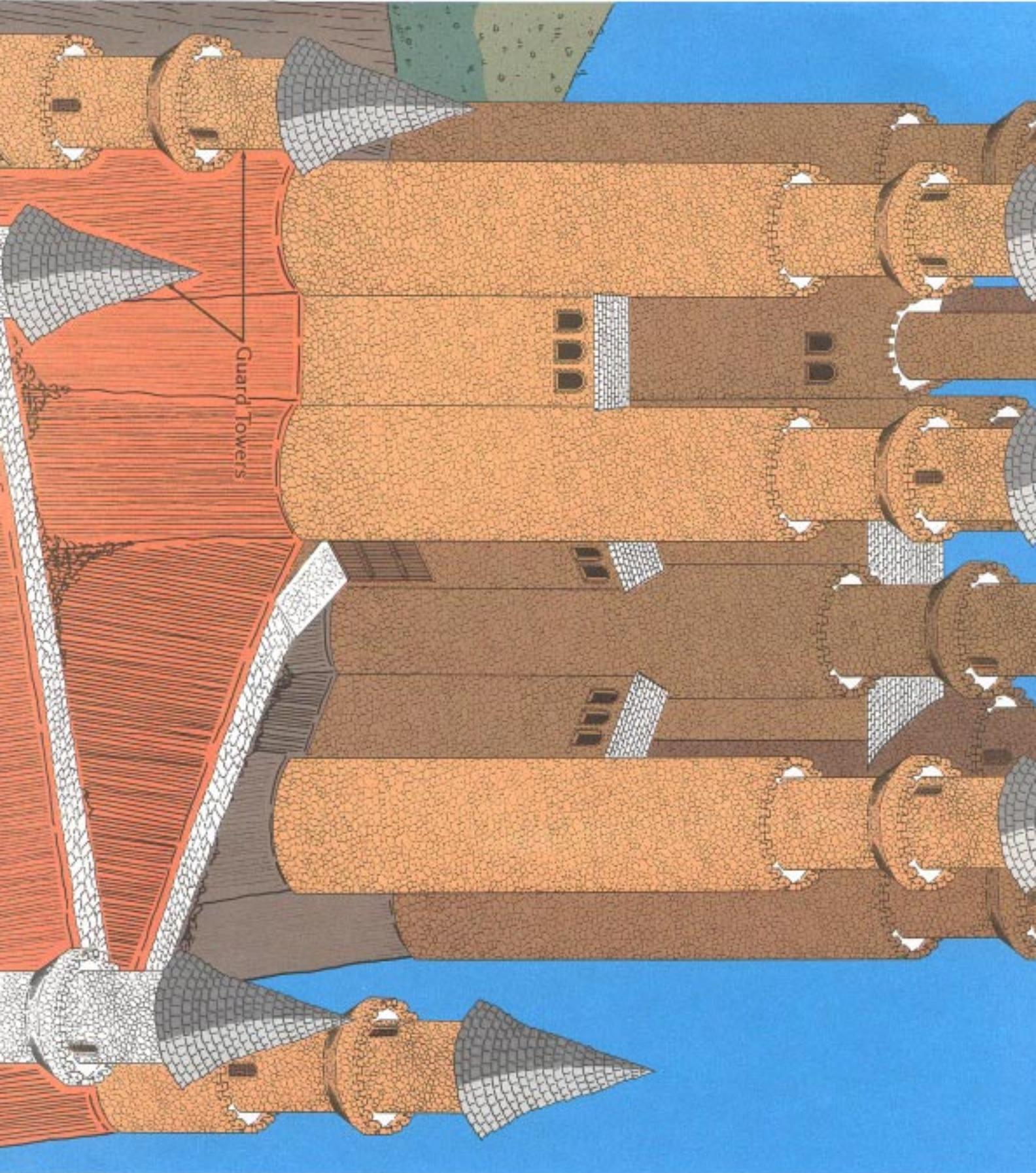
Main Gate

LEVEL: 1

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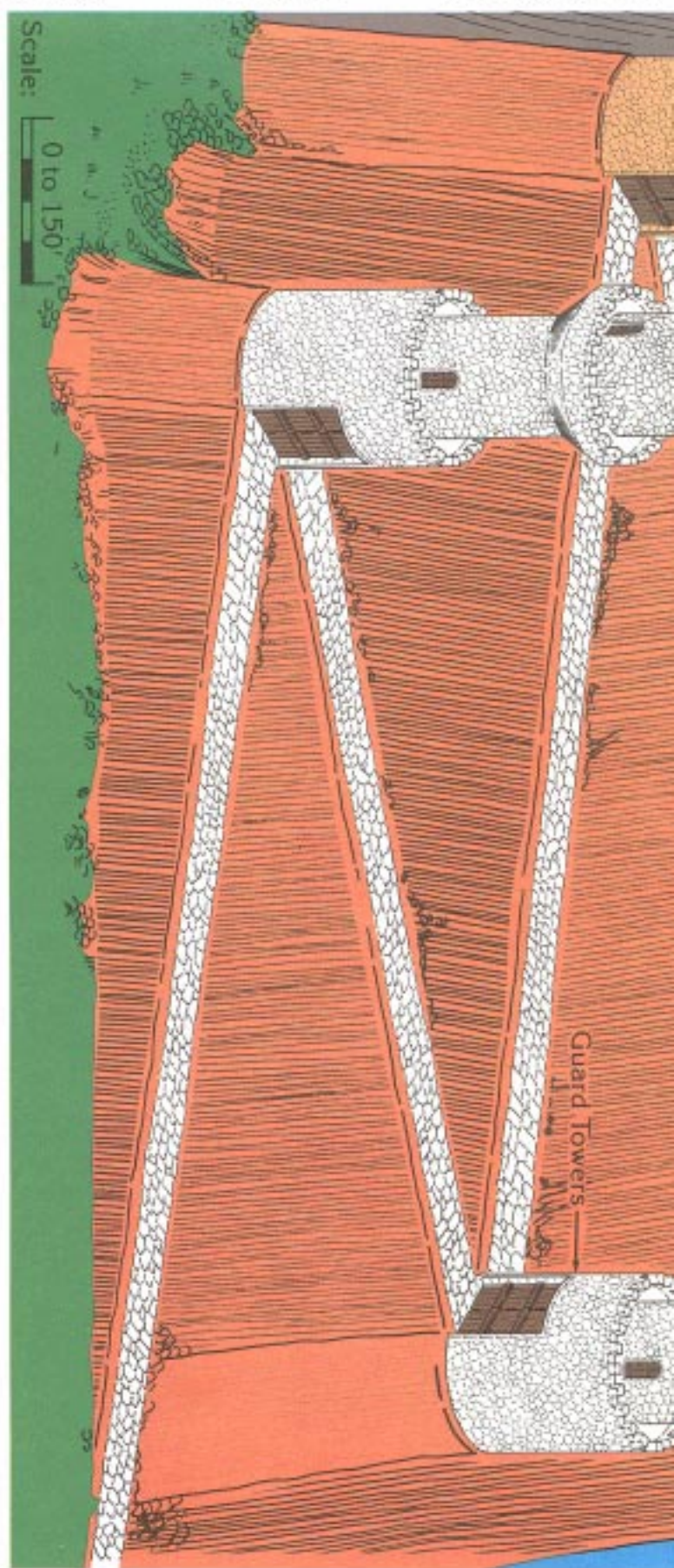
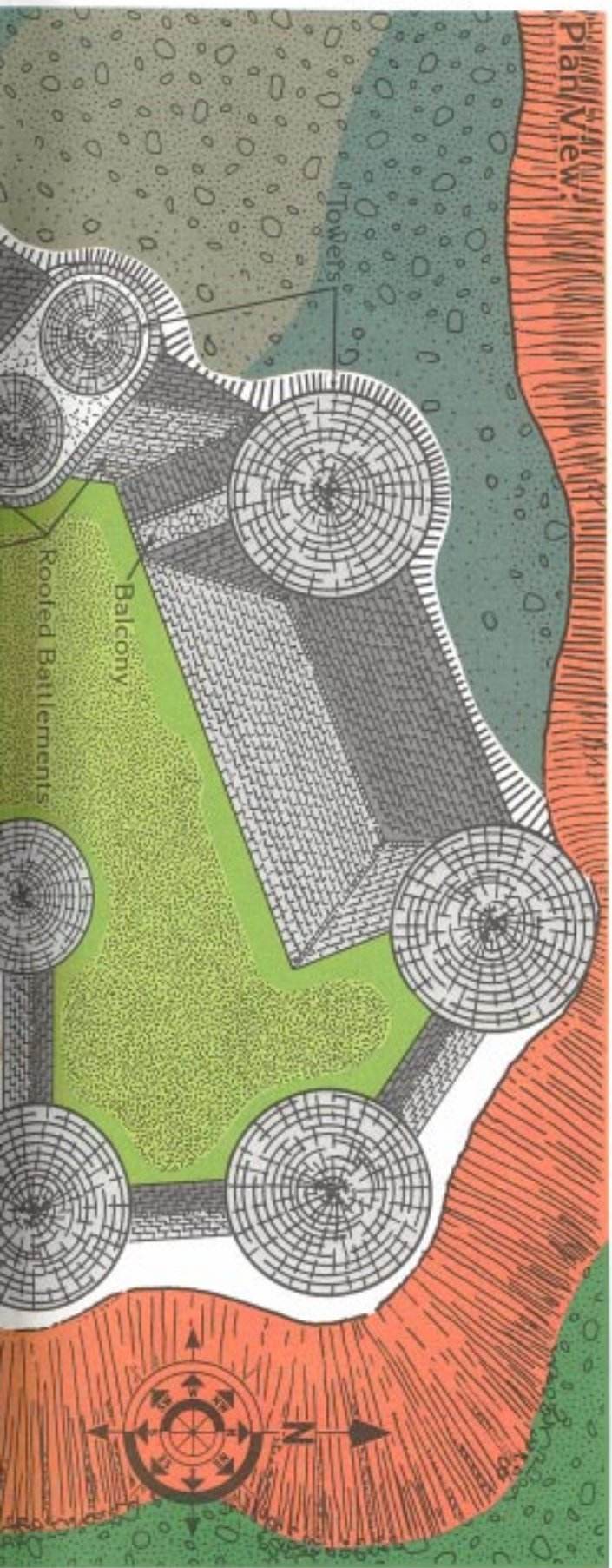
Scale: 1 sq. = 20 feet
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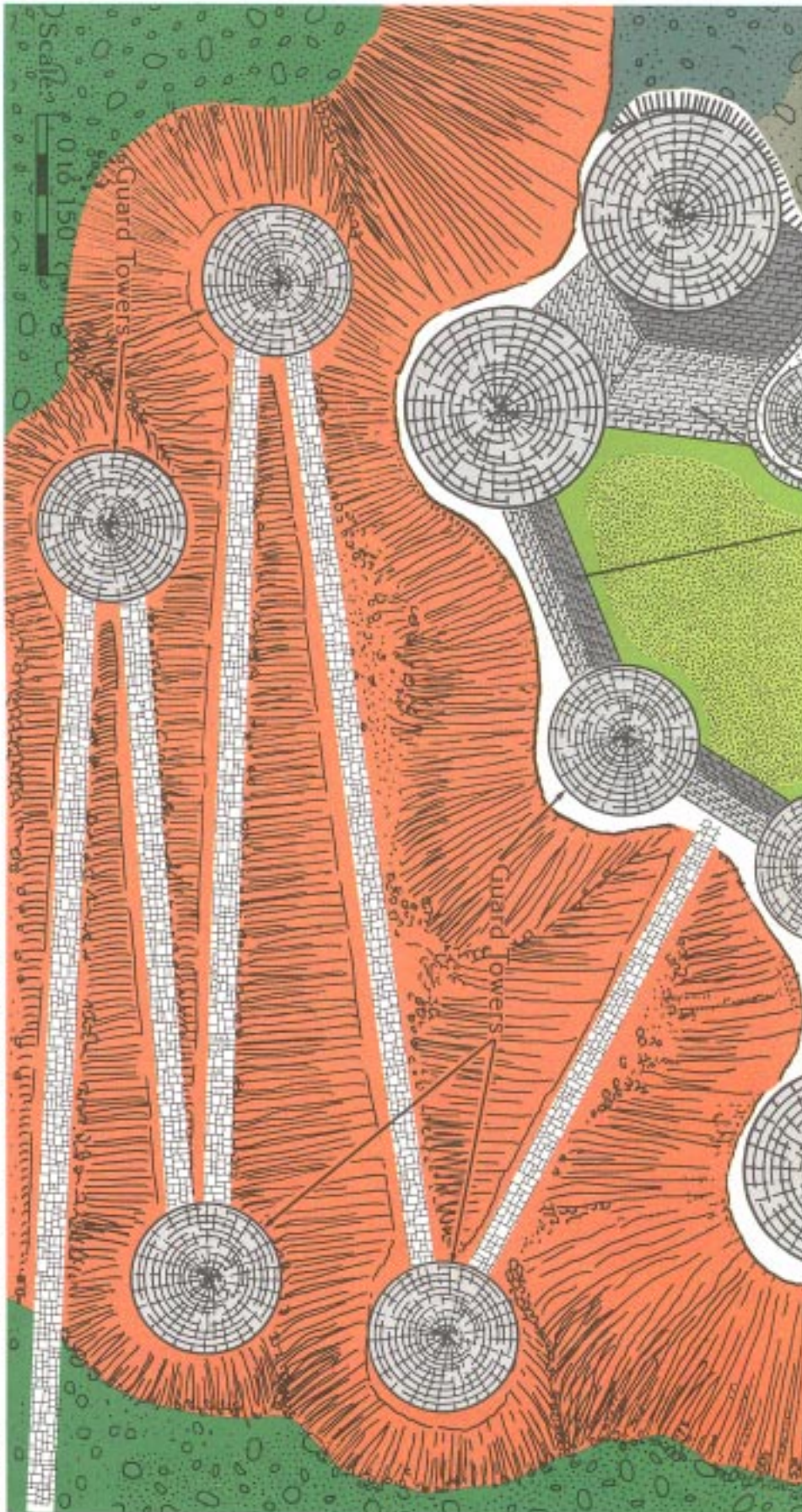




Guard Towers

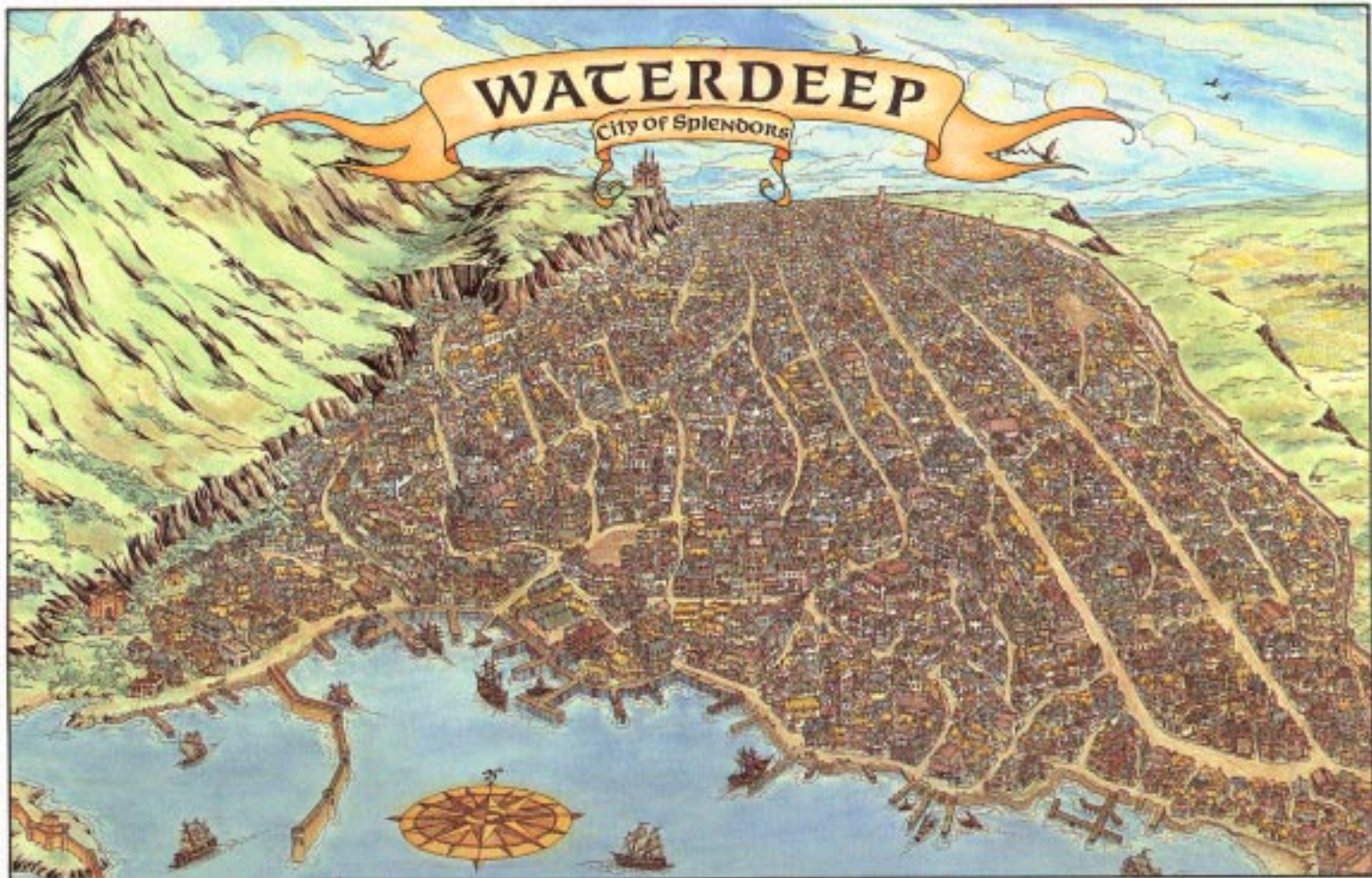






Key:

						
Spiral Stairs	Windows	Doors	Stairs	Pillar	Low Ground	City Watch
						
Cliff	Roof	Walls	Road	Arrow Slits	Murder Holes	City Guard
						
Inner Grounds	Outer Walls	Guests of the City	Servants	City Offices and Records		



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