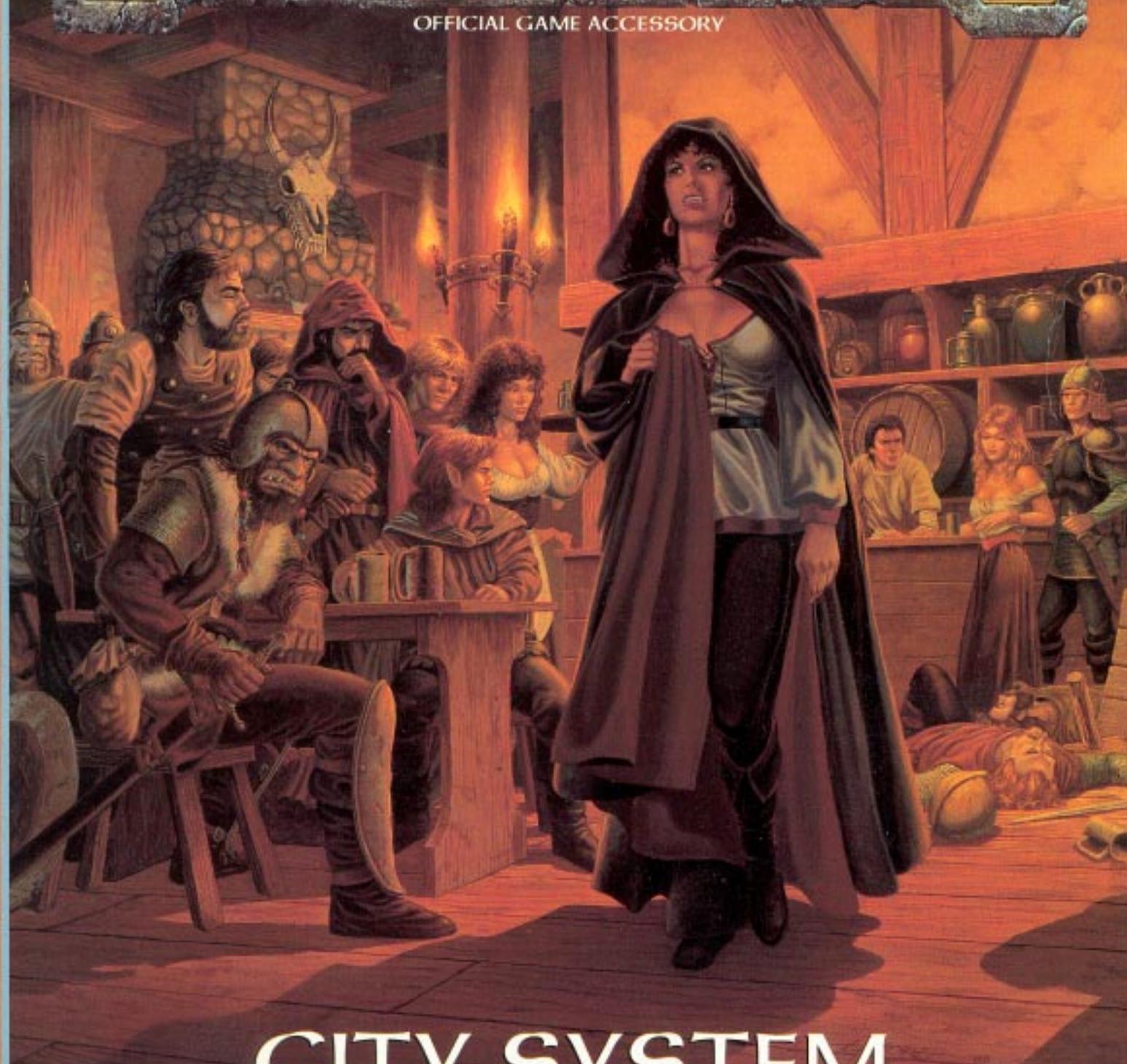


Advanced Dungeons & Dragons®

THE RIFT WAR THROUGH THE **FORGOTTEN REALMS™**

OFFICIAL GAME ACCESSORY



CITY SYSTEM

For use with the FORGOTTEN REALMS™ Fantasy World

Advanced Dungeons & Dragons®



City System

by Jeff Grubb with Ed Greenwood

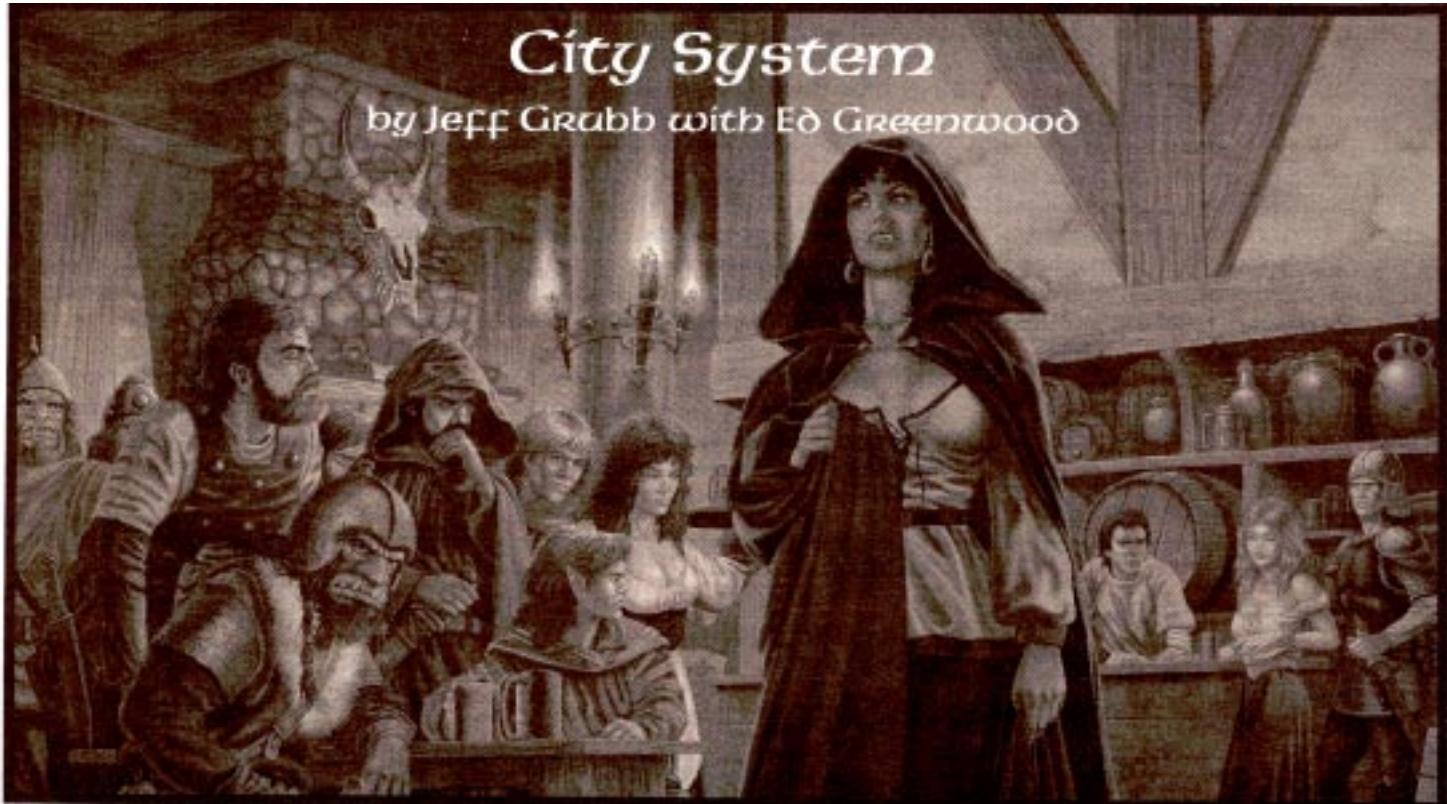


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Using This Product

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.

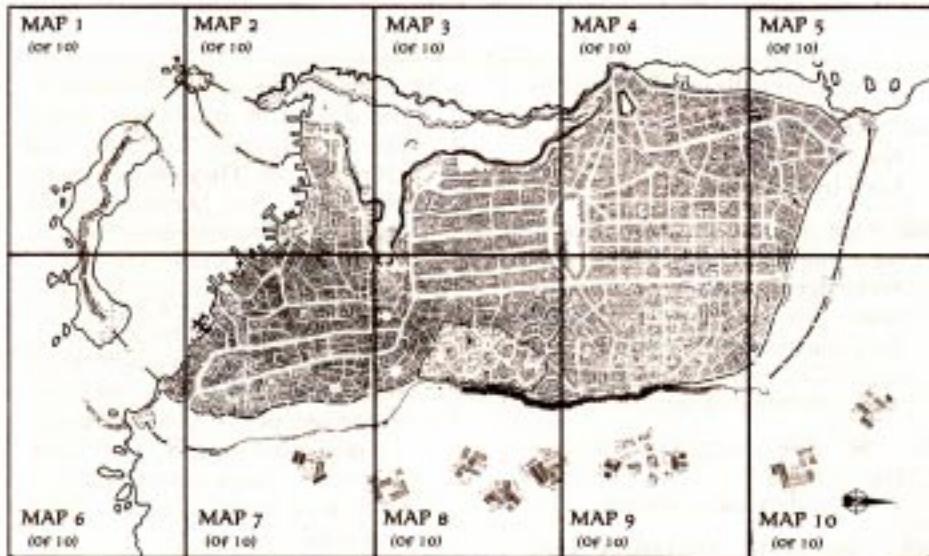
The eleventh map is a detailed interior diagram of Castle Waterdeep, headquarters of the effective civil government of the city. It is here that some of the Watch and Guards are posted, along with the keep armories and dungeons. It is also here that the Lords of Waterdeep, the secret rulers of the

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 hear 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. Guild-masters seize power in the City

NR 230: Guildwars, culminating in the slaying of all but two Guild-masters, 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 undiscernable 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*.

Oesco Salibuck – A 9th-level halfling thief, once captured by the Force Grey and supposedly reformed, Oesco 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 halfing master. Oesco 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 thiefly 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-robés", 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 Plaintiff 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 Plaintiff; 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 Plaintiff:

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 Plaintiff: 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 anything)

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

The Third Plaintiff: Crimes Against The Gods

- SEVERE:**
- Defiling of a Holy Place (Temple Burglary, Temple Arson, or Temple Vandalsim): 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 Plaintiff: 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 Plaintiff 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 I (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-image 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			Guild HQ: Innkeepers
01	Warehouse (multi-story, with elevator or interior hoist)	Warehouse	Warehouse	16	Fellowship Hall	Warehouse
02	Warehouse (multi-story with elevator or interior offices above hoist)	Ground floor shops with Warehouse	Warehouse	17	Palace Warehouse	Stables
03	Offices of Major Business	Ground-floor shops with Warehouse apartment above	Warehouse	18	Palace Stables	Paddocks
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	Tavern
05	Rooming House	Rooming House	Dwelling (single family)	20	The Dragon's Head	Ansilver the Locksmith
06	Rooming House	Rooming House	Rooming House	21	The Golden Key	Guild HQ: Bakers
07	Ground-floor shop with apartments above	Ground-floor shops with offices and apartment above	Shop	22	The Master Baker's Hall	Tavern
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	Private Home
10	Residence of a noble individual	Apartment Block	Dwelling (space shared with rental storage space)	25	Velstrode's House	Music Shop
				26	Halamar Lutes & Harps	Armor Warehouse
				27	Hilmer Warehouse	Master Armorer
				28	Halls of Hilmer	Shop, warehouse, and fence
				29	Balthorr's Rare and Wondrous Treasures	Guild HQ: Magic-users
				30	Tower of the Order	Nightclub
				31	The Smiling Siren	Private home of powerful mage
				32	Blackstaff Tower	Medicine and herb shop, fence
				33	Phalanter's Philtres	Guild HQ: Furriers and Woolmen
				34	Guildhall of the Order	Inn
				35	The Jade Jug	Tavern
				36	The Blue Jack	Guild HQ: Pewterers & Casters
				37	Pewterer's Guildhall	Jewelry store
				38	Olmhazan's Jewels	Guild HQ Fire Carvers
				39	House of Fine Carvers	Inn
				40	The Pampered Traveler	Tavern
				41	The Singing Sword	Guild HQ: Farmers and Grocers
				42	The Market Hall	Temple complex of Lathander
				43	Spires of Morning	Enchanted Statue
				44	Walking Statue	Rental Villa
				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	Jewelry Store
				51	The Ship's Wheel	Tavern
				52	Pilgrim's Rest	Inn
				53	The Wandering Wemic	Inn
				54	House of Purple Silks	Festhalla
				55	Gournar's Tavern	Temple of Selune
				56	House of the Moon	Noble family villa
				57	Tchazzam	Inn
				58	Maerghoun's Inn	Inn
				59	Dater's Inn	Temple of Gond
				60	House of Inspired Hands	Tavern
				61	The Fiery Flagon	Noble family villa
				62	Ruldegost	Private Home of powerful mage
				63	The Dragon Tower	Noble family villa
				64	Ilzimmer	Noble family villa
				65	Urmbruck	Noble family villa
				66	Moonstar	Noble family villa
				67	Assumbar	Noble family villa
				68	Cassalanter	Noble family villa
				69	Zulpair	Noble family villa
				70	Husteem	Noble family villa
				71	The Tower of Luck	Noble family villa
				72	Wavesilver	Temple of Tymora
				73	Naingate	Noble family villa
				74	Melshimber	Private Home of powerful mage
				75	Iilitul	Noble family villa
				76	The Lady's Hands	Shrine of Miilikki
				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	Festhalla 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	Bela branta	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	Husteem's House	Private Home, Fence
96	Raventreer	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	Splendor'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	Sultue	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	Riautaur'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	Lanngoly	Noble family villa	184	Warehouse of the League	Warehouse
120	Mascalan	Noble family villa	185	House of Cleanliness	Launders' Guild
121	Rilmest	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	Snone	Noble family villa	208	The Jade Dancer	Tavern & Festhall
144	Helmfast	Noble family villa	209	Nuethe's Fine Nets	Net shop
145	Roaringhorn	Noble family villa	210	The Spouting Fish	Tavern
			211	The Red Gauntlet	Tavern



Bldg	Description	Notes		
212	Pelauvir's Counter	Goods Store	277	The Splintered Stair
213	The Sword's Rest	Tavern	278	The Rearing Hippocampus
214	House of Good Spirits	Guild HQ: Vintners & Brewers	279	The Metal House of Wonders
215	Redbridle Stables	Stables	280	Turnstone Plumbing
216	Coach & Wagon Hall	Guild HQ: Wagomakers	281	Dhaermos Warehouse
217	Saddlers' Hall	Guild HQ: Saddlemakers	282	Selune's Smile
218	Flurmasty's House	Private home of powerful mage		
219	Builder's Hall	Guild HQ: Masons		
220	Nelkaush the Weaver	Textiles Shop		
221	The Full Cup	Tavern		
222	The Road House	Guild HQ: Coachmen		
223	Prestar's Furniture	Furniture shop		
224	Hlakken Stables	Stables		
225	Metalmasters' Hall	Guild HQ Metalworkers		
226	Bellister's Hand	Goods Shop		
227	Bellister's House	Goods Warehouse		
228	Orm's Highbench	Trading Company		
229	Athlai's Stables	Stables		
230	Cookhouse Hall	Inn		
231	Gelfuril the Trader	Goods store		
232	The Copper Cup	Tavern, Inn, & Festhall		
233	Thomm Warehouse	Warehouse, Fence		
234	Melgard's Fine Leathers	Leather shop		
235	The Butcher's Guildhall	Guild HQ: Butchers		
236	Jemuril's House	Private Home		
237	Fish Warehouse	Warehouse		
238	Smokehouse	Smokehouse		
239	Teletha Leatherworks	Leather shop		
240	Torpus the Rumer	Hide and leather tanning		
241	League Hall	Guild HQ: Skinners & Tanners		
242	Mariner's Hall	Guild HQ: Mariners		
243	Shipmaster's Hall	Seacaptain's Inn		
244	Waterman's Hall	Guild HQ Watermen		
245	The Sleeping Snake	Tavern		
246	Nestaur the Ropemaker	Ropemaker's Shop		
247	Khostal Hannass, Fine Nuts	Nut and food shop		
248	Felhaur's Fish Shop	Fish shop		
249	The Blushing Mermaid	Inn, Tavern, and Festhall		
250	Seaswealth Hall	Guild HQ Fishmongers		
251	Full Sails Tavern	Tavern, Guild HQ Sailmakers		
252	Arnagus the Shipwright	Shipwright's shop		
253	House of Rumagus	Warehouse		
254	Warehouse of the Salters	Warehouse		
255	Cooper's Rest	Guild HQ: Coopers		
256	Shipper's Hall	Guild HQ: Shippers		
257	The Blue Mermaid	Tavern		
258	The Hanged Man	Tavern		
259	House of Pride	Perfume Shop		
260	The Purple Palace	Fest-Hall		
261	The Sleeping Wench	Tavern		
262	The Hanging Lantern	Escort service		
263	Muleskull Tavern	Tavern; Guild HQ: Dungsweepers		
264	The Mermaid's Arms	Inn, Tavern, & Festhall		
265	Red Sails Warehouse	Warehouse, Fence		
266	Shipwright's House	Guild HQ Shipwrights		
267	Helmstar Warehouse	Warehouse, Fence		
268	The Ship's Prow	Inn		
269	The Thirsty Sailor	Tavern		
270	Warm Beds	Inn		
271	Zorth Ulmaril	Lanternmaker's Shop		
272	The Bloody Fist	Tavern(Dive)		
273	Three Pearls Nightclub	Nightclub		
274	The Thirsty Throat	Tavern		
275	Serpentil Books & Folios	Books, Fence		
276	Blackstar Inn	Inn		
			277	The Splintered Stair
			278	The Rearing Hippocampus
			279	The Metal House of Wonders
			280	Turnstone Plumbing
			281	Dhaermos Warehouse
			282	Selune's Smile
				Inn
				Inn
				Guild HQ: Armorer
				Plumber
				Warehouse, Fence
				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
Fish Warehouse	237	6-Q17	
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
Gounar's Tavern	55	4-Q18	Tavern
Maergoun'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-I3
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 Lhaulrilstar	
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
Kappiyian 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	
Tavern	
Gambling House	
Tavern ("Dive")	
Inn	
Tavern & Festhall	
Tavern	
Tavern	
Tavern	
Tavern, Inn, & Festhall	
Tavern	
Tavern, Inn, Festhall	
Tavern	
Tavern	
Festhall	
Tavern	
Tavern	
Inn, Tavern & Festhall	
Inn	
Inn	
Tavern	
Tavern	
Nightclub	
Tavern	
Inn	

See "fences"
Guild Stables

SHOPS

The Golden Key	21 3-G34	Locksmith
Halamben Lutes & Harps	26 8-H3	Musical Instruments
Balthorr's Treasures	29 8-M2	Goods & Curios
Halls of Hilmer	28 8-I4	
Phalantar's Philtres	33 8-F5	Herbs, Spell components
Olmhazar's Jewels	38 8-G7	
Halazar's Fine Gems	50 4-K34	Jewelry
Selchoun's Sundries	85 4-S25	Goods
Sulmest's Splendid Shoes	111 9-G5	Shoes and Roots
Maraedos Fine Furs	112 9-G5	Furs and clothing
Hriiat Fine Pastries	134 8-U12	Bakery
Dunblast Roofing Co.	172 8-J10	Roofing and Carpentry
Saern's Fine Swords	175 8-I8	Weapons
Thentawa's Boots	177 8-F9	Boots
Orsabas' Fine Imports	179 8-F10	Exotic Goods
Riantar's Weaponry	180 8-E10	Weapons
Patient Fingers	182 8-E12	Woodcarving & Toys
Thond Glass & Glazing	187 8-D12	Glassblowers
Belmonder's Meats	188 8-D11	Butchers
Surtlan's Metalwares	194 7-U17	Metalwork
Meiroth's Fine Silks	197 8-B8	Clothing, silk
Brian the Swordsmaster	207 7-K15	Smithy, Weapons
Nueth's Fine Nets	209 6-V17	Fishing nets
Pelauvir's Counter	212 6-T19	Goods
Nelkaush the Weaver	220 7-E21	Clothing
Prestar's Furniture	223 6-V21	Furniture
Bellister's Hand	226 6-U20	Crafts, Goods
Orm's Highbench	228 6-T20	Trading Company
Gelfuril the Trader	231 8-Q19	Goods
Melguard's Fine Leathers	234 6-S19	Leather goods
Telethar Leatherworks	239 6-R16	Leather goods
Torus the Tanner	240 6-S16	Hides & Leather
Nestaur the Ropemaker	246 6-U12	Rope
Khostal Hannass, Nuts	247 7-C12	Nuts & sweetmeats
Felhaur's Fine Fish	248 7-C12	Fish
Arnagus the Shipwright	252 7-B6	Ships
House of Pride	259 7-D13	Perfume
Zorth Ulmaril	271 7-H7	
Serpentil Books	275 7-N10	Books & Scrolls
Turnstone Plumbing	280 7-Q3	Plumbers

FENCES

Crommor's Warehouse	2 2-Q27	Ships and Cargo, 40%
Balthorr's Treasures	29 8-M2	Gems, Coins 40%
Phalantar's Philtres		Magic Items 35%
The Grinning Lion	135 9-E11	Spices, Wine 60%
Orsabas' Fine Imports		
The Gentle Rest	191 8-C13	Horses, 40%
Thomm Warehouse		
Helmstar Warehouse	267 7-G3	Carvings, Statues 35%
The Bloody Fist		Armor, weapons 40%
Serpentil Books		Maps & Books, 30%
		Animals, Slaves 30%

TEMPLES AND SHRINES

Spires of the Morning		Lathander
House of Heroes	49 4-M16	Tempus
House of the Moon		Selnue
House of Inspired Hands		Gond
Tower of Luck	71 5-C21	Tymora
The Lady's Hands	76 5-E7	Mielikki
Shrine of Silvanus	77 5-E17	Silvanus
Temple of Beauty	80 5-F24	Sune
House of Wonder	83 5-C24	Mystra
The Plinth	203 7-V13	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 restauranteur 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 Two 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 restauranteur 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



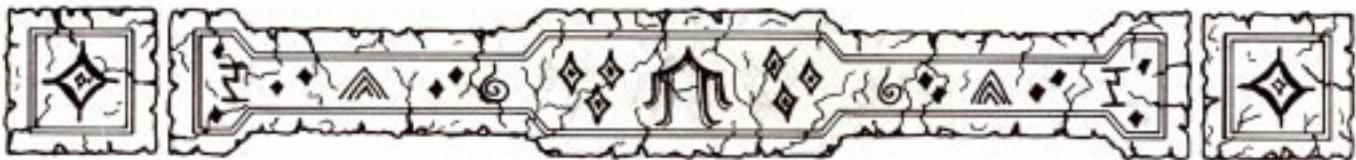
- 38 Minor official of Waterdeep (scribe or clerk)
 39 Non-human mercenary (dwarf, elf, half-ling, gnome)
 40 Children playing
 41 Street vendor
 42 Porters unloading a wagon
 43 Collision—Two wagons or carriages, owners are arguing
 44 Cryer advertising a tavern or festhall
 45 Servants engaged in gossip
 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



27	Foreign merchant	the city
28	Empty wagon	Bearers carrying large cloth burdens
29	Moneychanger with 3 guards	Cryer for tavern or festhall
30	Street vendor	Minor, harried official
31	Cryer advertising a local shop	Merchant loading a wagon
32	Messenger in guild garb	Caravan driver dickering with a local merchant
33	Merchant making a delivery	Innocent bystander
34	Trotting cart with 1 passenger	Band of young nobles
35	Wild-eyed speaker yelling from a soapbox	Non-human fighters (elf, dwarf, gnome, etc.)
36	Concerned citizen	Inebriated sell-sword
37	Runner in the livery of a noble house	Obvious tourists with guide
38	Minor official of Waterdeep (scribe or clerk)	City Watch, patrol of 4
39	Non-human merchant (dwarf, elf, halfling, gnome)	Flying creature (hippogriff, griffon, Pegasus, flying carpet, etc.)
40	Children playing	Lamplighters
41	Street vendor	2-3 men dressed in black
42	Porters loading a wagon	Hard currency girls
43	Craftsmen arguing over a piece of work	Ruffians
44	Cryer advertising a tavern	Innocent bystanders, out too late
45	Townspeople engaged in gossip	Gang of low level (1-3) thieves breaking into a building
46	Journeymen in the livery of a guild	Townspeople out for an evening stroll
47	Trotting cart without passengers	Cleric (level 2-8)
48	Street vendor	Drunken rowdies
49	4-5 human porters carrying goods	Merchants talking at doorway to shop, after closing hours
50	Ragged cleric (level 2-8) looking convert others	Monster encounter
51	1-4 beggars (5% thief level 1-4)	City Watch, patrol of 4
52	Small children, playing with dogs	Party of adventurers
53	Jongleur/Minstrel/Entertainer	3-4 men in shadows
54	Cryer for entertainer or theater	Lone horseman
55	Innocent bystander (10% thief level 2-8)	Torchlight celebration
56	City Watch, patrol of 4	Carriage with drawn curtains
57	Laborers patching the cobblestone street	Lamplighters
58	Cryer with news of the city	Courtship 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	Dungsweepers	
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
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	



- 16 Townspeople out shopping
 17 Street vendor
 18 Concerned citizen
 19 4-5 human porters
 20 2-3 fishwives arguing
 21 Young toughs hanging out
 22 Group of thugs
 23 Abandoned cart or wagon
 24 Two craftsmen in discussion
 25 Apprentice in the livery of a guild
 26 Trotting cart without passengers
 27 Foreign merchant
 28 Foreign mercenaries, working as wagon guards
 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 Two foreign caravan owners arguing in different languages
 35 Group of mendicants cadging for coins
 36 Concerned citizen
 37 Runner delivering a small item (sword, jewelry, food)
 38 Minor official of Waterdeep (inspector, census-taker)
 39 Non-human merchant (dwarf, elf, halfling, gnome)
 40 Children playing
 41 Street vendor
 42 Cryer with printed one-sheet pamphlets
 43 Gridlock—a number of wagons narrowing traffic
 44 Cryer advertising a tavern or festhall
 45 Townspeople 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 Caravan of odd animals (camels, oxen, baluchitherium)
- 69 Construction on nearby building
 70 Dungsweepers
 71 Large pile of garbage, yet to be hauled away
 72 Merchant haggling with two adventurers
 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 Townsman arguing with merchant over freshness of produce
 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 Trotting cart with two passengers
 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 Young drunk sleeping at side of the building (10% chance dead)
 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 (2-5 level) thieves
 106 Runner for some guild
 107 Foreign assassin on a mission (level 6-9)
 108 Drunken rowdies
 109 Party of tourists with guide
 110 Monster encounter
 111 City Watch, patrol of 4
 112 Party of drunken tourists with guide
 113 3-4 men in shadows
 114 Lone horseman, hood pulled over the head
 115 Middle-aged couple walking home
 116 Carriage with drawn curtains
 117 Lamplighters
 118 Merchant en route home
 119 Drunken foreigner
 120 Monster encounter

DOCK WARD

- 01 City Guard, patrol of 12
 02 Messenger in the livery of a merchant guild
 03 Dock workers



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	Dungsweepers
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	Snoozy 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	Journeymen 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 ciliar (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 townsfolk 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 litter carriers 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 townsperson (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 townsperson 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 barrelling 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 others 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 Paladin, 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 Dopplegangers
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
 Wraiths
 Werewolves
 Ghouls
 Wereboars
 Wearbears
 Ape, carnivorous
 Centipedes, giant

Troglodytes
 Dark Elves
 Giants, hill and frost
 Ogres
 Kobolds
 Ores (bands of 20-40)
 Mermen
 Minotaurs
 Raven, giant

RARE

Will-O-Wisps
 Mongrelmen
 Weretigers
 Foxwomen
 Wereshark
 Gargoyles
 Brownies

Carrion crawlers
 Bugbears
 Weasels, giant
 Seawolf (greater or lesser)
 Lizard men
 Giants, all others
 Shadows
 Kenku

VERY RARE

Ghosts
 Trolls
 Rakshasa
 Vampires
 Medusae
 Otyugh or neo-otyugh (gulguthra)

Mummies
 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 RRRRADISHES!” 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 *feeblemind* 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 FR1, *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

01-08	1-6 cp
08-16	Above and 1-6 sp
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 prove 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

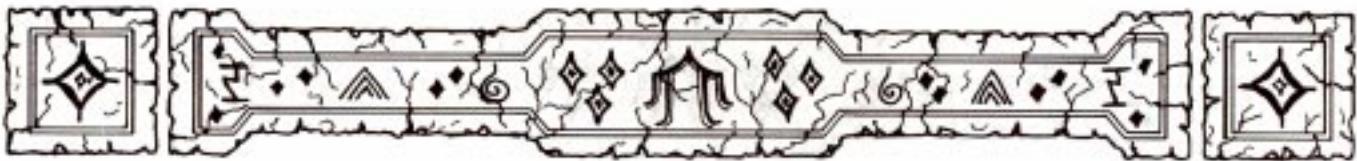
Each of these categories is briefly described hereafter, and for each the combination of tables to roll on is given. DMs should roll twice or more on each table, or choose specific items from the tables.

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 herdsmen.

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 b o r n e)
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 cote
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. Circlet, 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
Musterddevelys	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 keepsake
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 woodcutters') (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 travoises/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)
99	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.
00	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)
	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 varies
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) 5 sp-1 gp
63-66	Knives, of iron with wooden handles	1 sp/candle
67-73	Candles, in bundles of 12 (scented and colored wax with untrimmed wicks)	12 sp
74-77	Harness (for horse—or other creature at DM's option)	1-6 sp
78-82	Skewers, tongs, and pokers, wrought iron	4 sp-2 gp/sprig (rare spices ten to twenty times as much; see Table H)
83-86	Herbs: Parsley, sage, garlic, rosemary, thyme, marjoram, mint, oregano, savory, etc. (sprig or leaves)	5 gp 1 gp/each (2 needed for most doors)
87-90	Lock, brass, with hasp (fist-sized: both larger and smaller sizes more expensive; usually comes with 2 keys)	3 gp
91-93	Hinges, wrought iron (large, door size)	1 gp
94-95	Spectacles, magnifying-glass or pince-nez (ground glass in brass wire frame; gold or silver plated more expensive)	2 cp/each (1 cp/each for plain tiles)
96-98	Shears, brass	
99-00	Tiles, clay glazed and painted with colored designs	

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



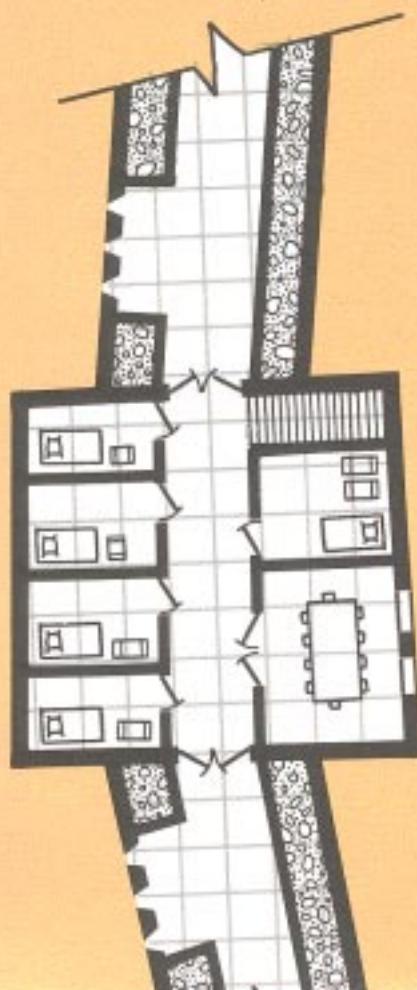
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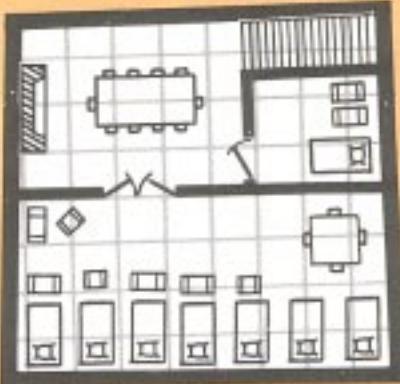


SMUGGLER'S BA

Deepwater Wall Fort, FIRST FLOOR



Deepwater Wall Fort, SECOND FLOOR



RAVEN ISLE

NAVAL HARBOR

STONE TOWER

STORMFORT

DEEPWATER WALL

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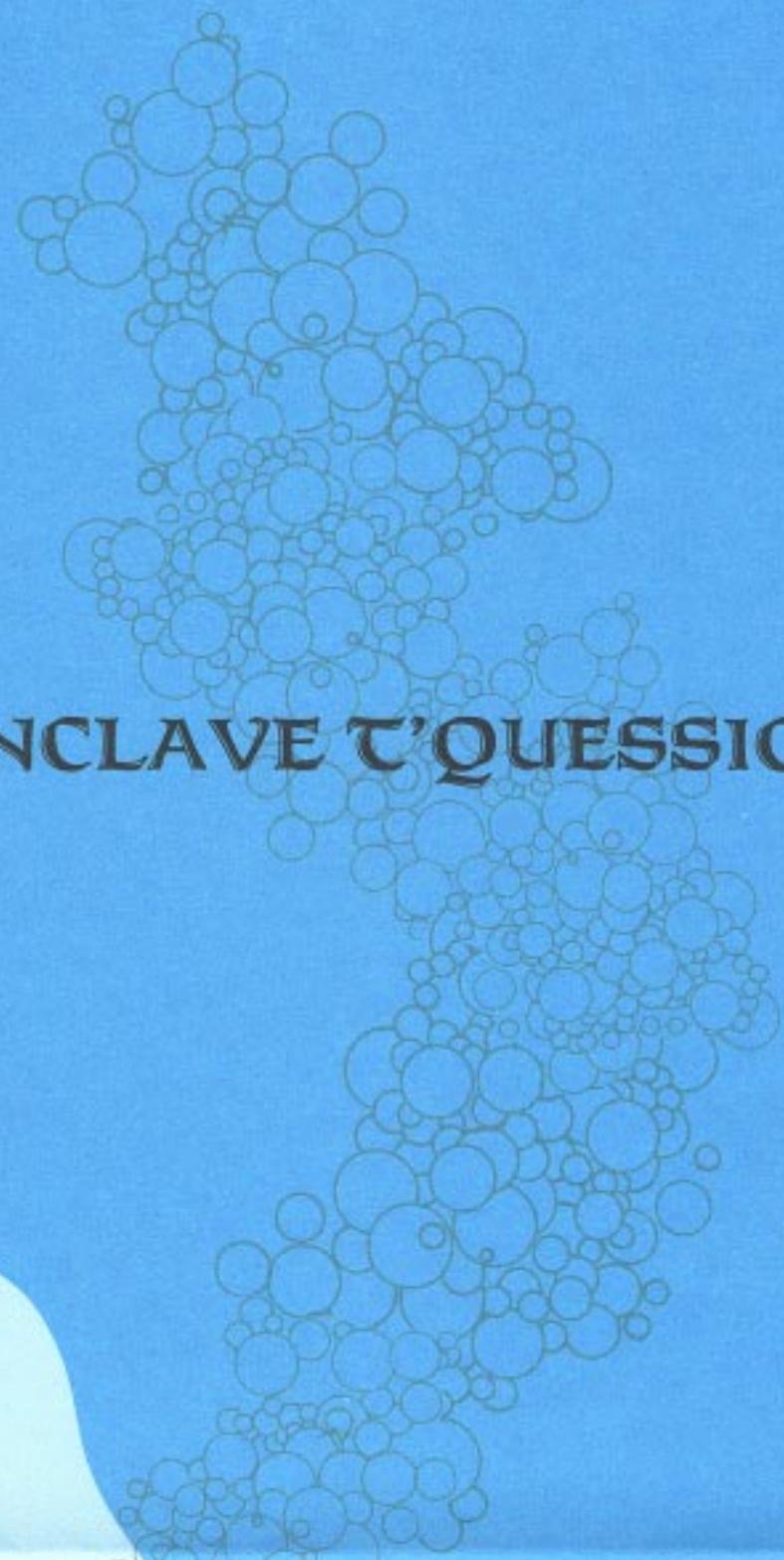
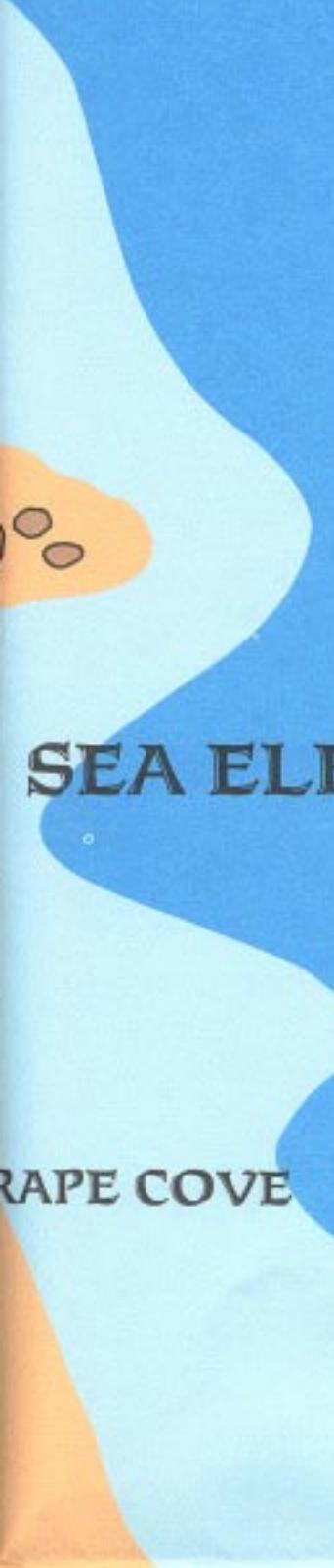
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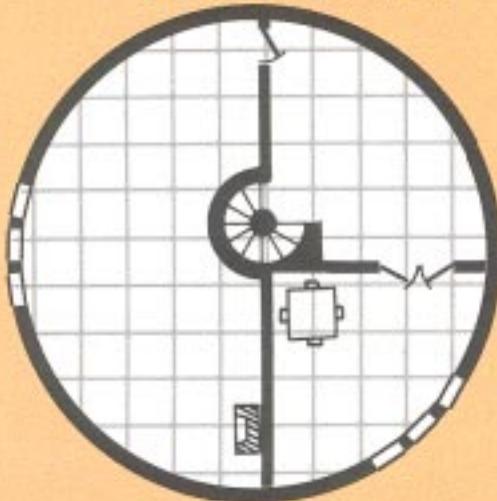
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RAPE COVE

Outer Fort, SECOND FLOOR



Outer Fort, Tower



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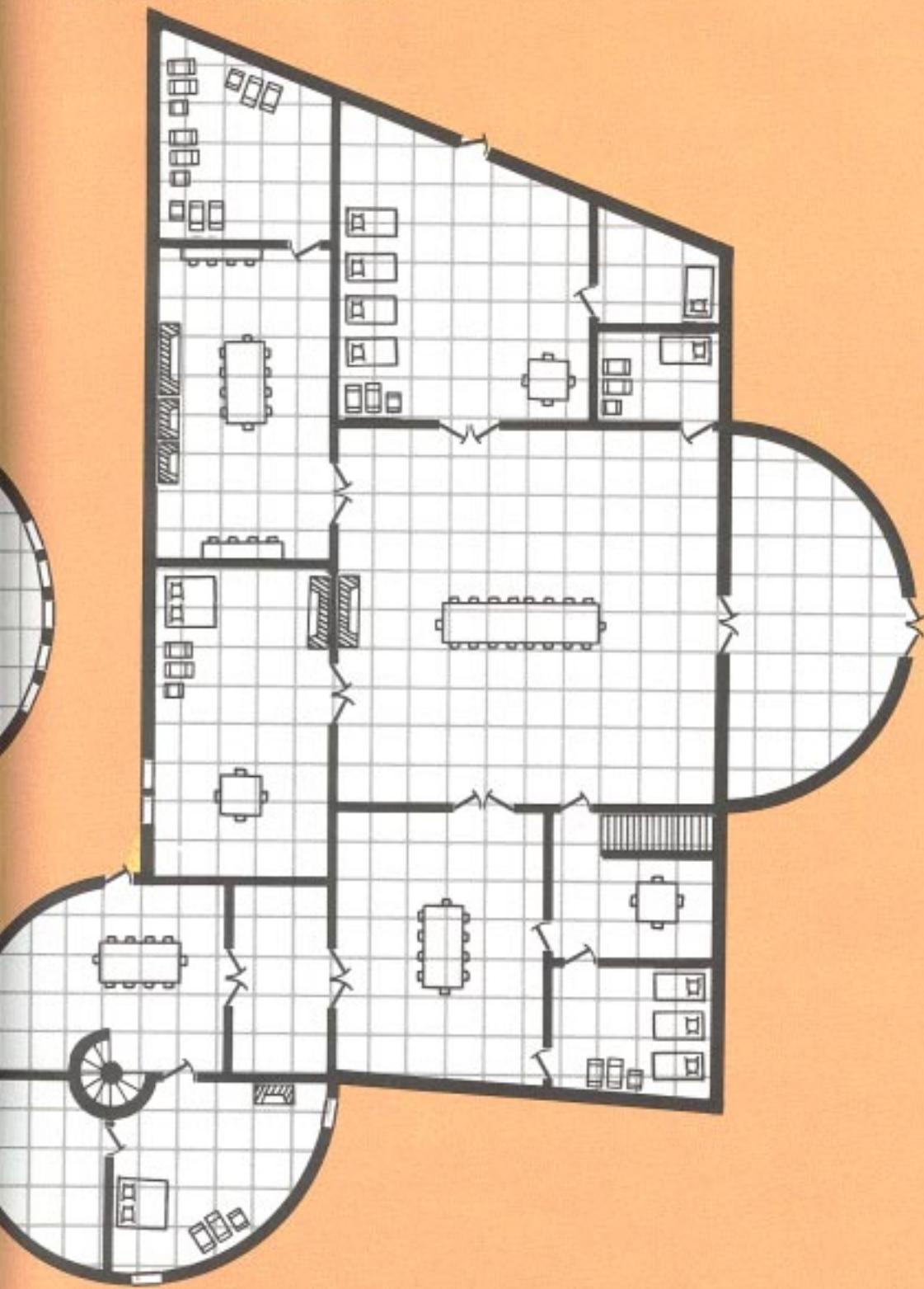
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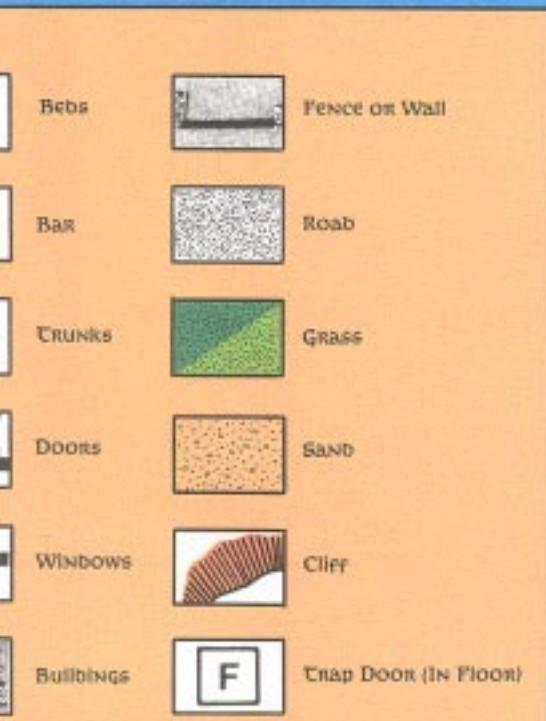
Outer Fort, First Floor



Key:

	Stains
	Barrels
	Lumber
	Well
	Fireplace
	Tables

DEEPWATER ISLE



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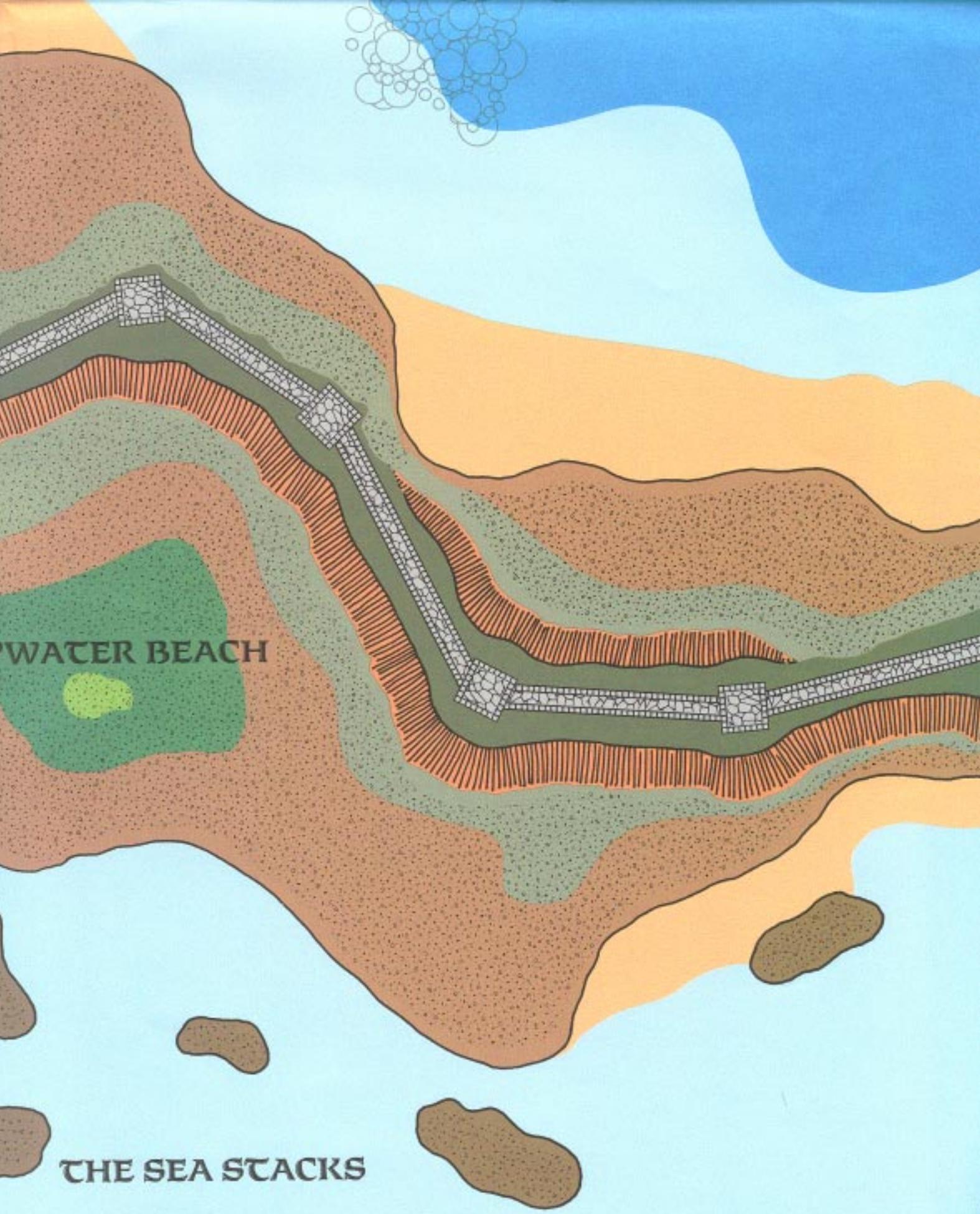
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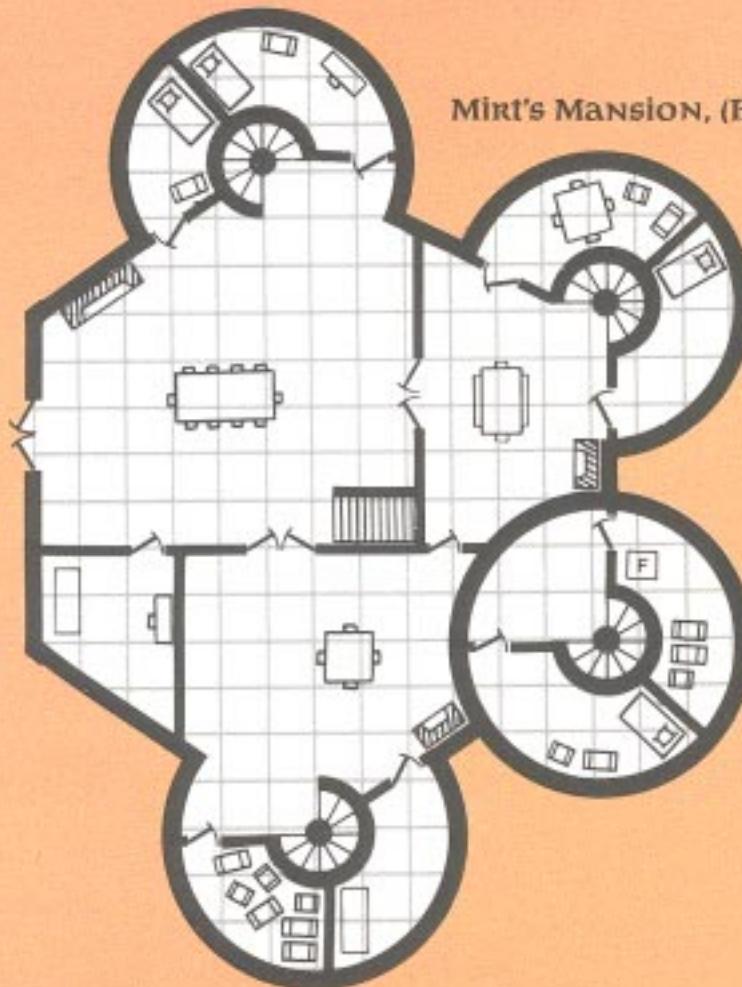
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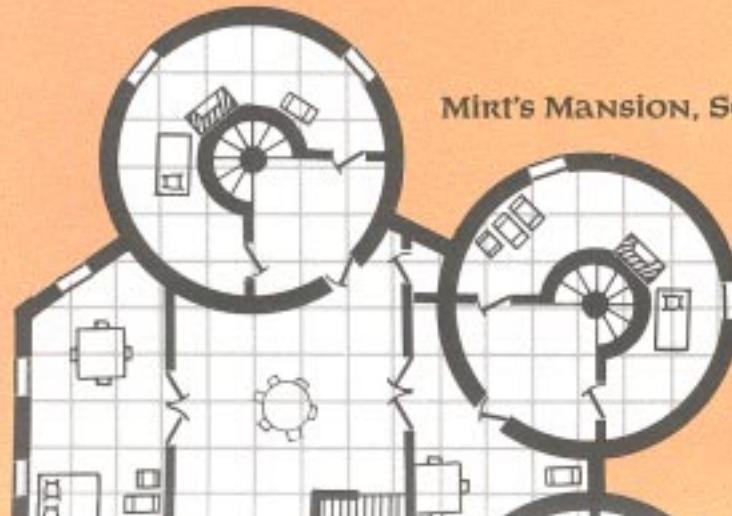
MAP 2 (OF 10)



Mirt's MANSION, (Bldg 1) FIRST FLOOR



Mirt's Mansio



Mirt's MANSION, SECOND FLOOR



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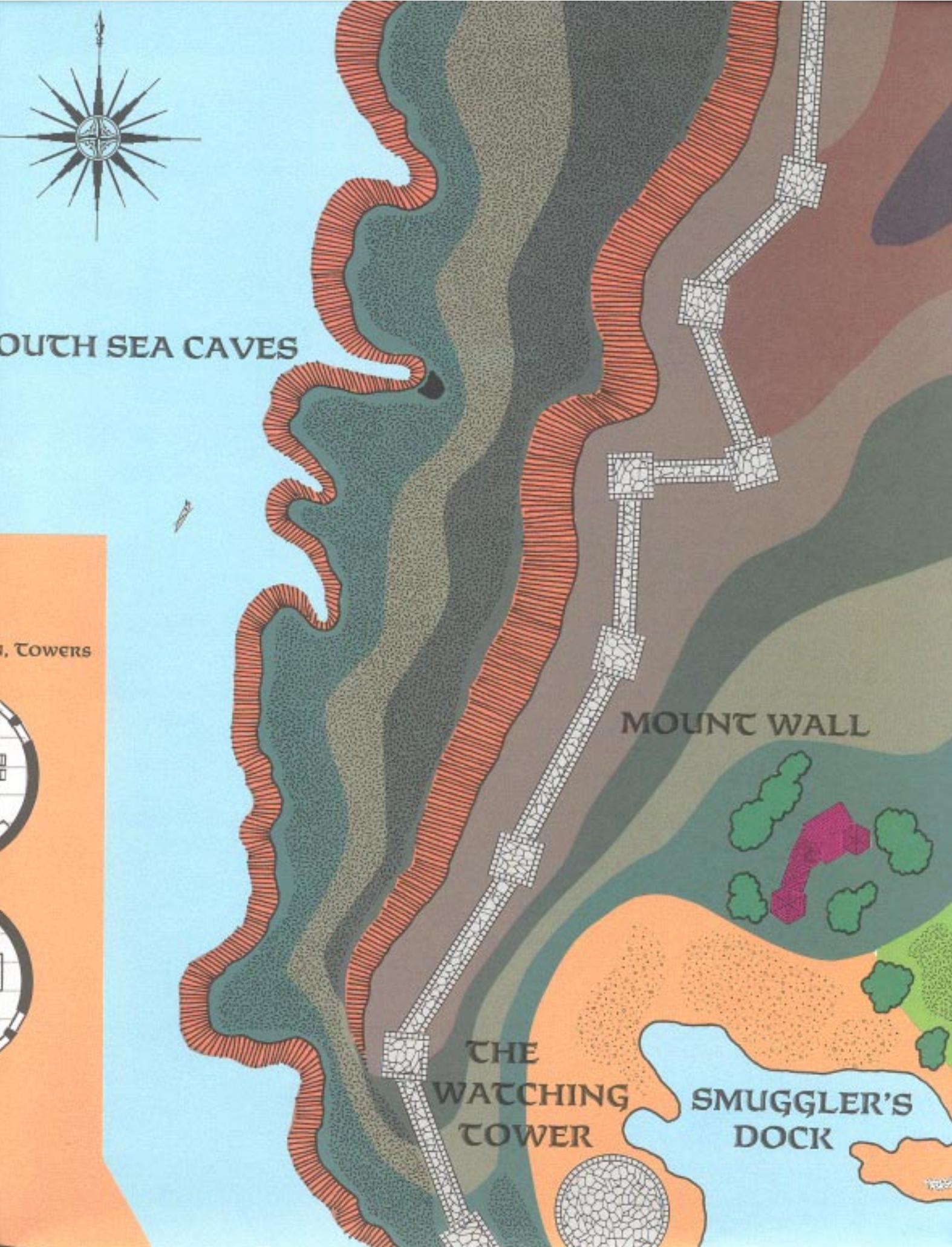
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OUTH SEA CAVES

MOUNT WALL

THE
WATCHING
TOWER

SMUGGLER'S
DOCK



Coin Alley

Old Temple Lot

LION Street

Dock Street

CARNISHED SILVER ALLEY



Dretch Lane

Soothsayer's Way

RainRUN Street

Lackpursue Lane

Ward's Way

The Reach

Net Street

Bellimbras Street

Eel Street

Sakir's Street

The Siles

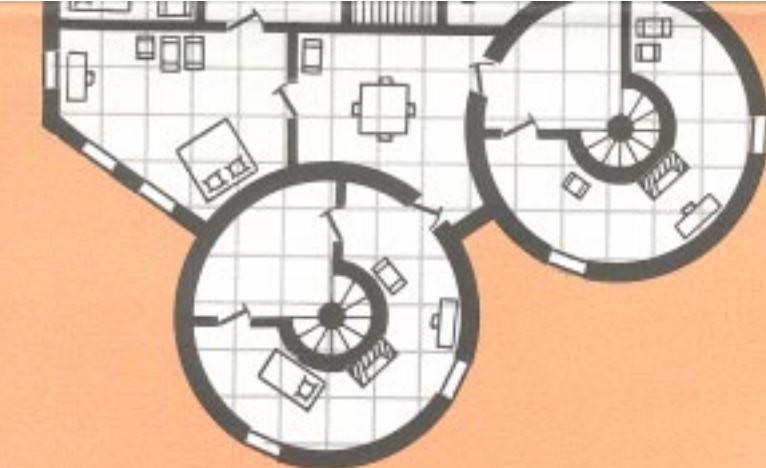
Sail Street

Dock Street

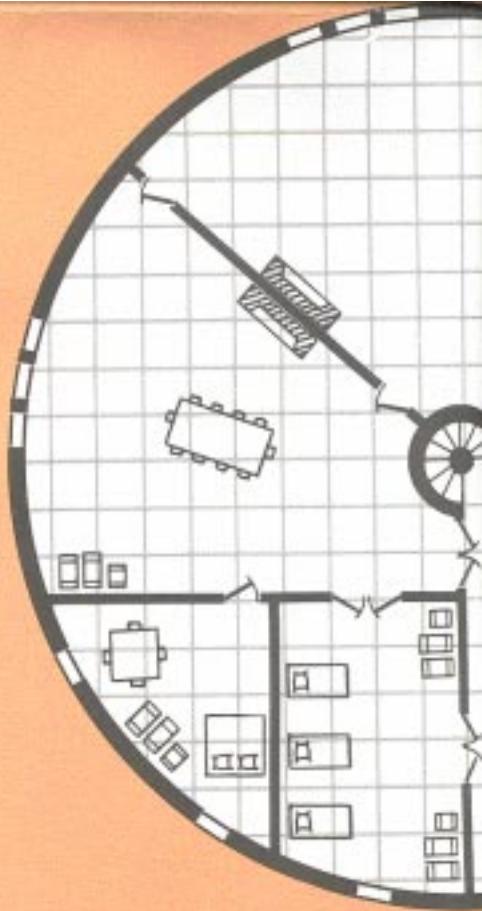
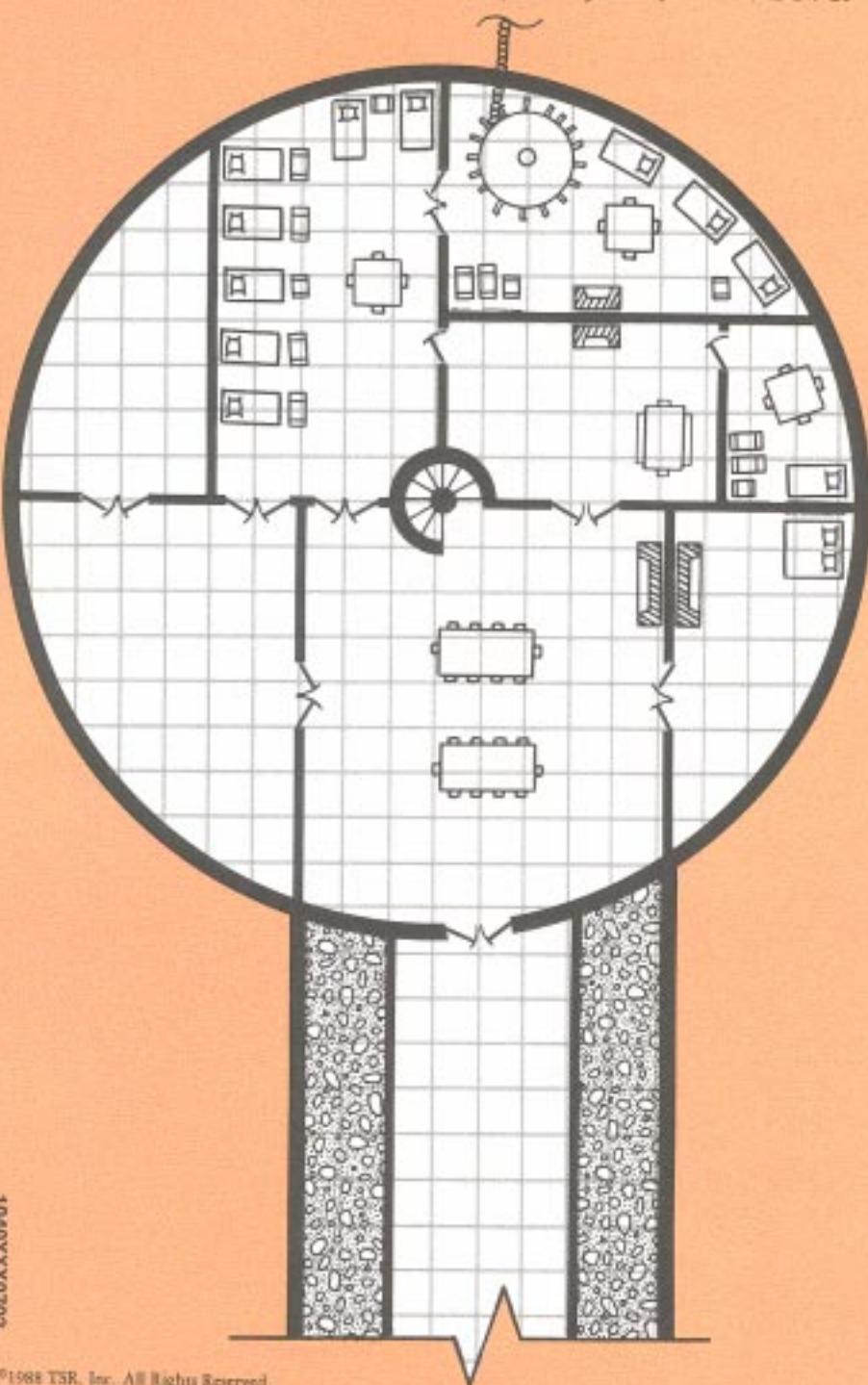
Fishgut Court

Abber Lane

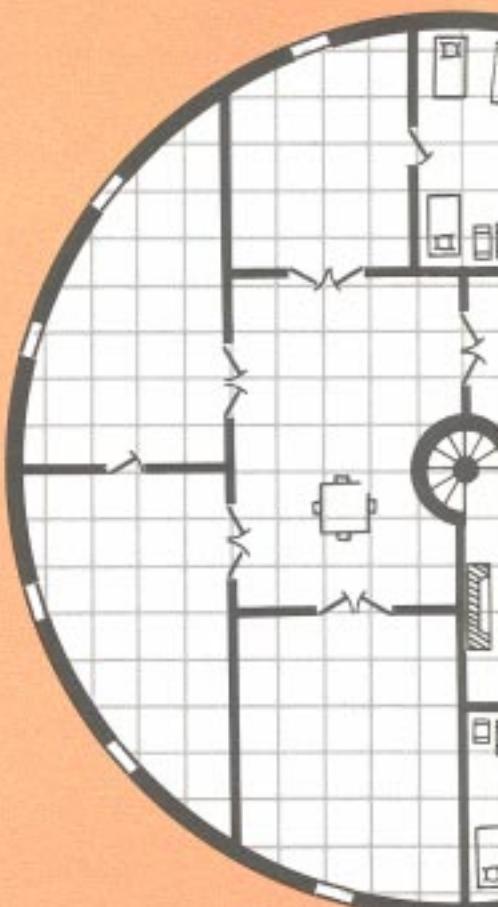
Wastrel Al



Chain Gates, Main Level



Chain Gates, Upper Level



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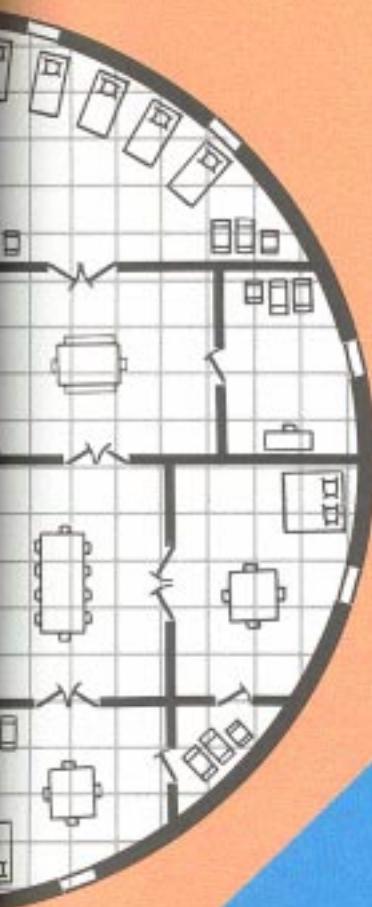
HARBO



SEA CHAIN GATES



levels



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WATCH TOWER

AVAL HARBOR

HARBOR CHAIN GATES



GREAT HARBOR

> Palace

MAP 3 (OF 10)

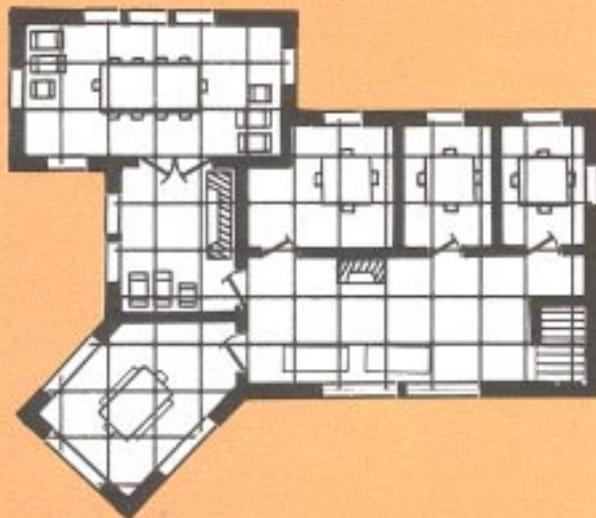
(Upper Floor)



Floor Plan Scale: ONE square equals 5 Feet

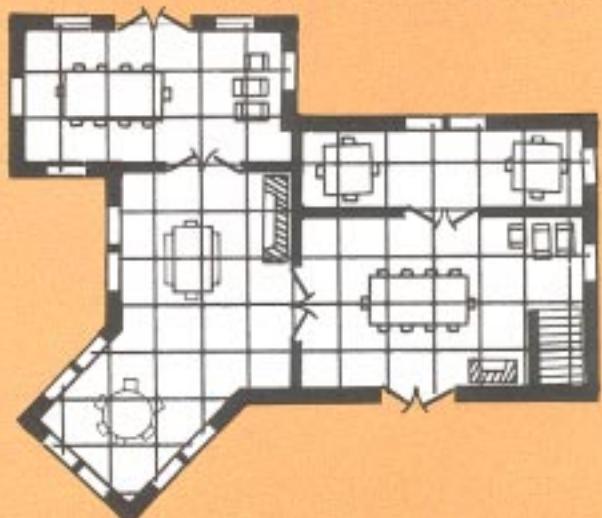
S

The Map House (Upper Floor)



R

The Map House (Main Floor) Bldg. 15



C

Dragon's Head Tavern (Upper Floor)



P

Dragon's Head Tavern (M



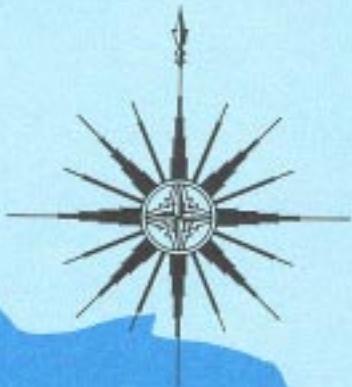
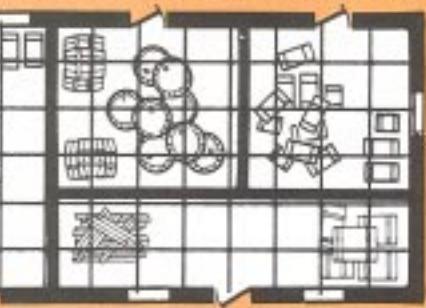
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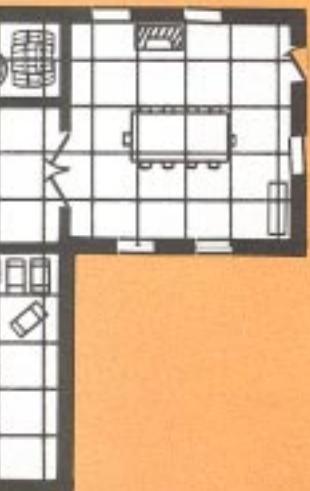
WAREHOUSE (MAIN FLOOR) BLDG. 17



Key:

	Stains		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

Embankment

Bazaar Street

The Street of the Sword

31

Siren Lane

Keltarn Street

Alnether Street

"The Prowl"

Lamp Street

Cymbrial's Walk

Jester's Court

Howling Cat Court

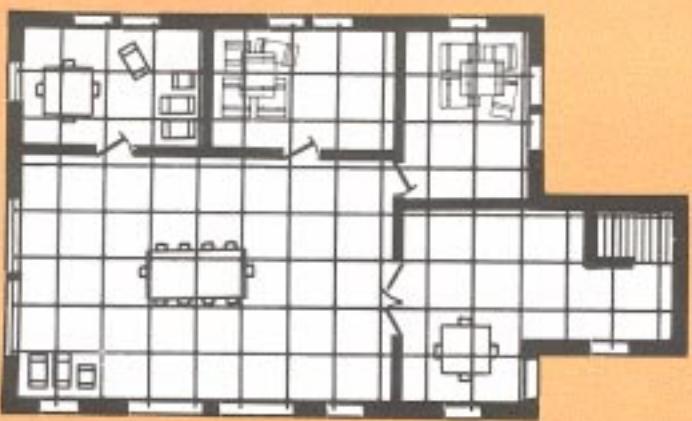
The Street of Slink

Selbuth Street

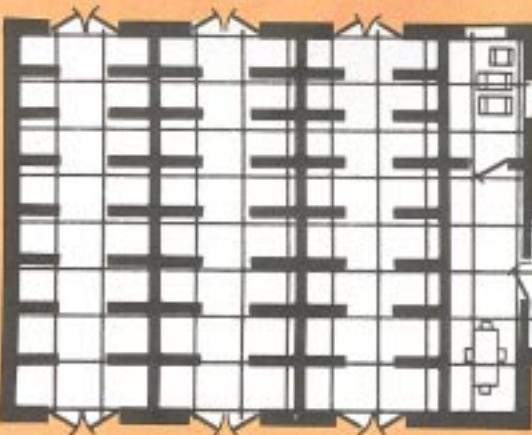
The Street of Silver

Warrior's Way

K
Palace Stable (Upper Floor)

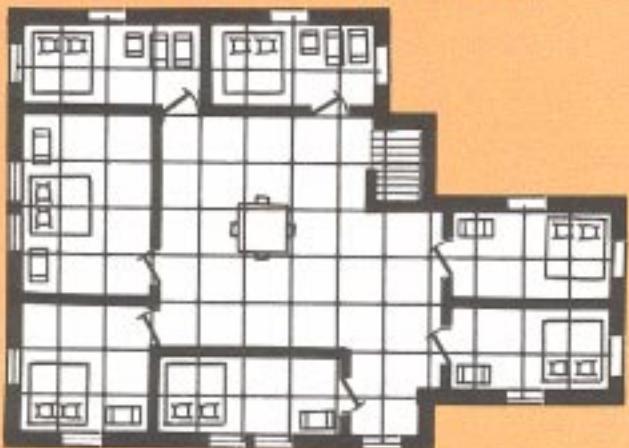


J
Palace Stable (Main Floor) Bldg.



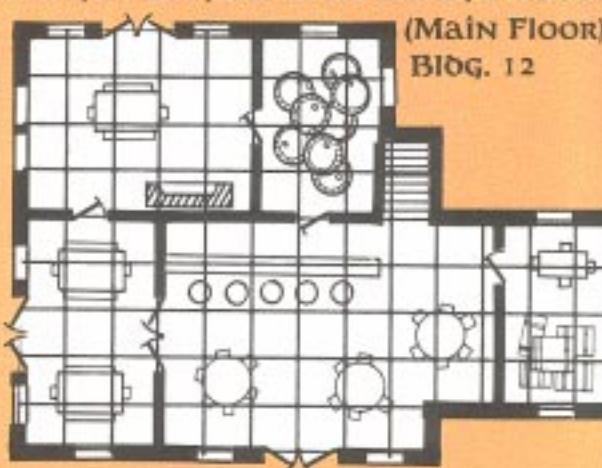
H

G
Mother Cathlorn's (Upper Floor)



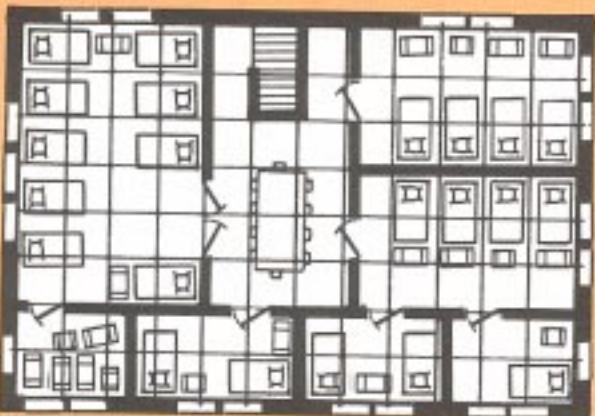
F

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



E

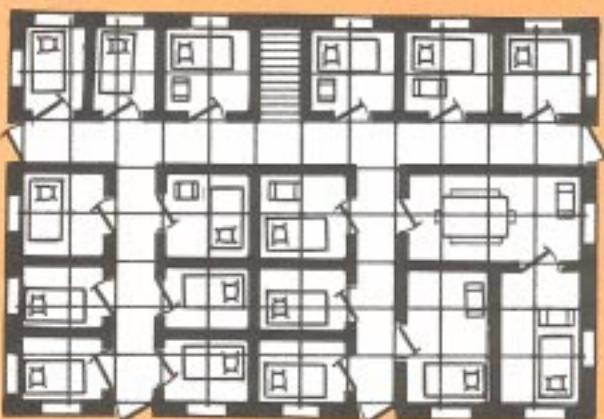
D
Barracks (Upper Floor)



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C
Barracks (Main Floor) Bldg. 7



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NORTHERN SEACAVE

Scale: ONE INCH equals 100 Feet

SEACAVE

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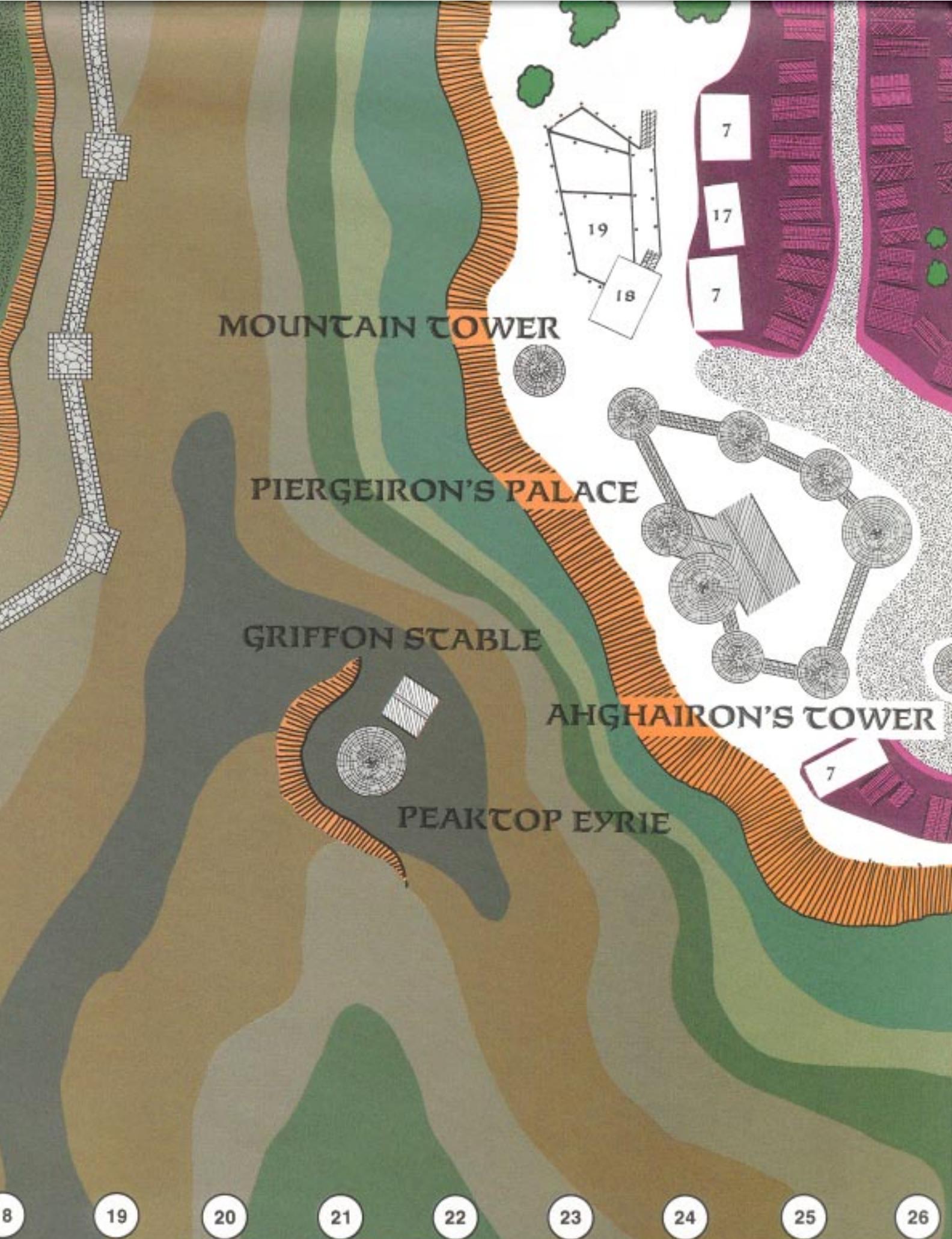
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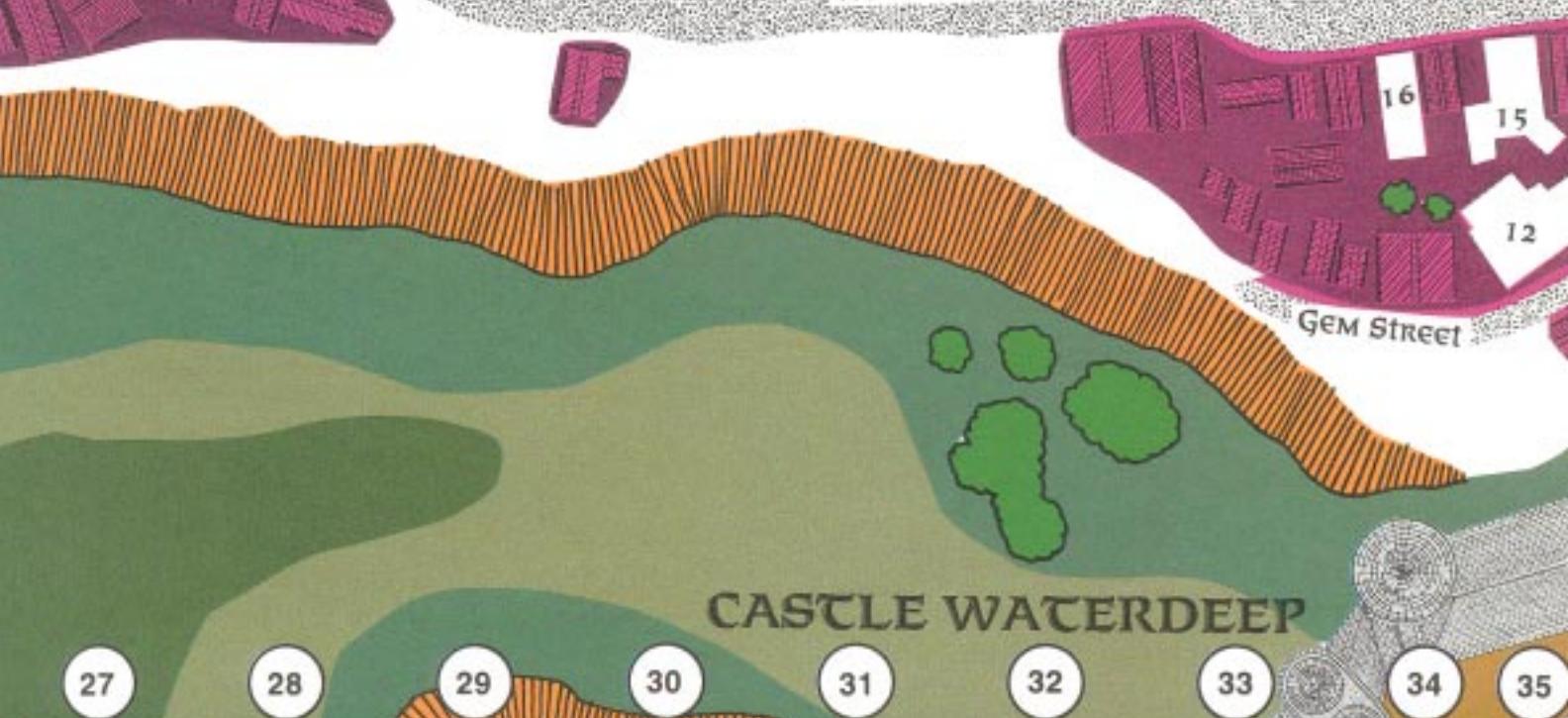
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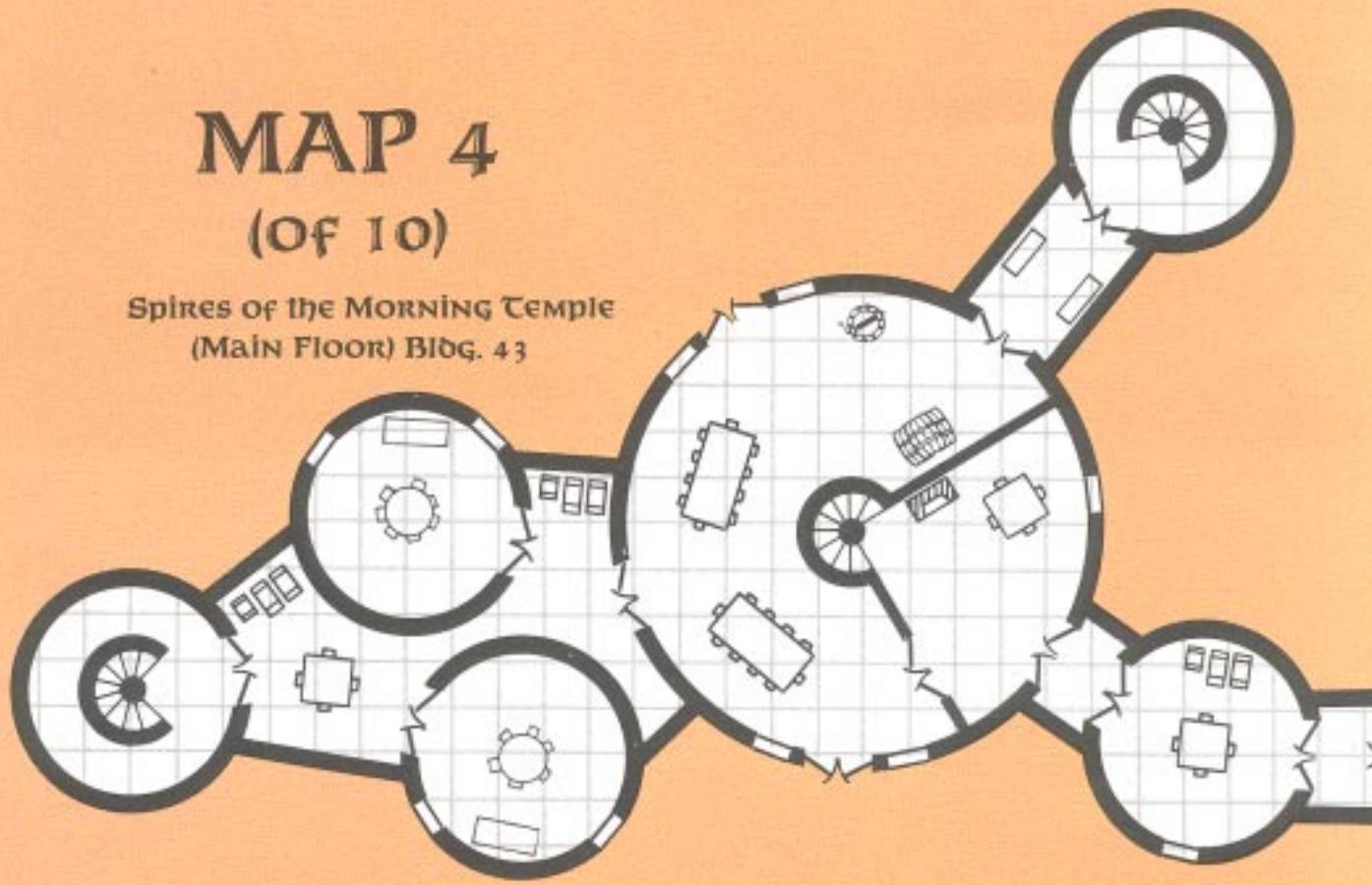
M

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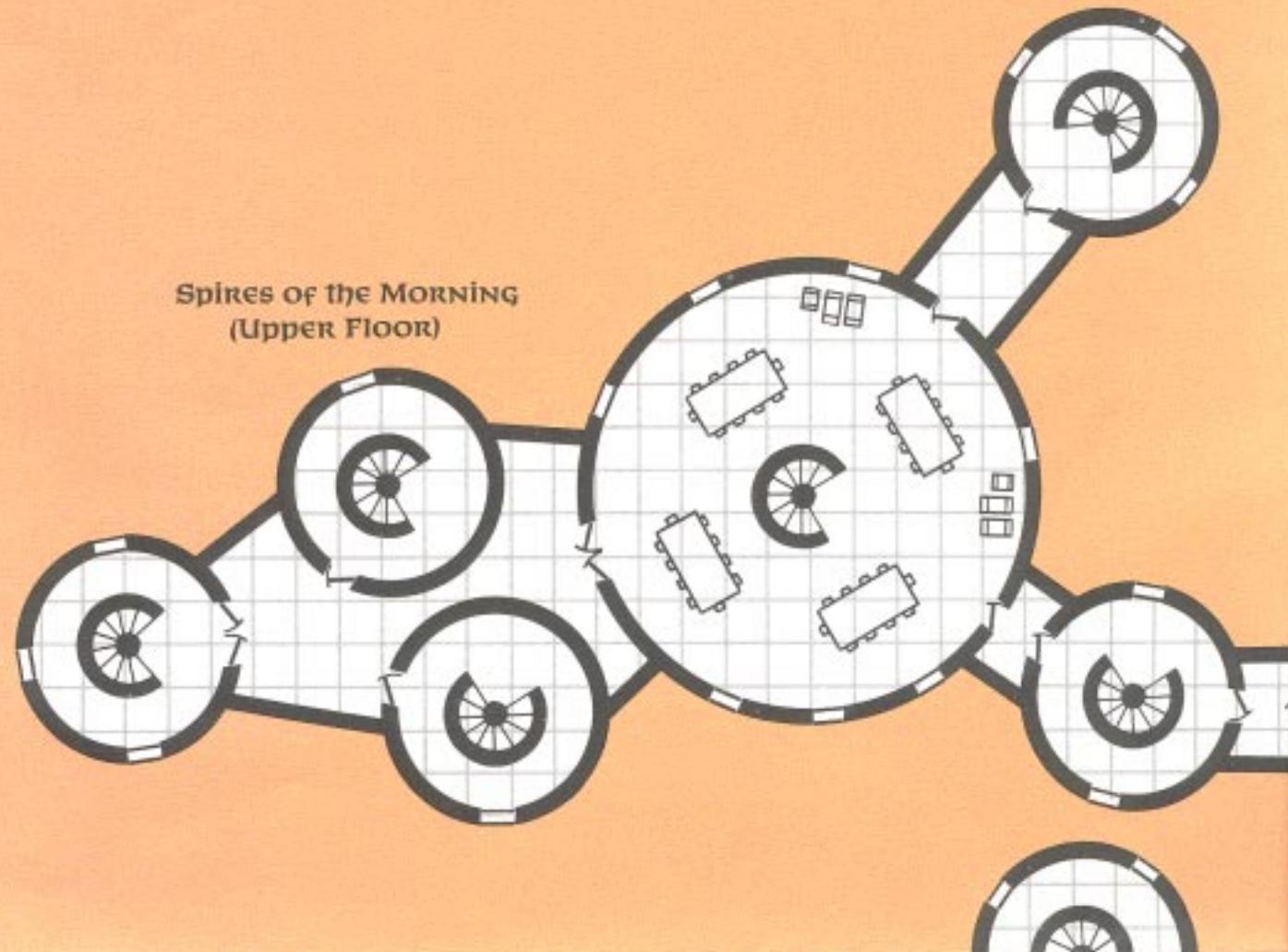
MAP 4

(OF 10)

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



Spires of the MORNING
(Upper Floor)



62

Seawatch Street

Shark Street

60

59

57

Dia

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Seaw

WEST GATE

Westwall Street

satchel Alley

"The LIONS"

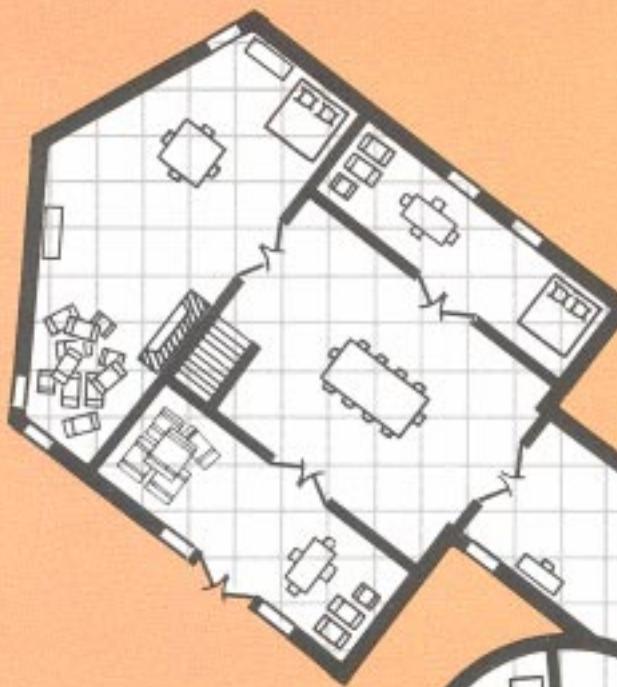
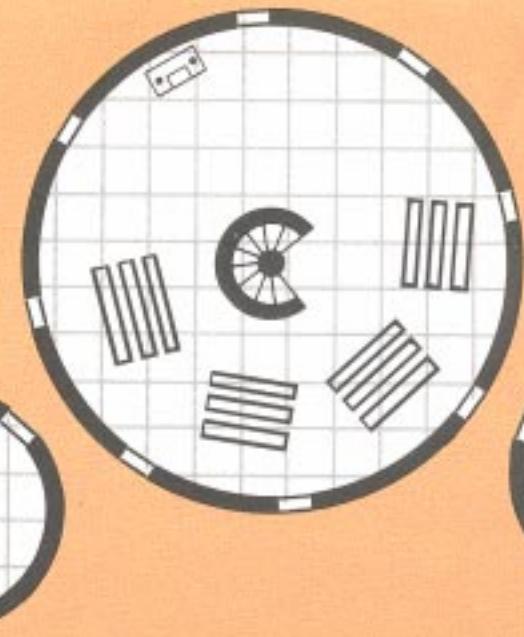
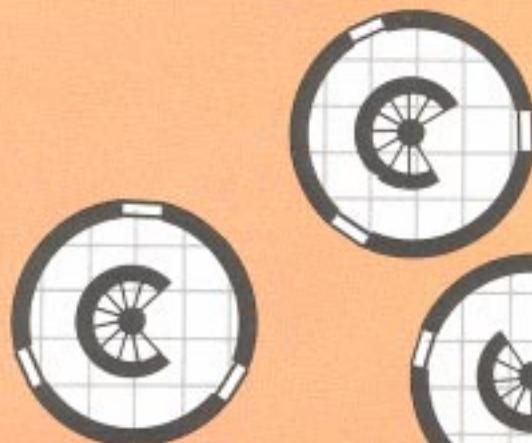
49







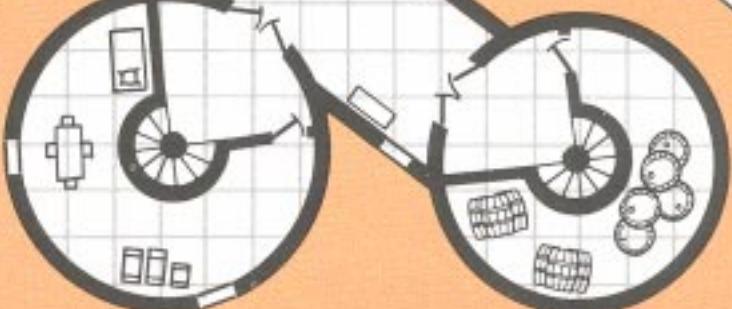
Spires of the Morning
(Tower Levels)



Tesper Family Villa
(Main Floor) Bldg. 87



Villa (U)



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GULL LEAP



Villa (Upper Floors)

(Upper Levels)



Plan Scale: ONE SQUARE equals 5 Feet

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Seaway's March

Jelzar's St.

The Field
OF TRIUMPH

44

Coalar's Lane

The Cliffride

45

46

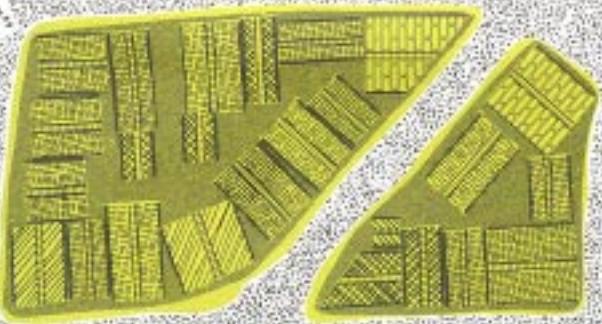
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48

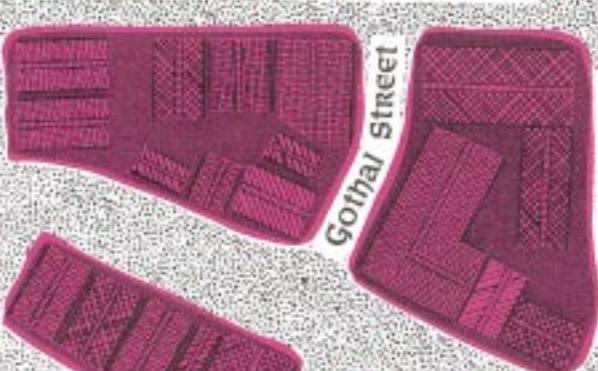


Scale: ONE INCH equals 100 FEET

Gulzinder Street



Julhoon Street



Calamastyr Lane

Eivarren's Lane



Tchozal's Race

Swords Street



Marian's Lane

Charleon Street

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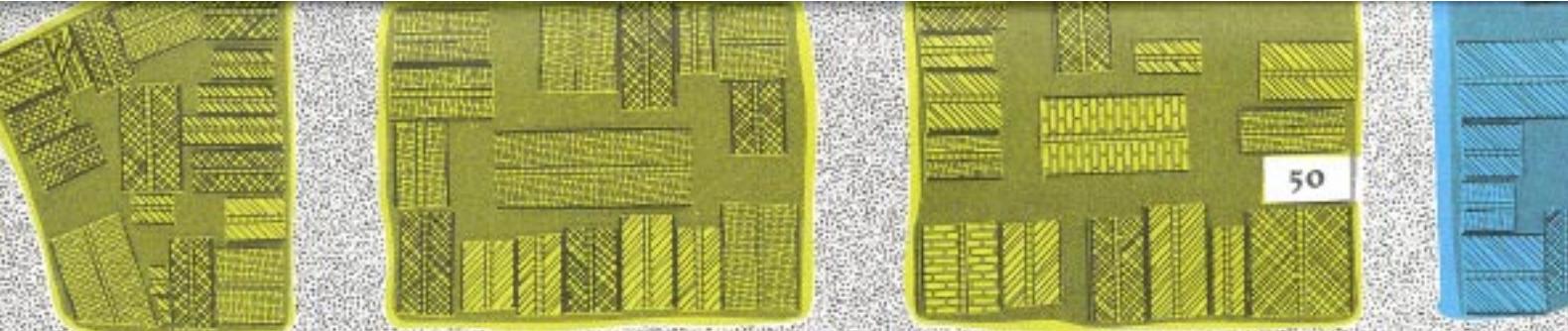
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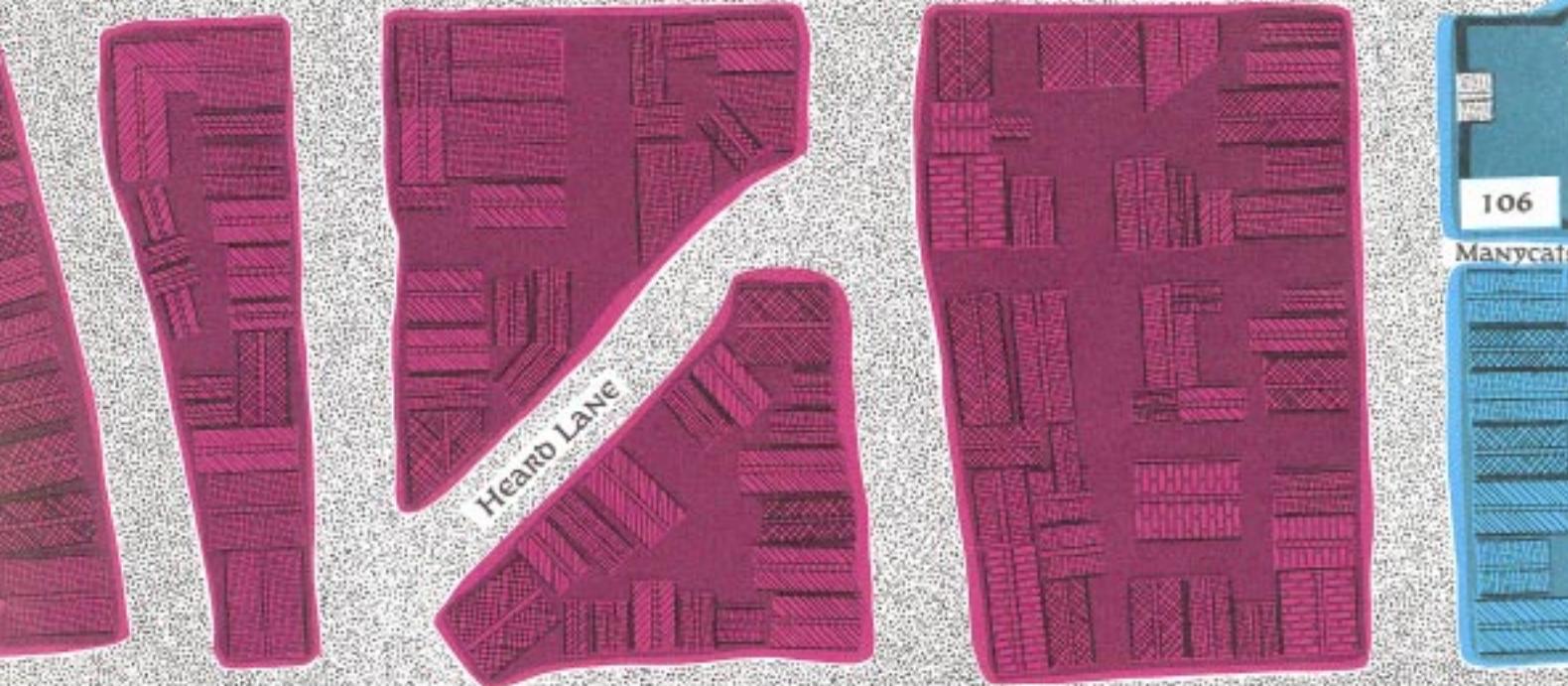
24

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Julthoon Street



Trader's Way



42

THE MARKET

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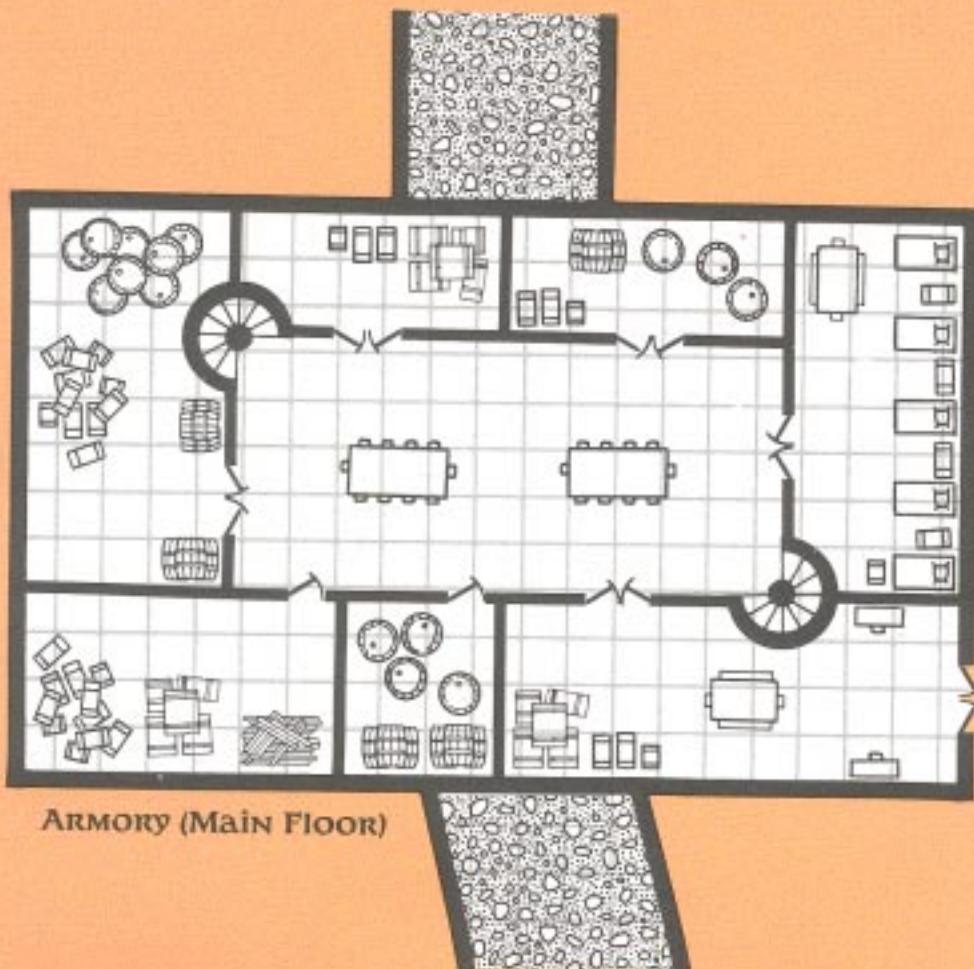
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MAP 5

(OF 10)



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TROLLFORT

TROLLTOWER

ARMORY

Street of Lances

Seawind Alley

Shark Alley

Aureenan Street

Prayer Alley

27

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29

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31

32

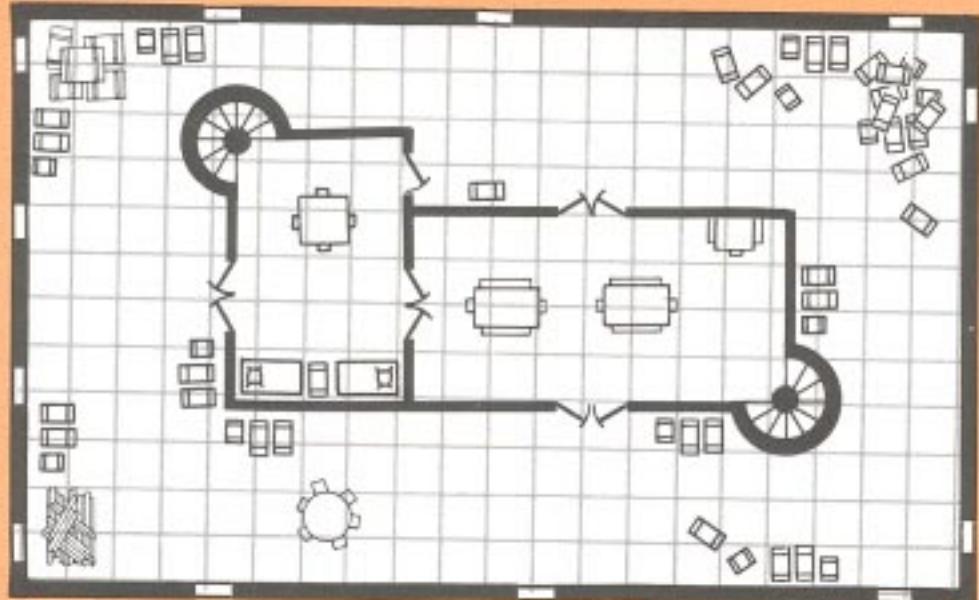
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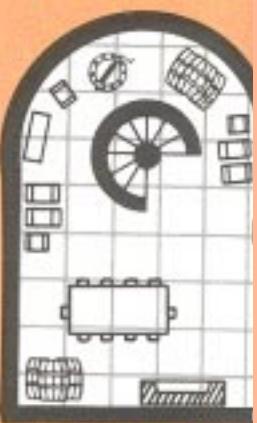
35

Scale: ONE INCH EQUALS 100 FEET





Tessalar's
(Main Floor)



(Upper Floor)



(Upper Floors)



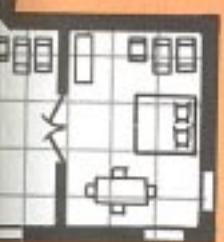
(Upper Floors)

1000XX0705

FLOOR PLAN SCALE: ONE square equals 5 Feet



COWER
BLDG. 95



(ers) BLDG. 95





Heroes' Walk

HEROES' GARDEN

Heroes' Walk

Kuzak's Alley

Che Fanebar

SKULLS Street

WRIGHTSTONE Street

MENDOVER Street

91

96

SUL Street

IMMAR ST

Chasso's Trot

90

95

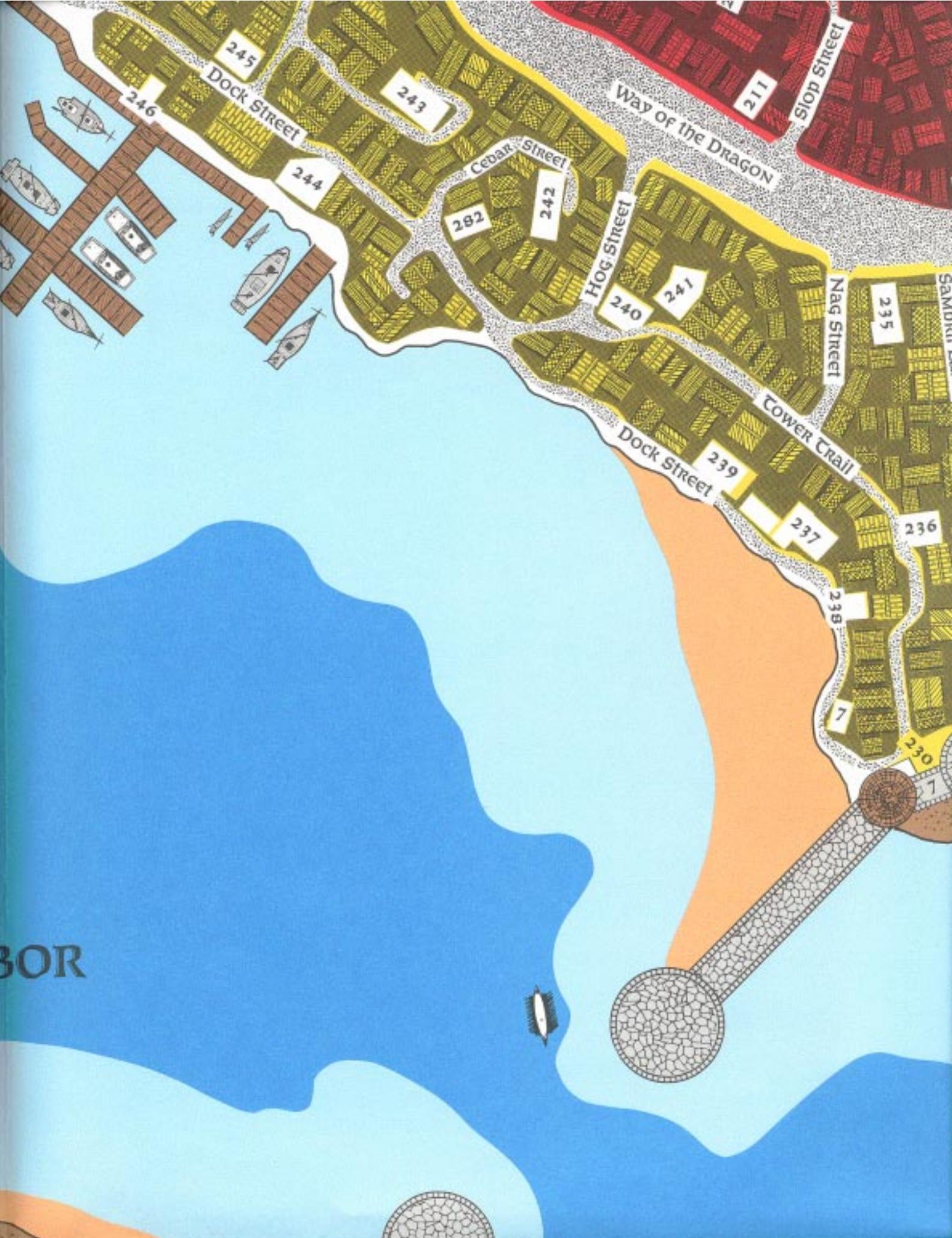
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100

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GREAT HARI





MAP 6 (OF 10)

OUTHFORT KEEP

TO DAGGERFORD

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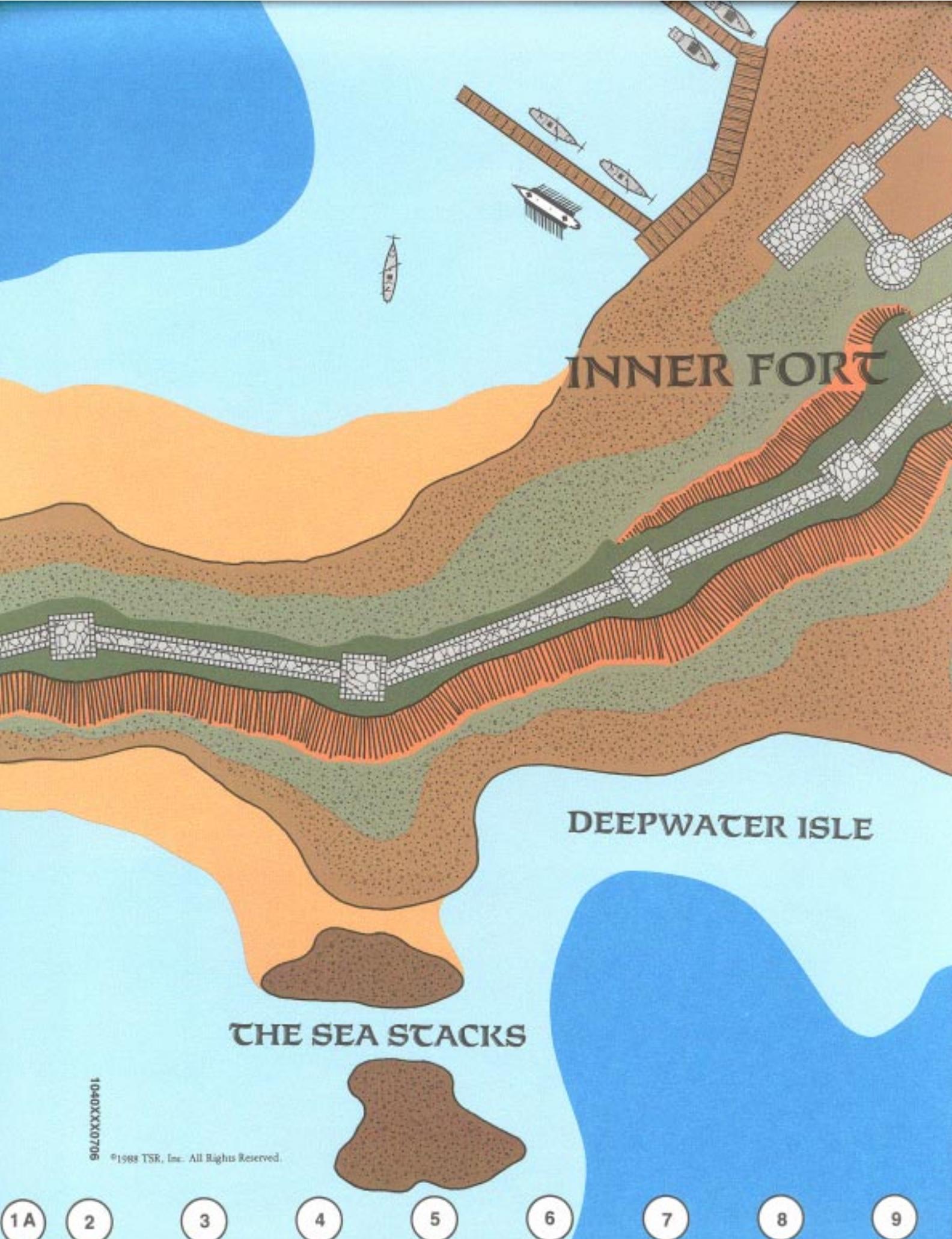
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THE SEA STACKS

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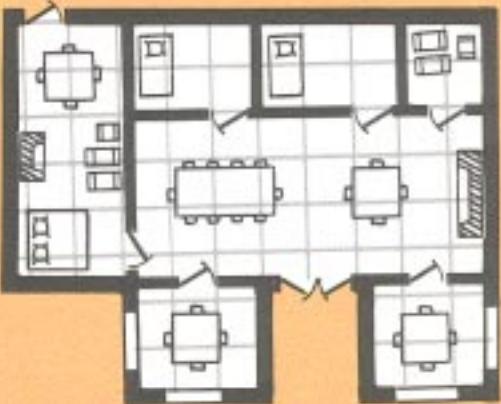
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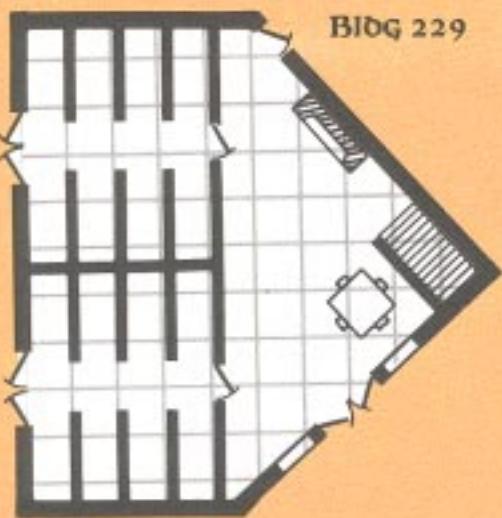
18

SEA ELF TRADING OUTPOST

Gelfuril the Trader Bldg 231

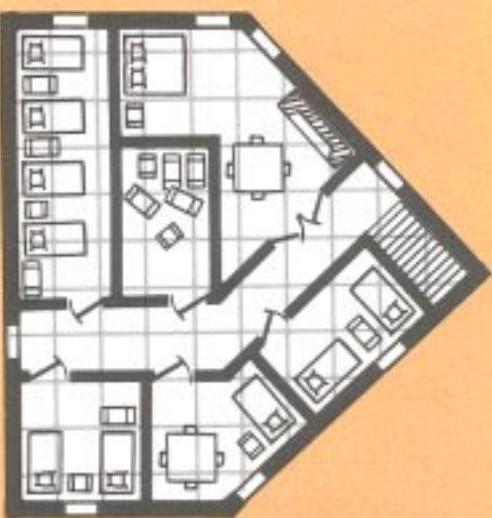


Athal's Stables (First Floor)



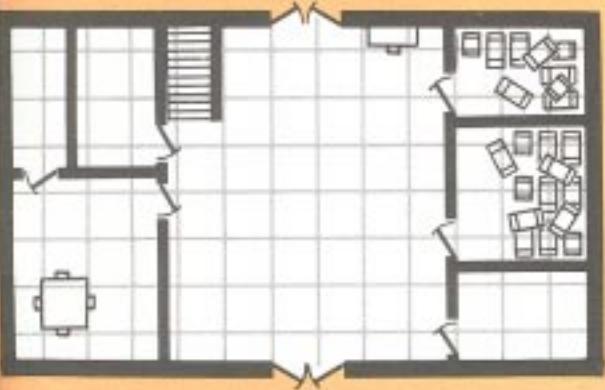
Bldg 229

Athal's Stables (Upper Quarters)

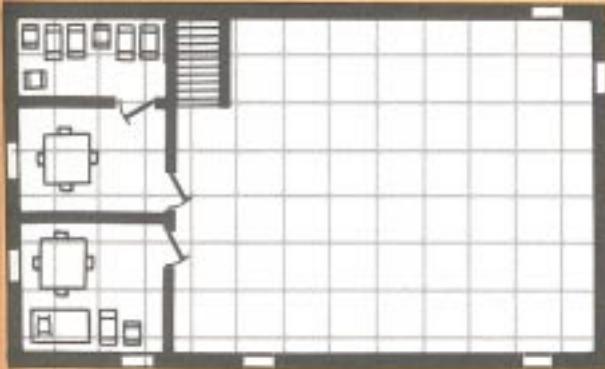


TPOST

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



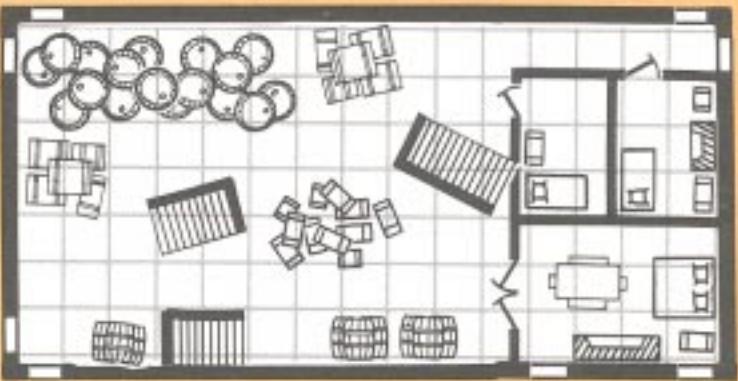
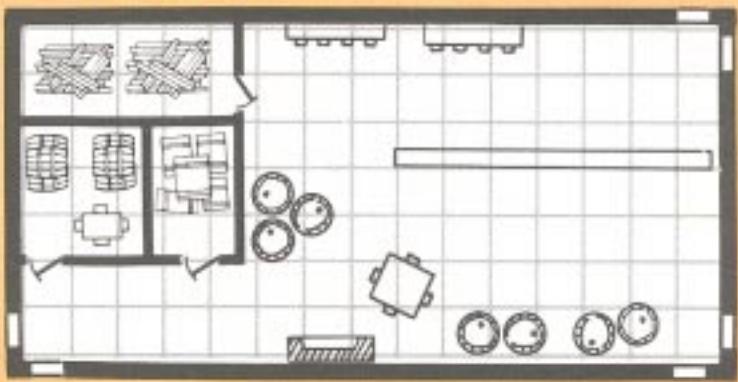
Bellister's House (Warehouse)
Second Floor, Bldg 227

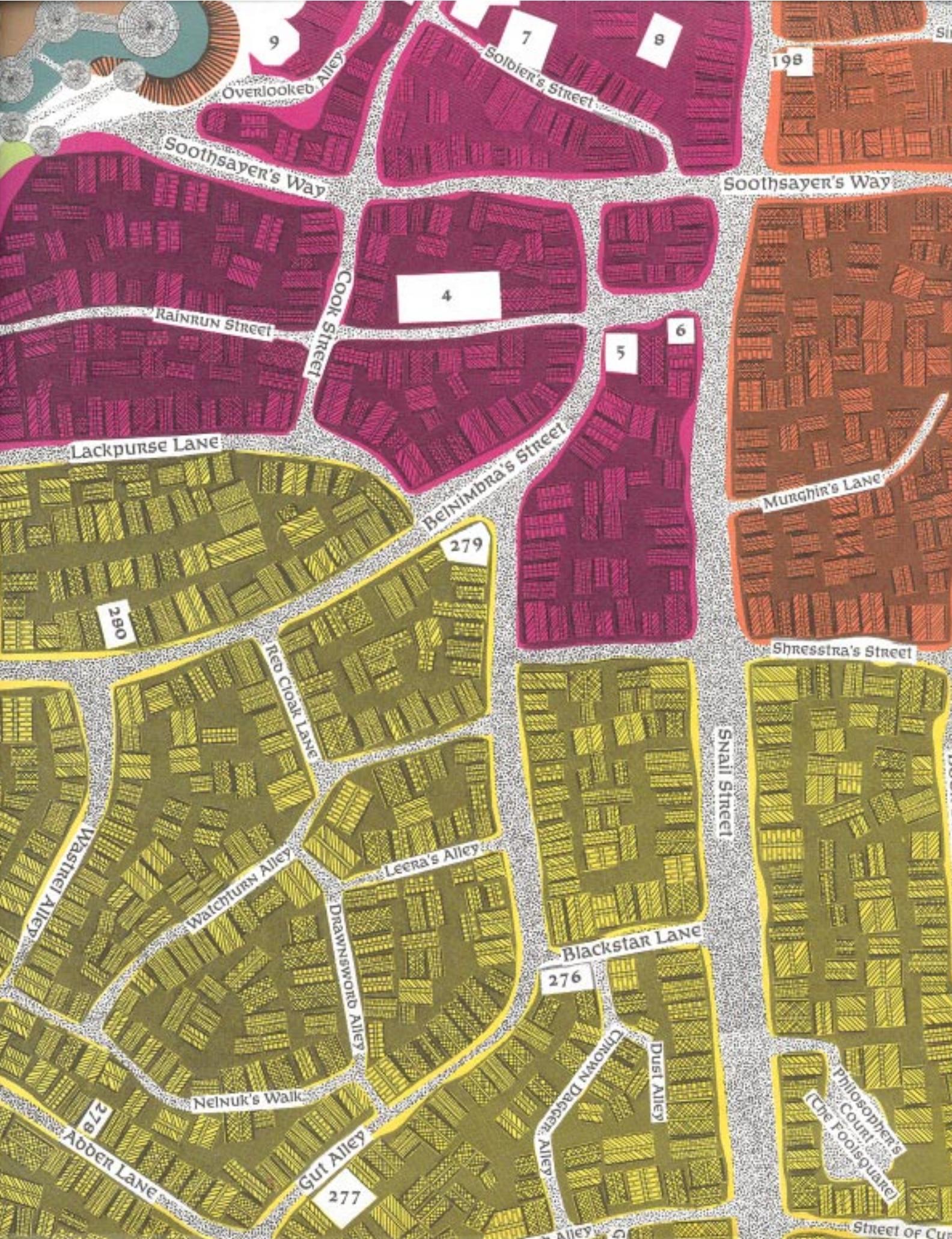


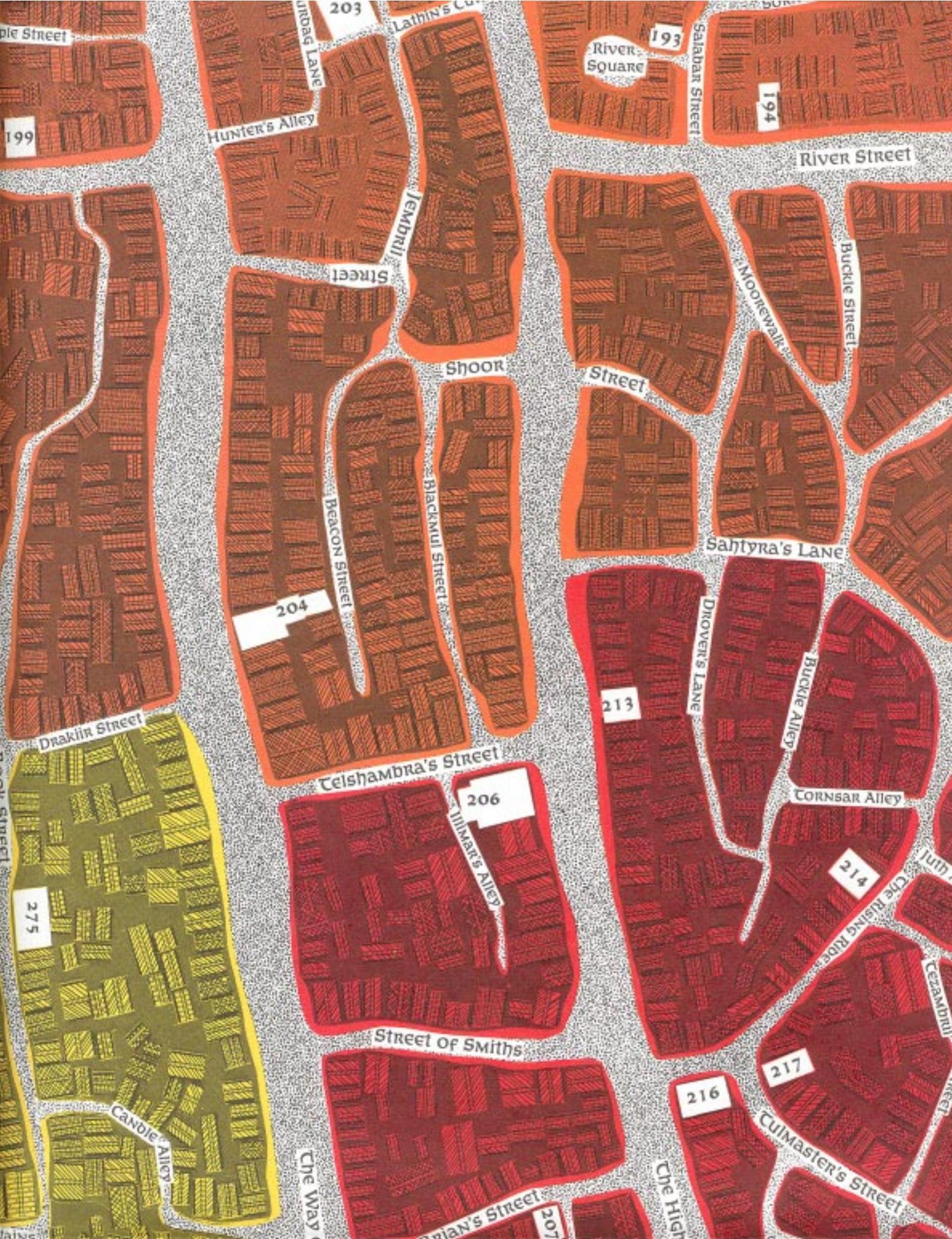
Peluavir's Counter (Bldg 212)



Upper Levels







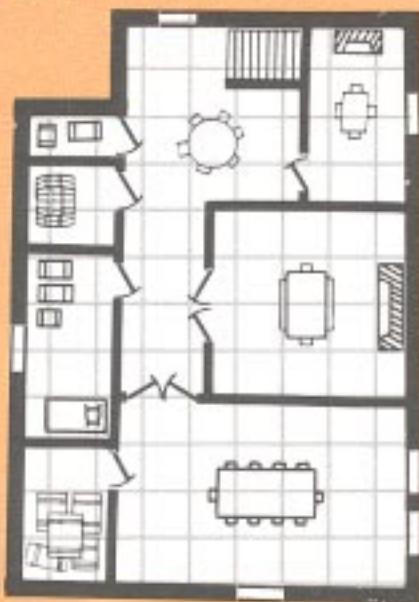
RIVER GATE



BIDG 206 The Stone House, Guild HQ



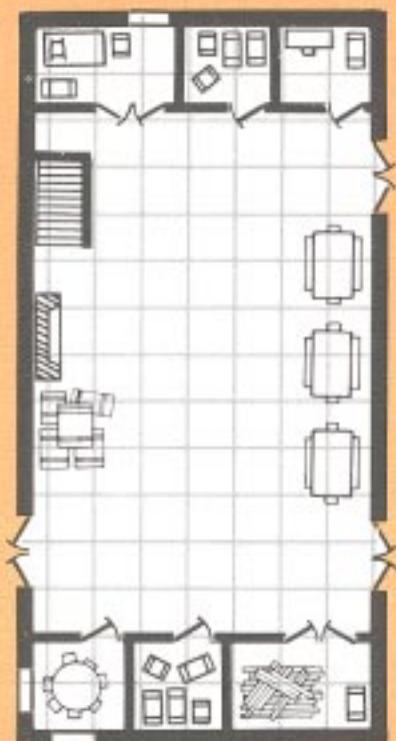
(Main FLOOR)



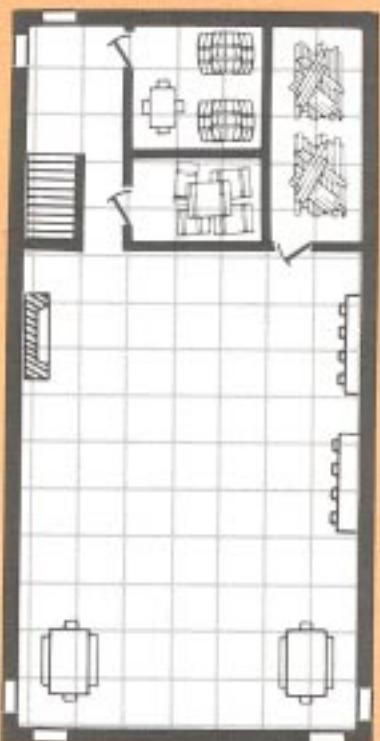
(SECOND FLOOR)

**MAP 7
(OF 10)**

BIDG 252 Workplace of Arnaugus the Shipwright

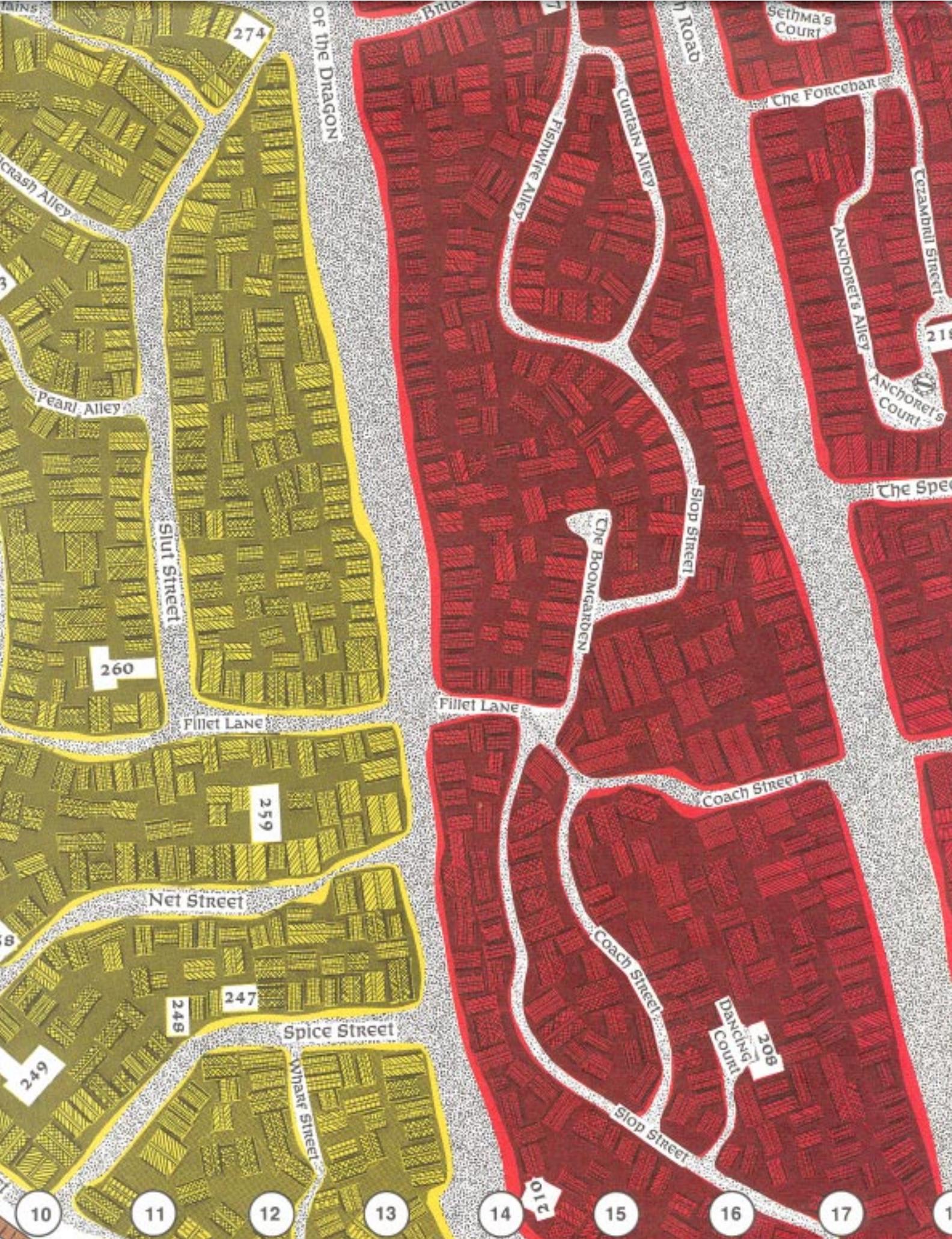


(Main FLOOR)



(SECOND FLOOR)







Typical Warehouse



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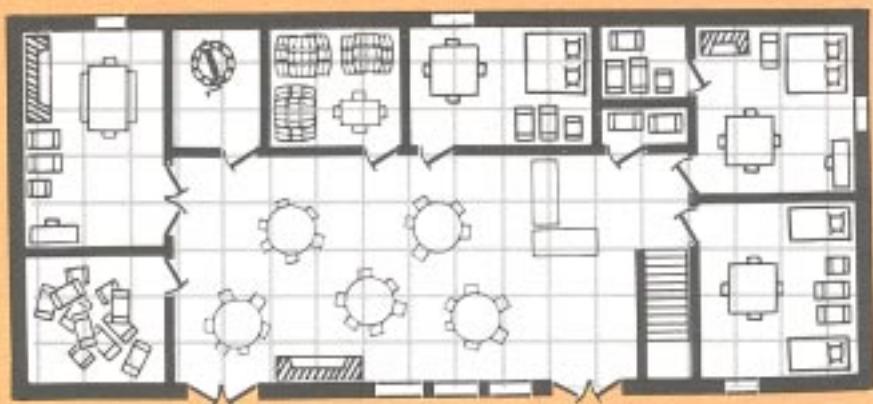
E

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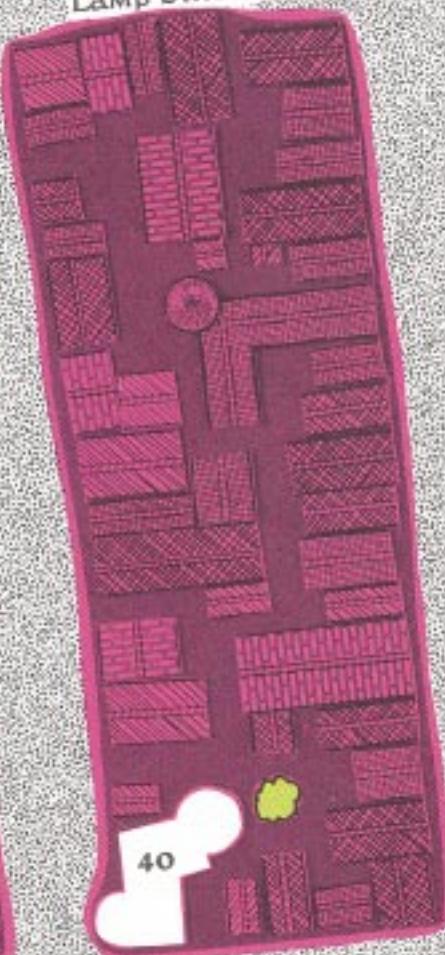
The Yawning Portal (Main Floor) Bldg 4



The Yawning Portal (Upper Floors)



Lamp Street



Cymbril's Walk



Selbuth Street



29

Buckle Alley

The High Road



168
169

170

The Coffin March

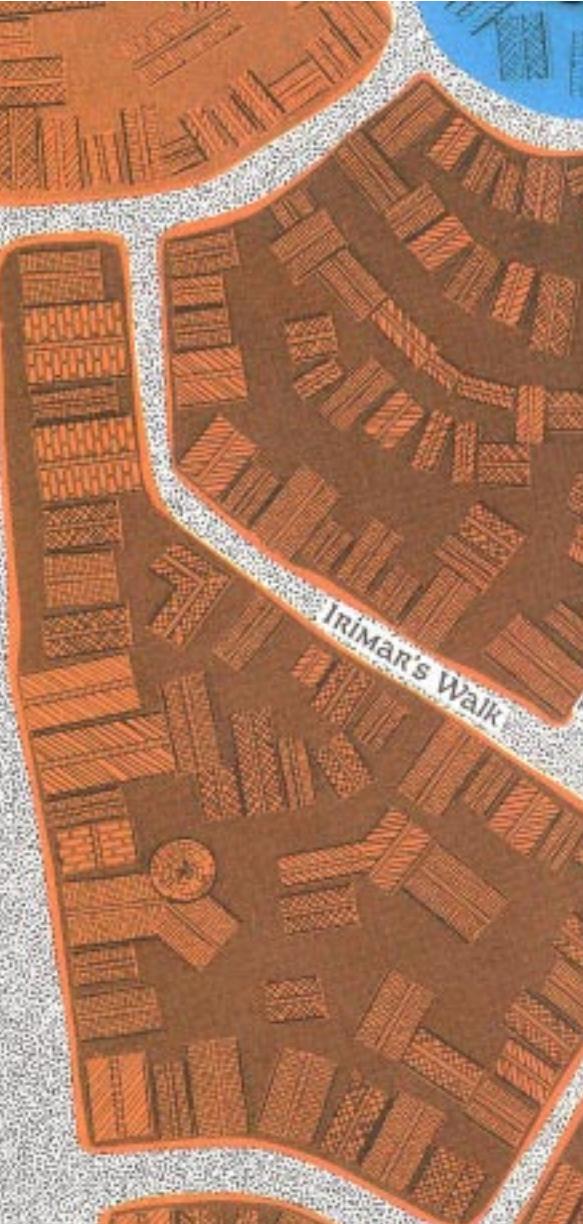
171

Spindle Street



Winter Path

171





House C

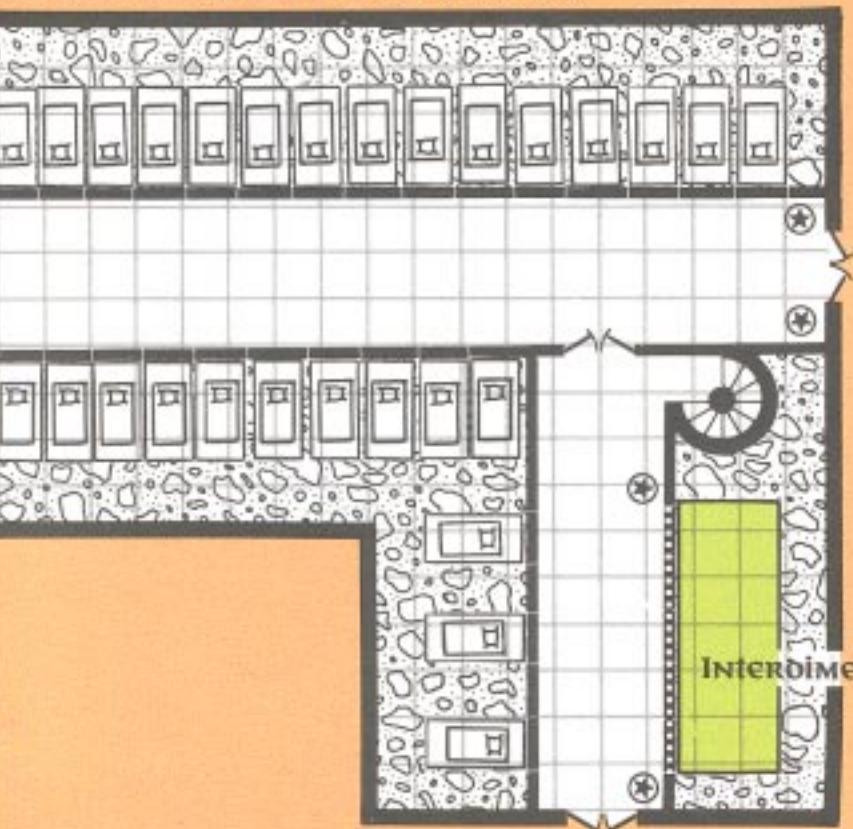


House of the Homeless (Upper Floor)

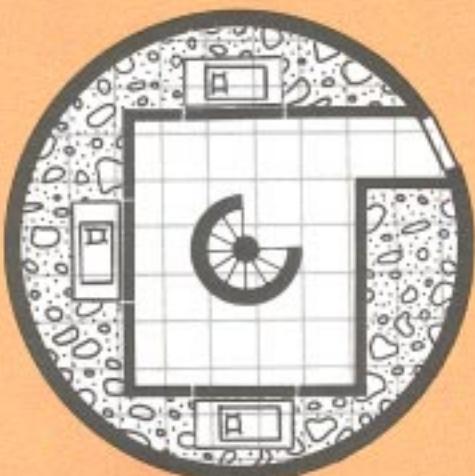


FLOOR PLAN SCALE: ONE square equals

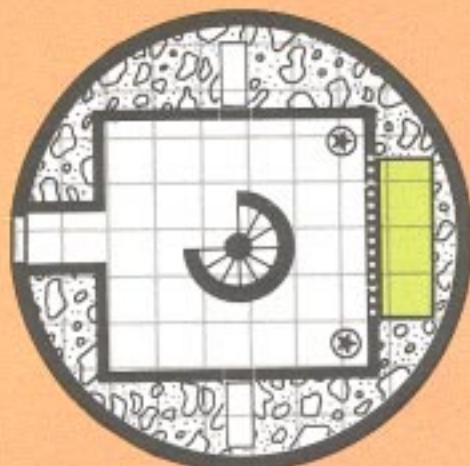
the Homeless (Main Floor) Bldg. 167



MAP 8 (OF 10)



5 Feet



Interdimensional Gate



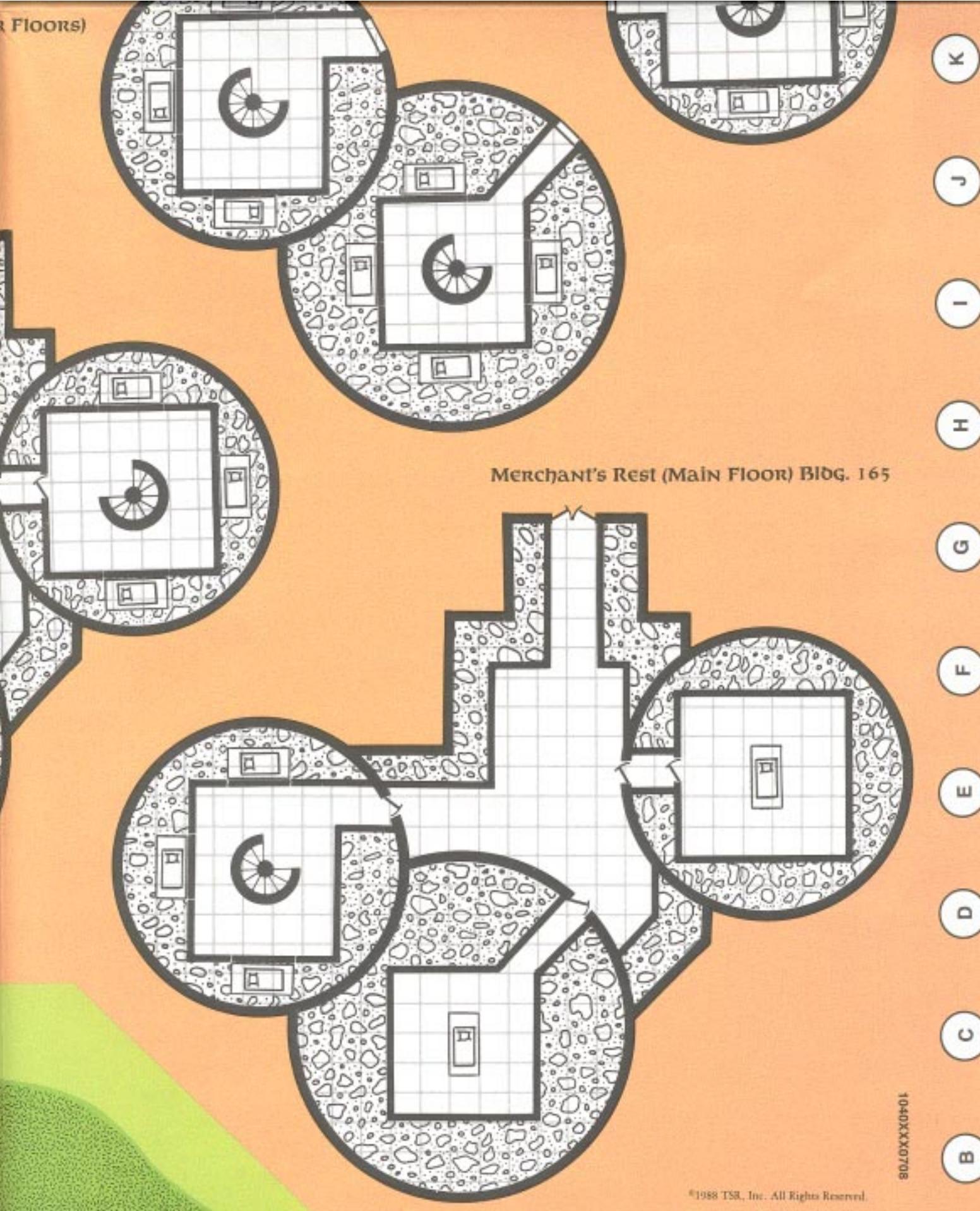






Scale: ONE INCH equals 100 Feet





109

116

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Saerboun Street

108

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119

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Sible Street

Delzorin Street

Sulmoor Street

127

114

126

131

107

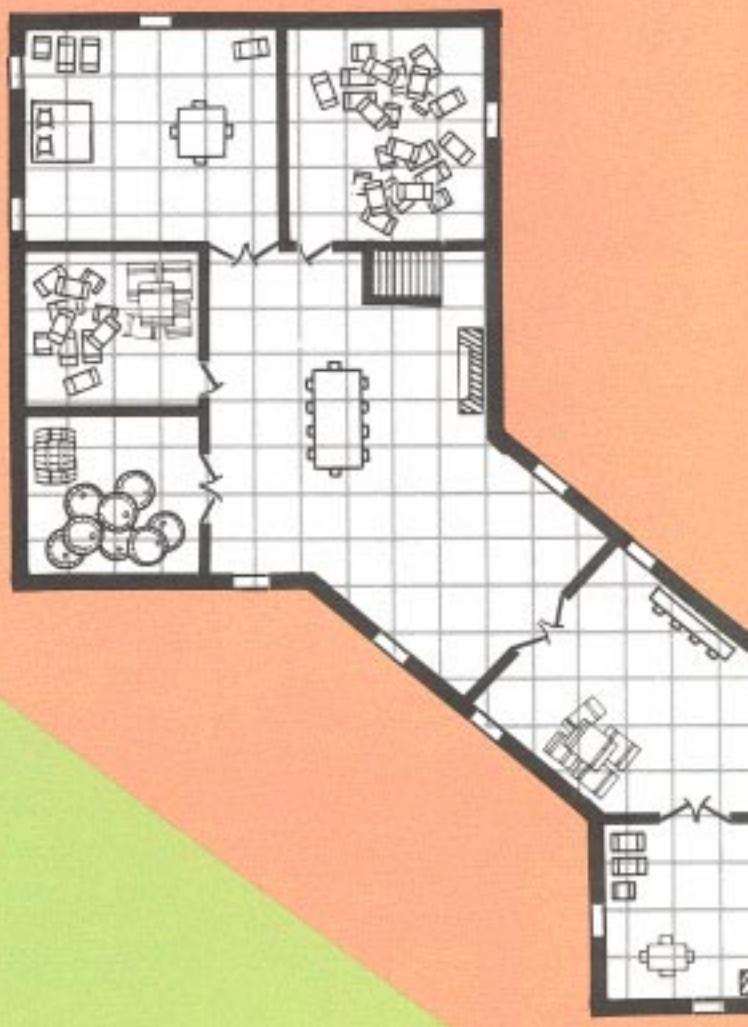
Street

High Road

130

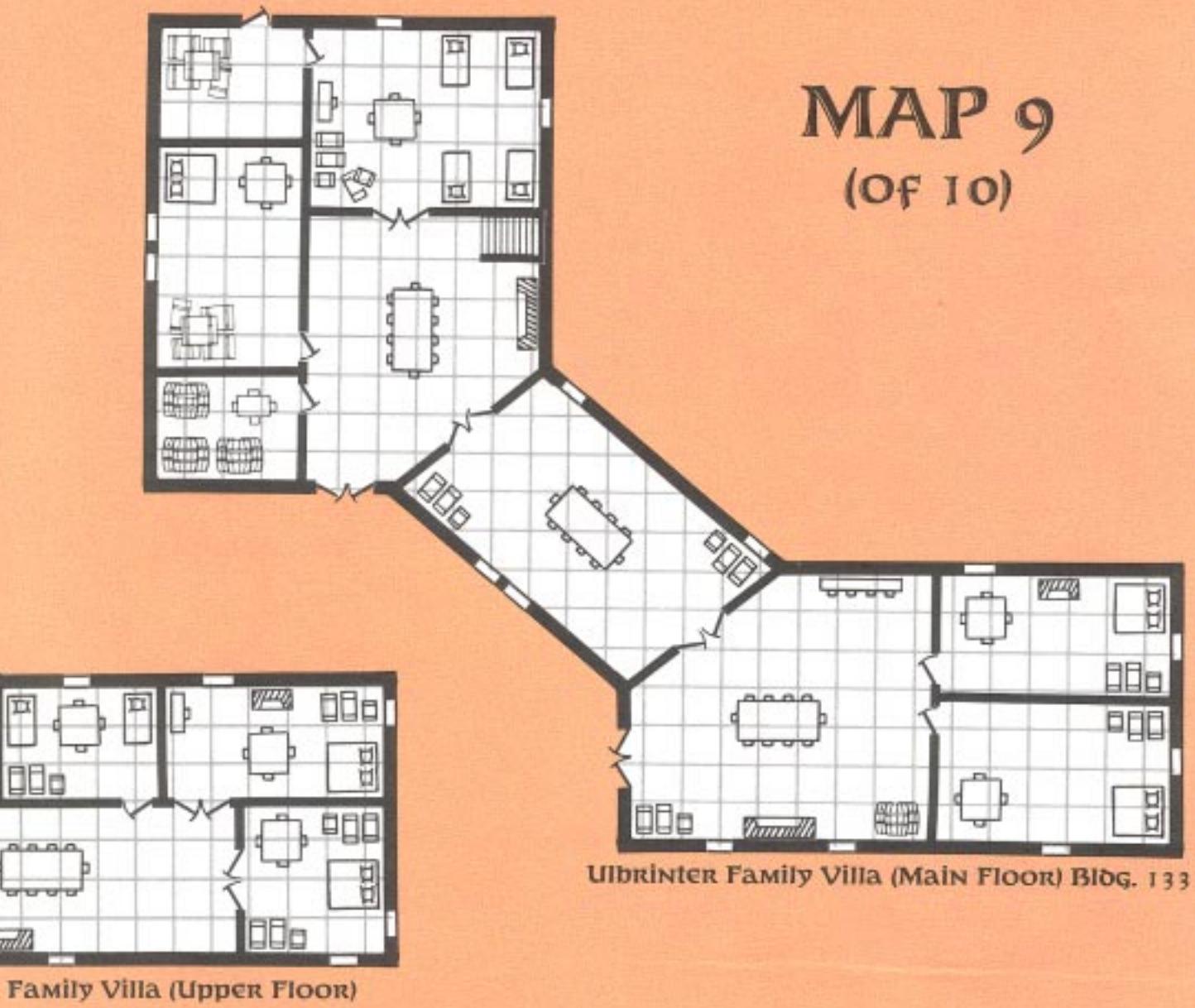


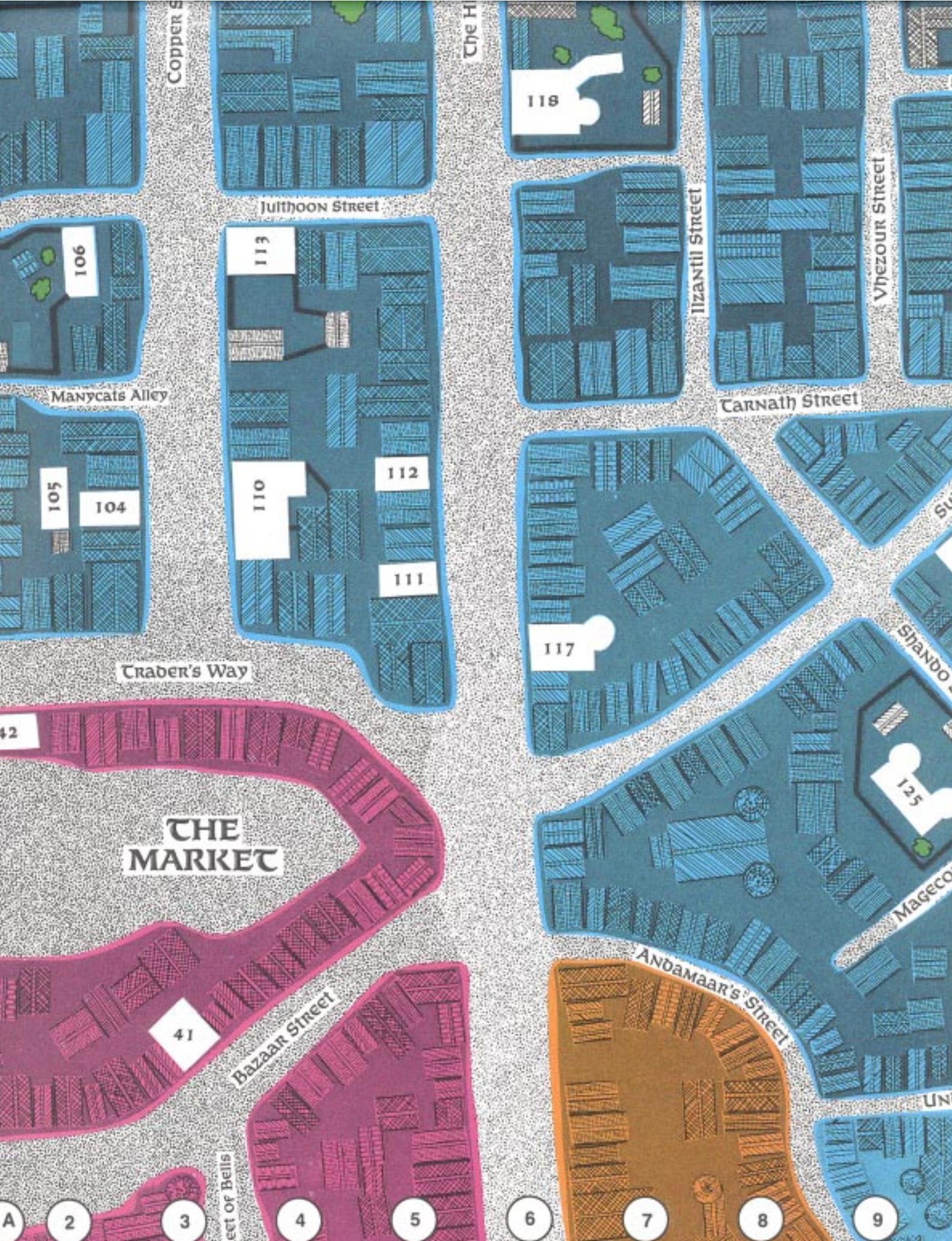
FLOOR PLAN SCALE: ONE SQUARE EQUALS 5 FEET

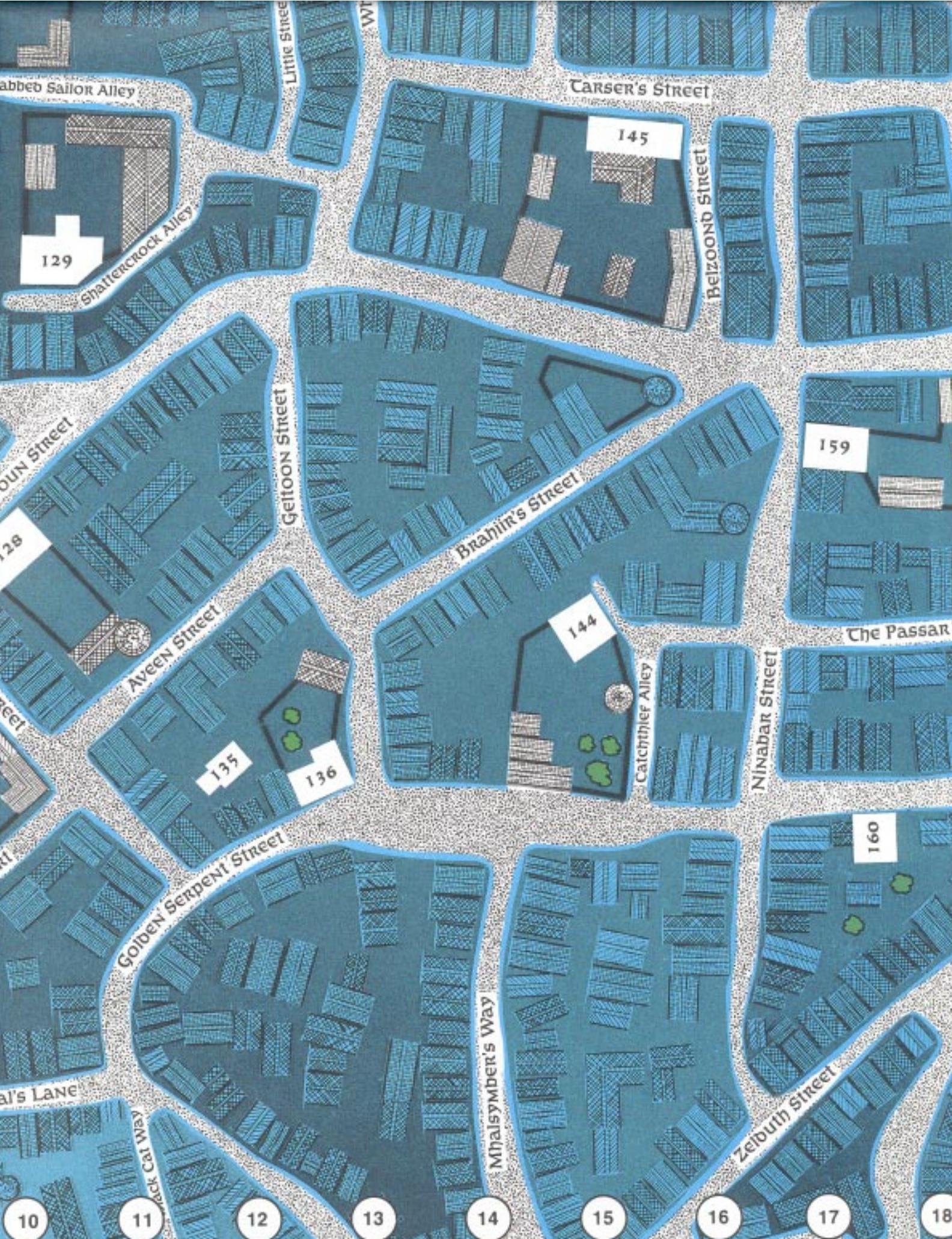


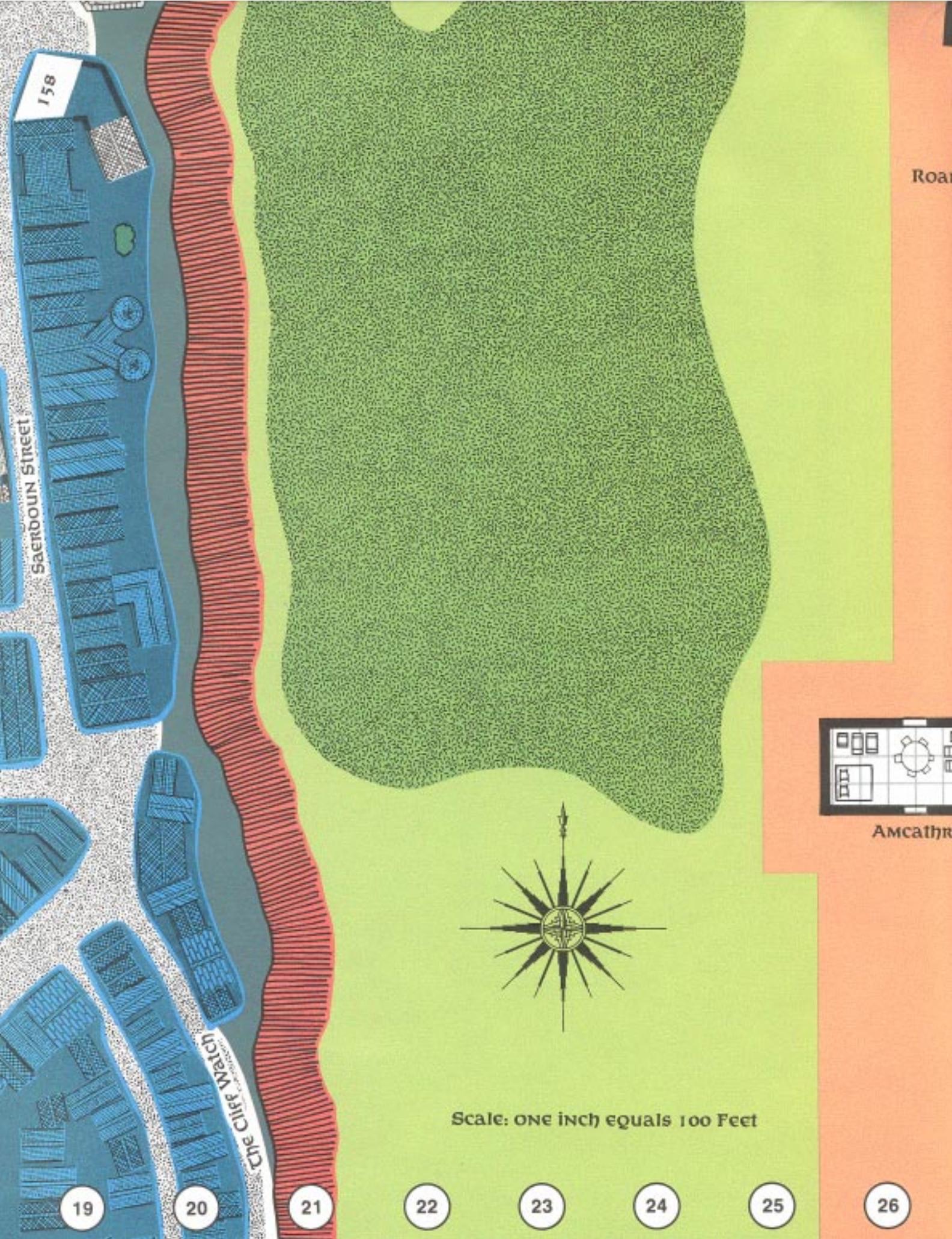
NORTH TROLLWALL

MAP 9 (OF 10)









158

Saeroun Street

19

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The Cliff Watch

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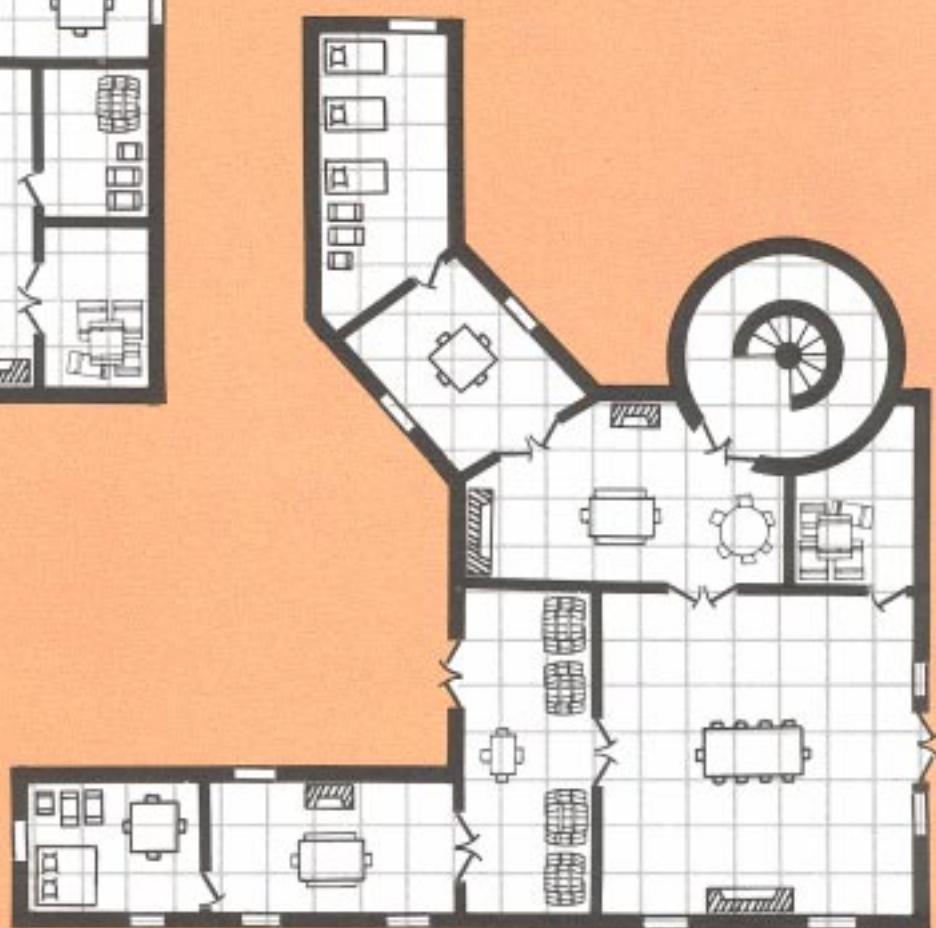
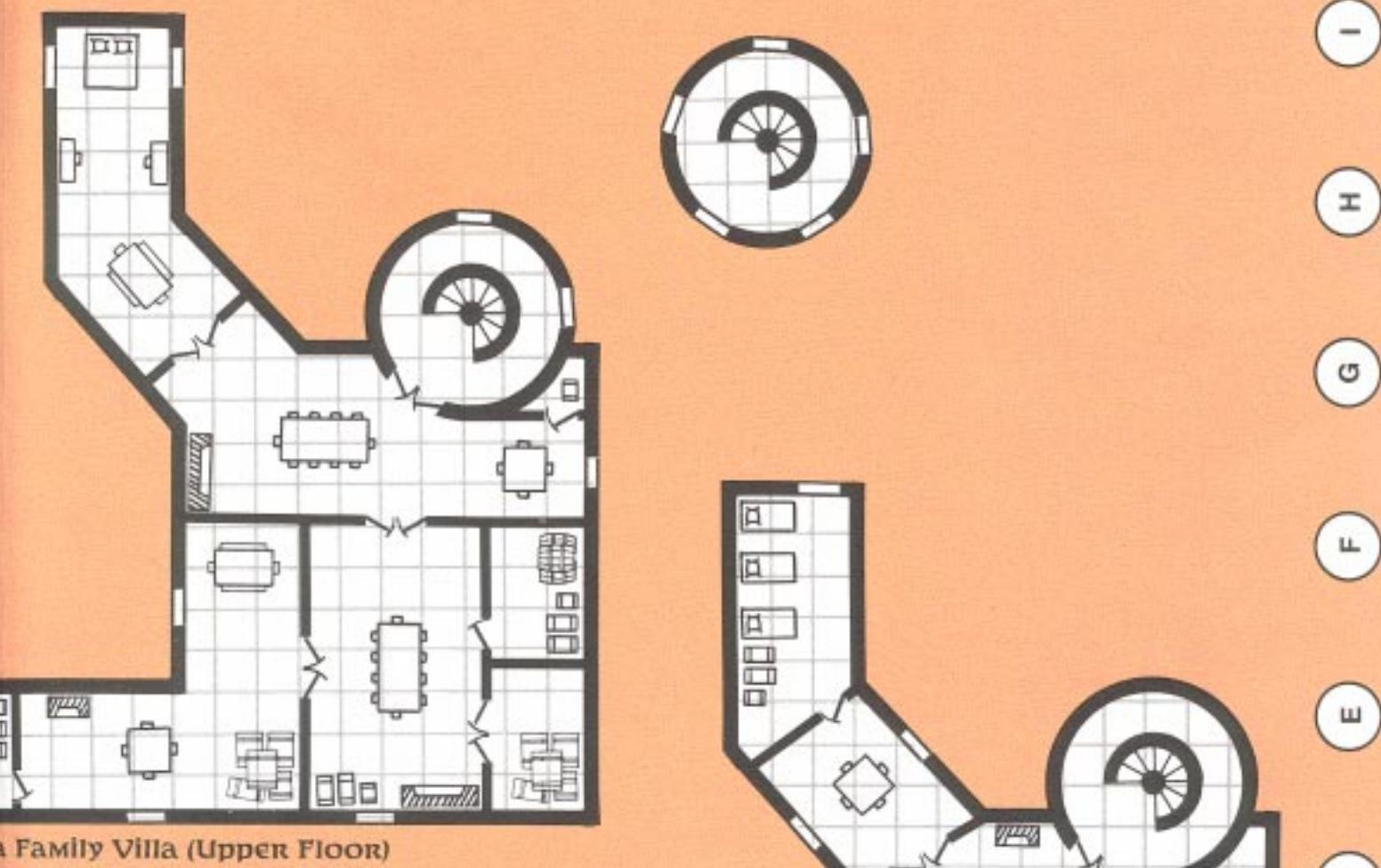
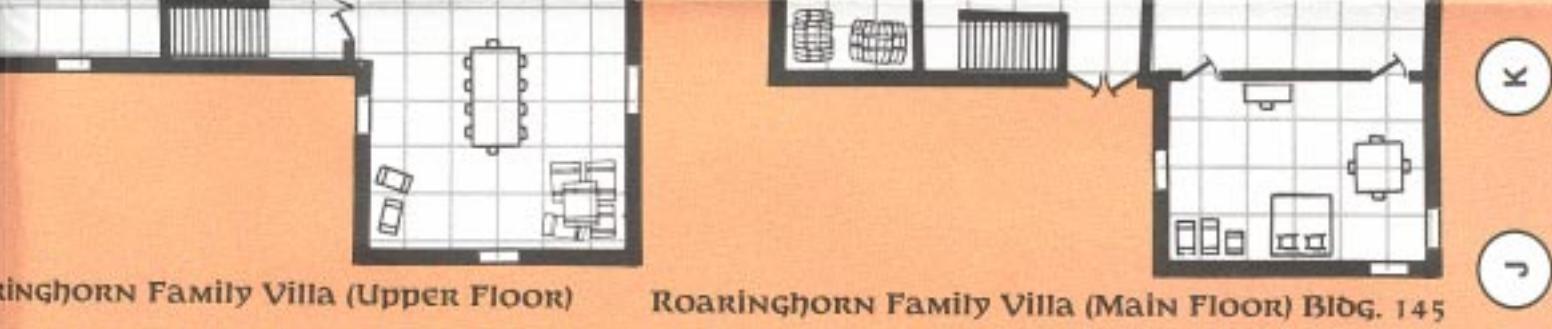
23

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Scale: ONE INCH EQUALS 100 FEET



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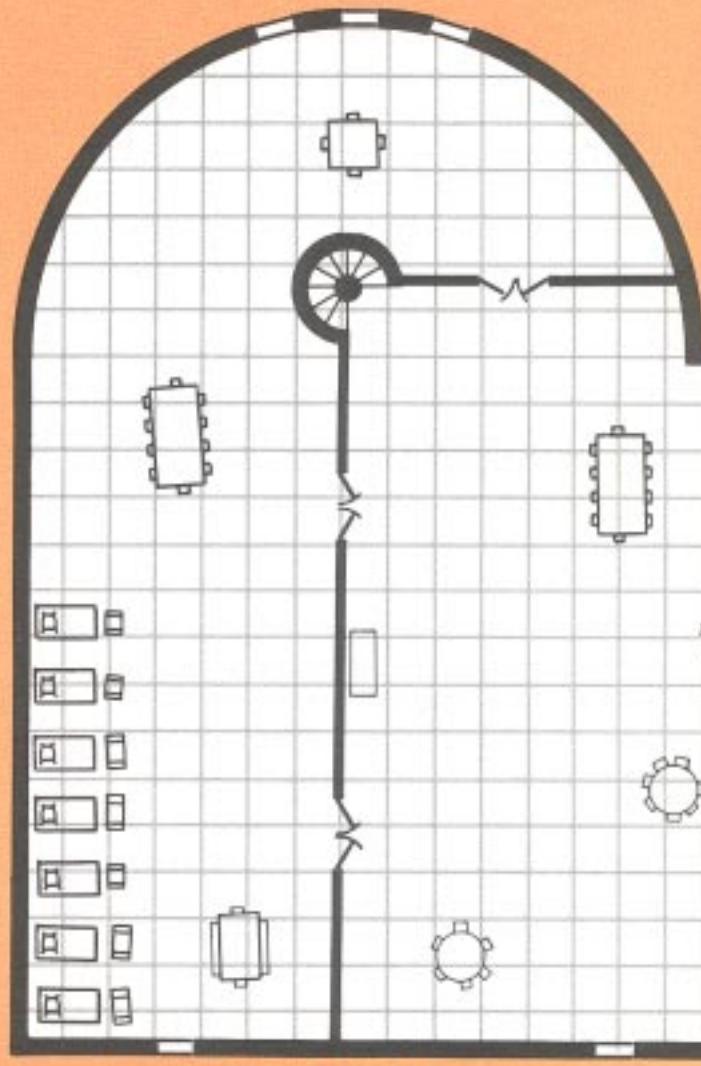
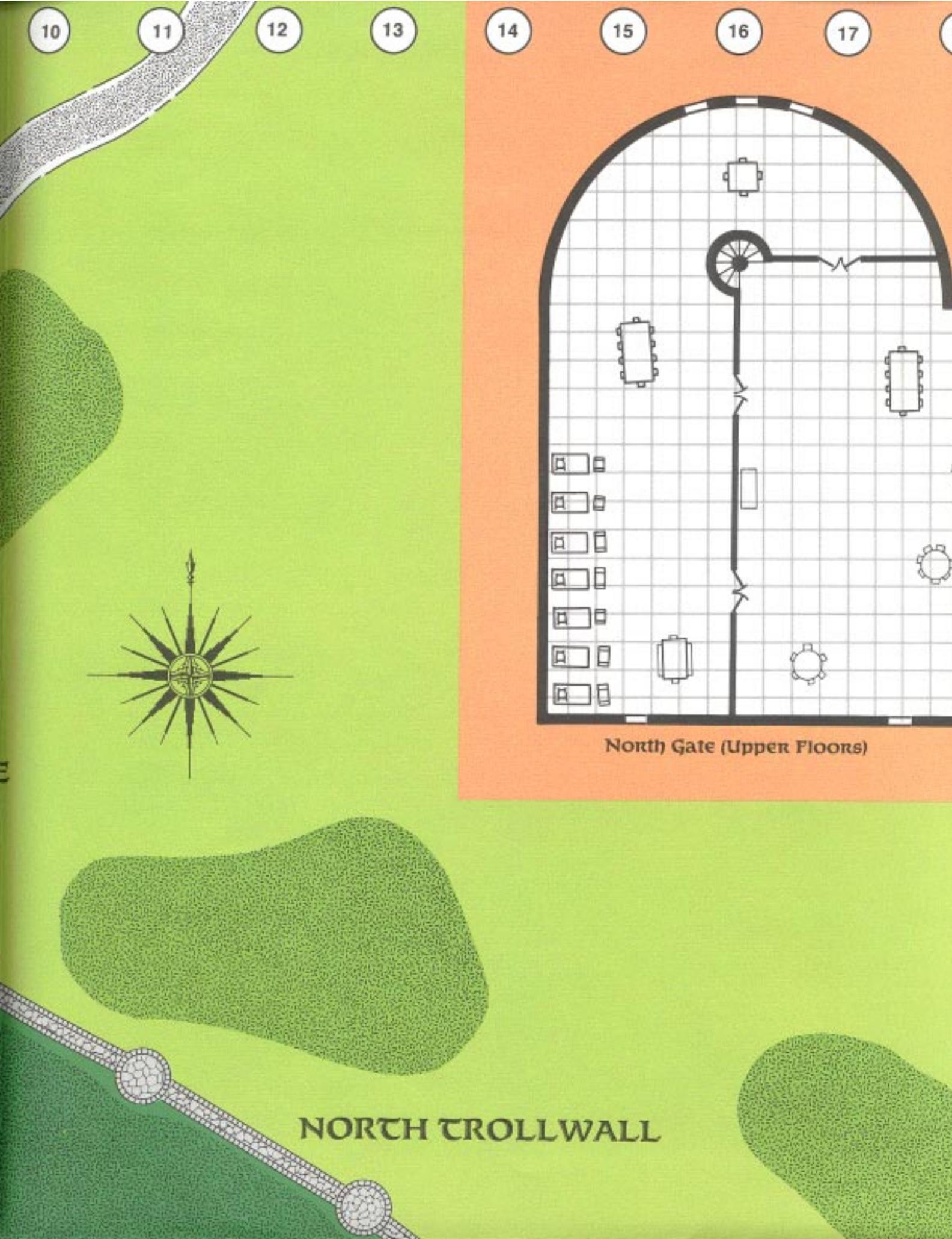
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Scale: ONE INCH EQUALS 100 FEET





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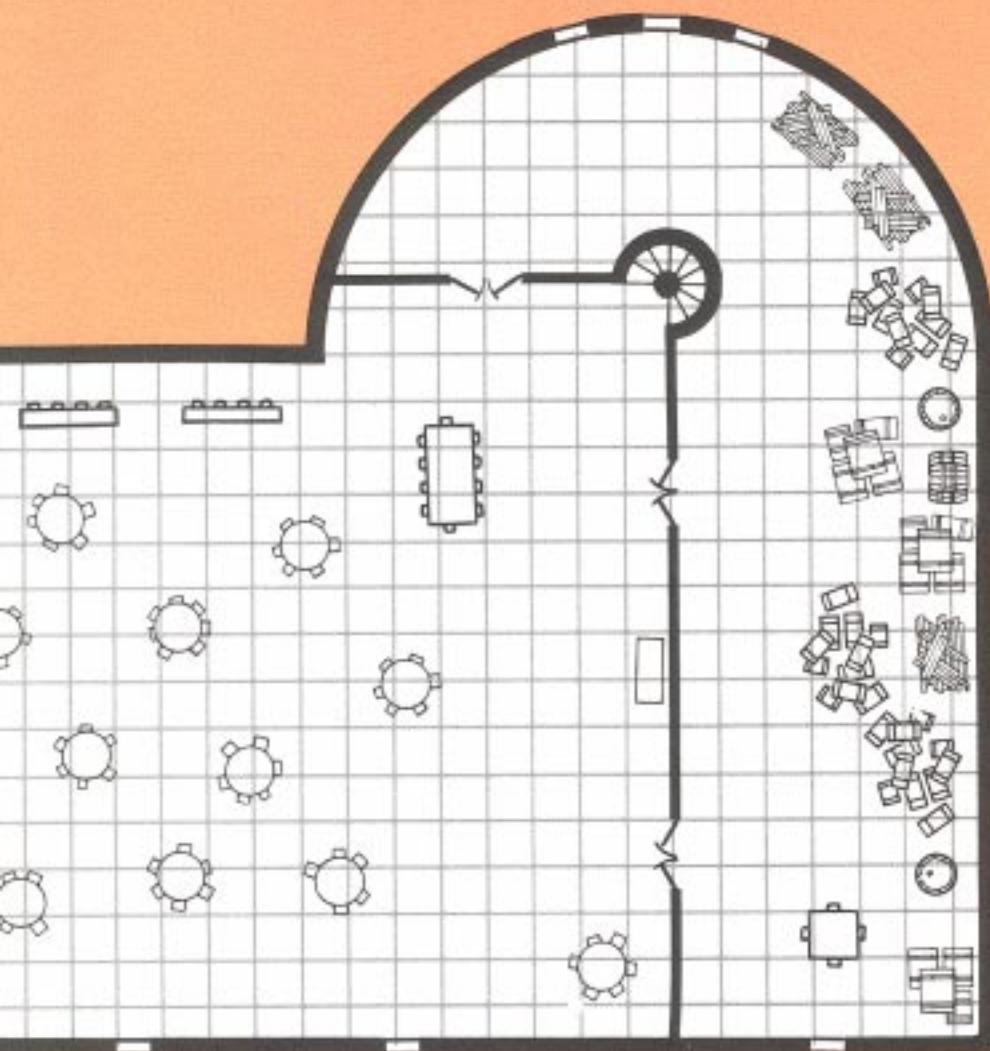
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Key:



Stains



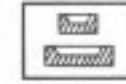
Barrel



Lumber



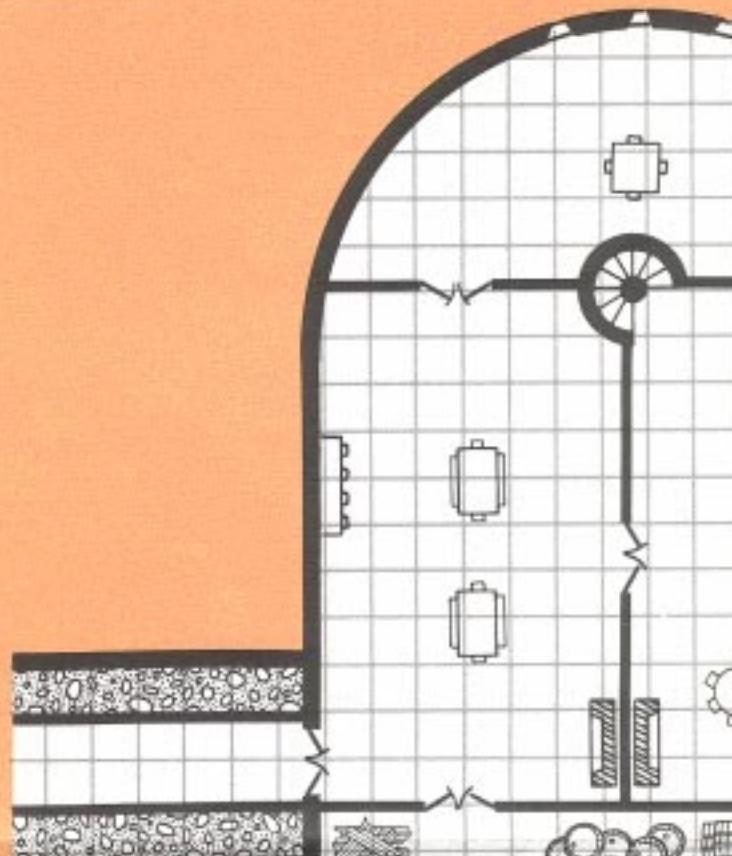
Well

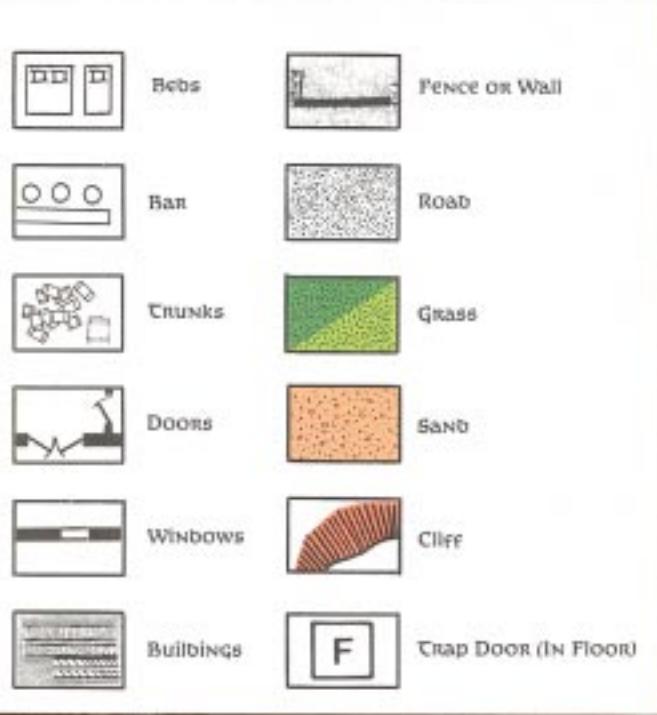


Fireplace



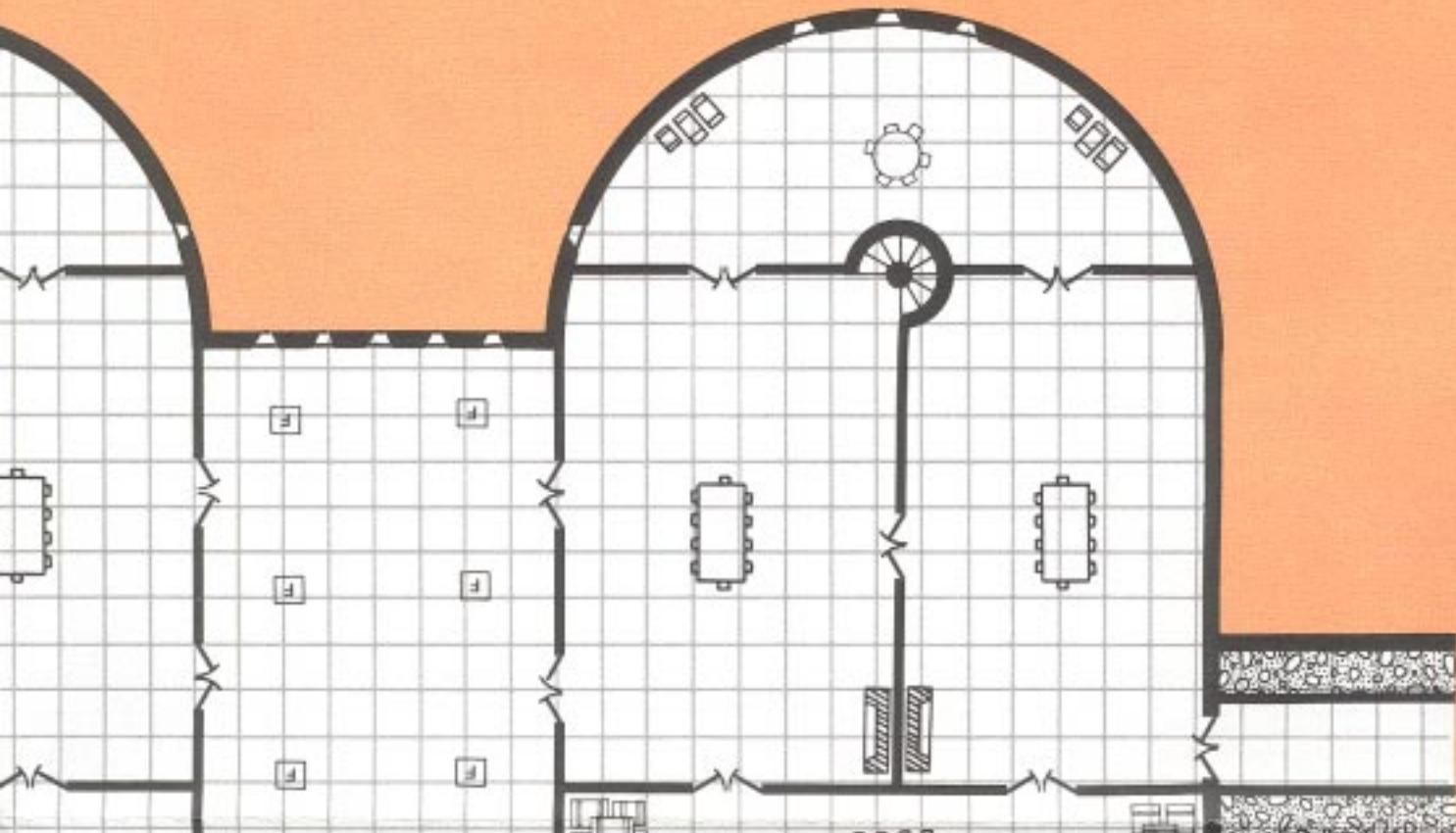
Table





MAP 10 (OF 10)

FLOOR PLAN SCALE: ONE SQUARE EQUALS 5 FEET



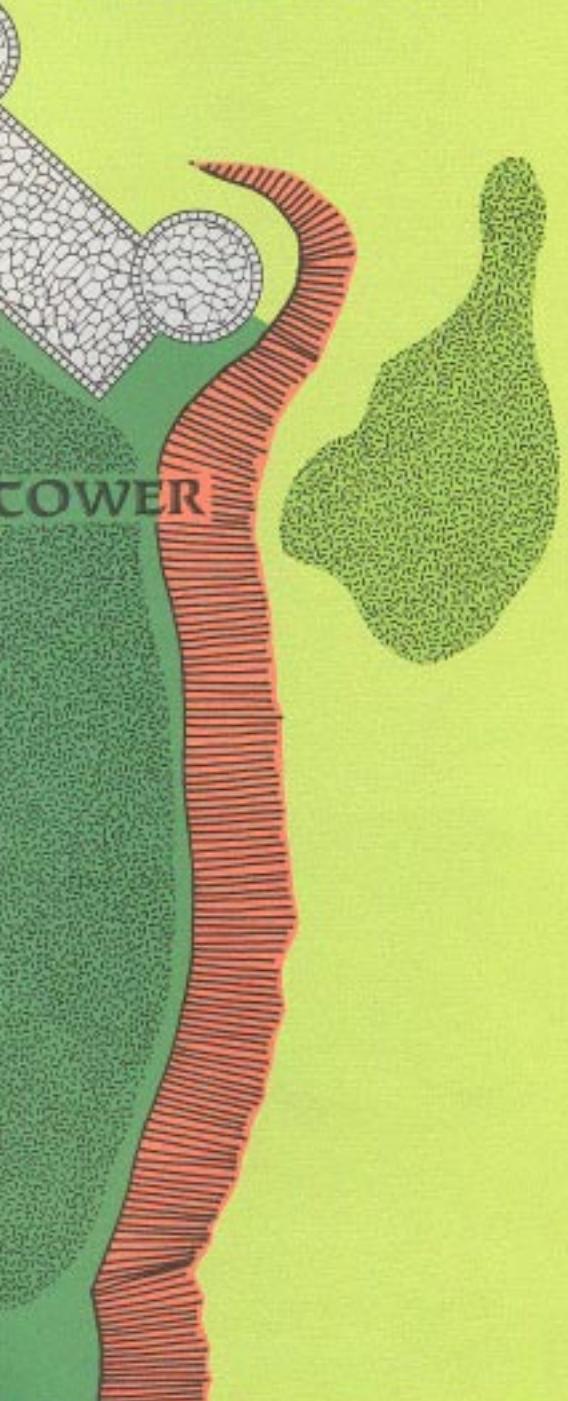
UPPER TOWERS



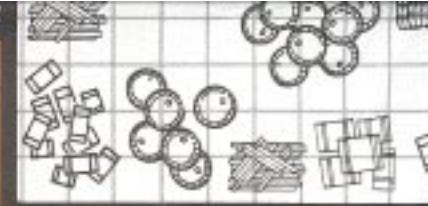
UPPER DOWNS (Meadows and Camps)



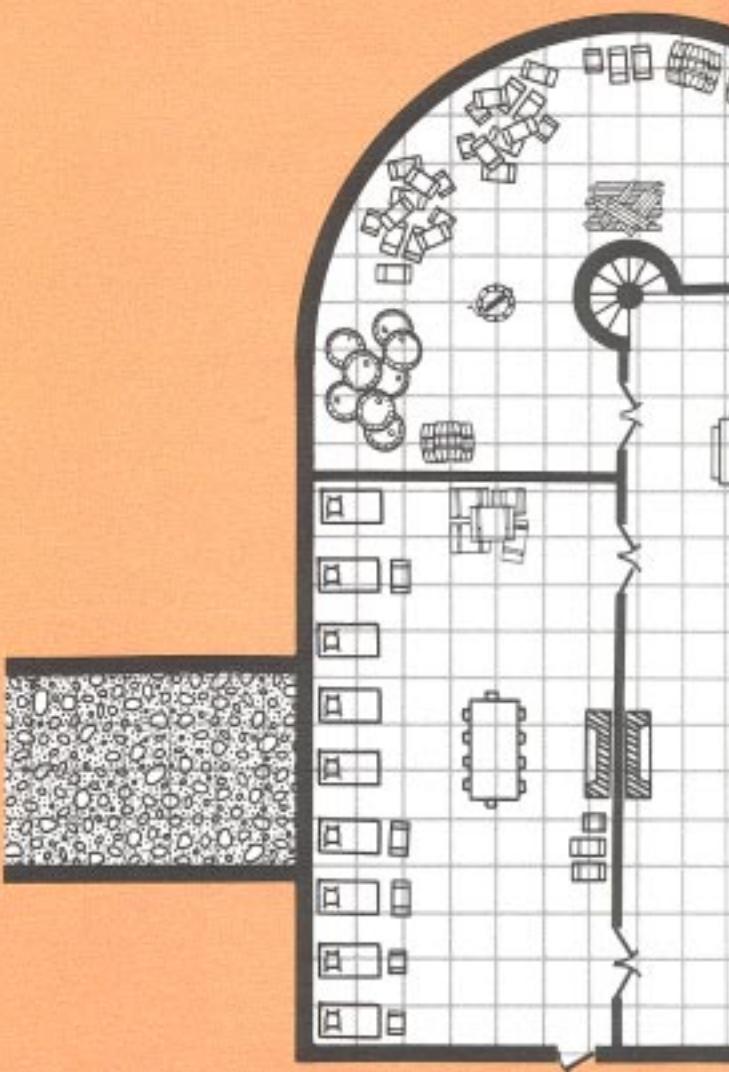
ENDCLIFF FORT



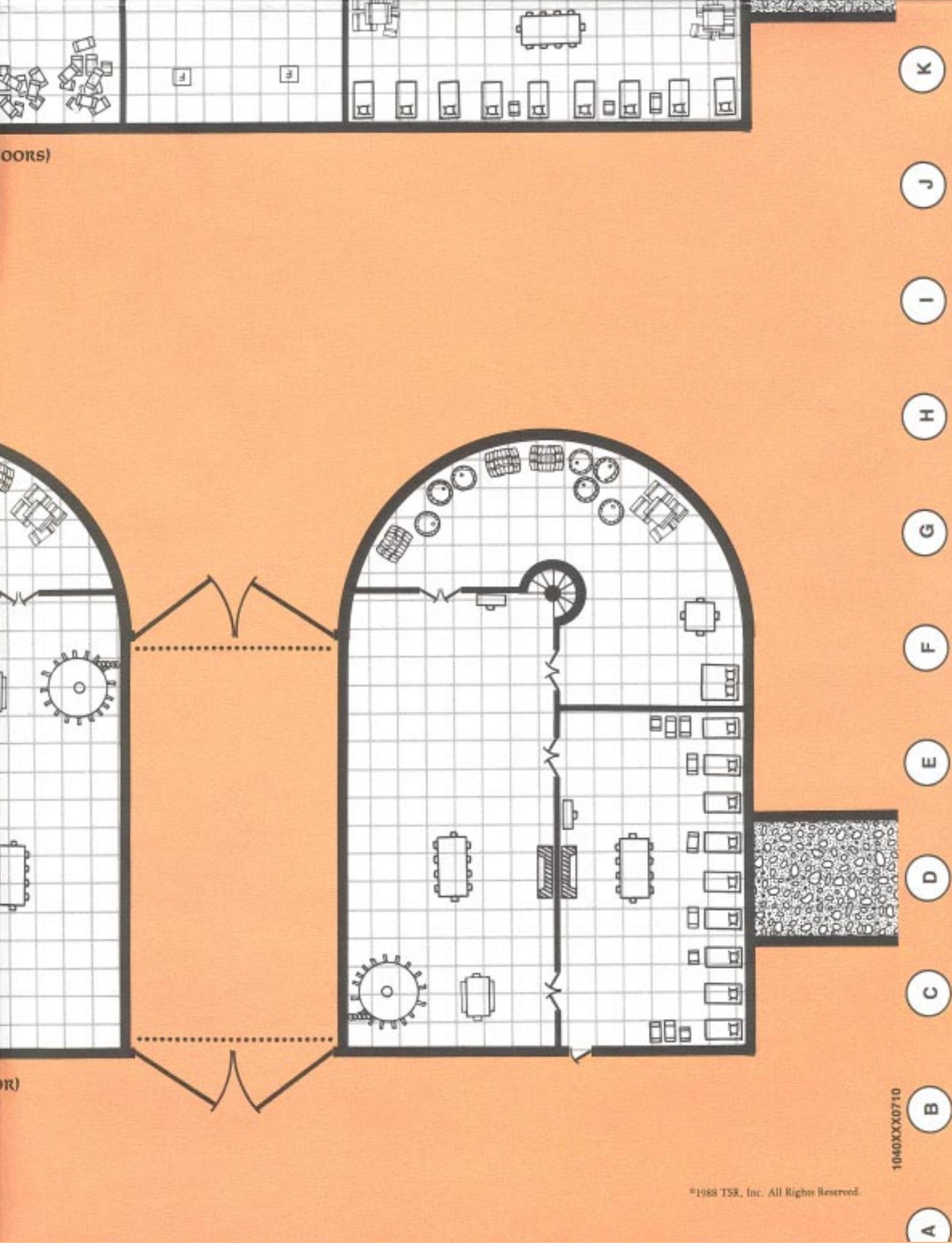
TOWER



North Gate (Upper)



North Gate (Main Floor)





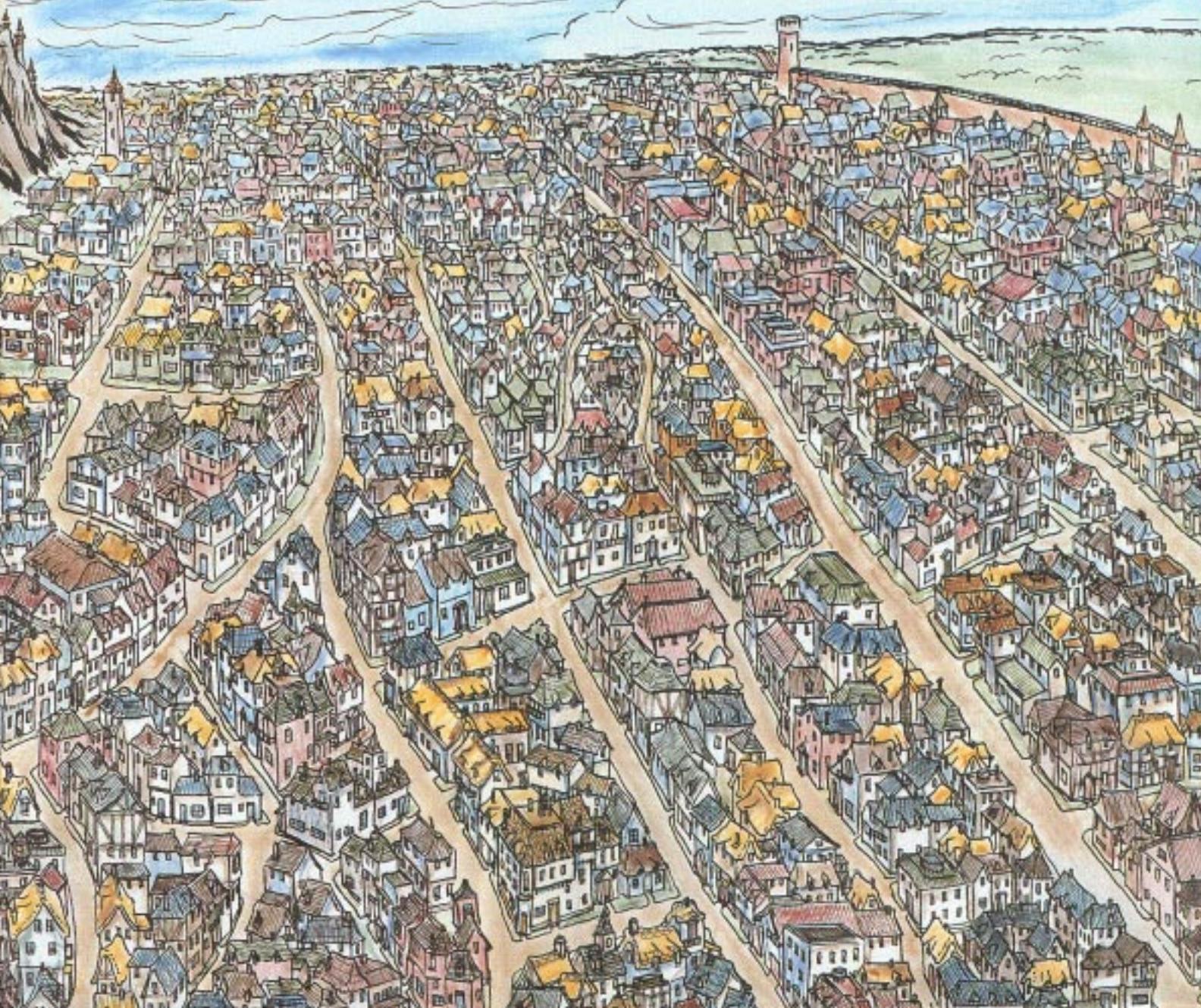


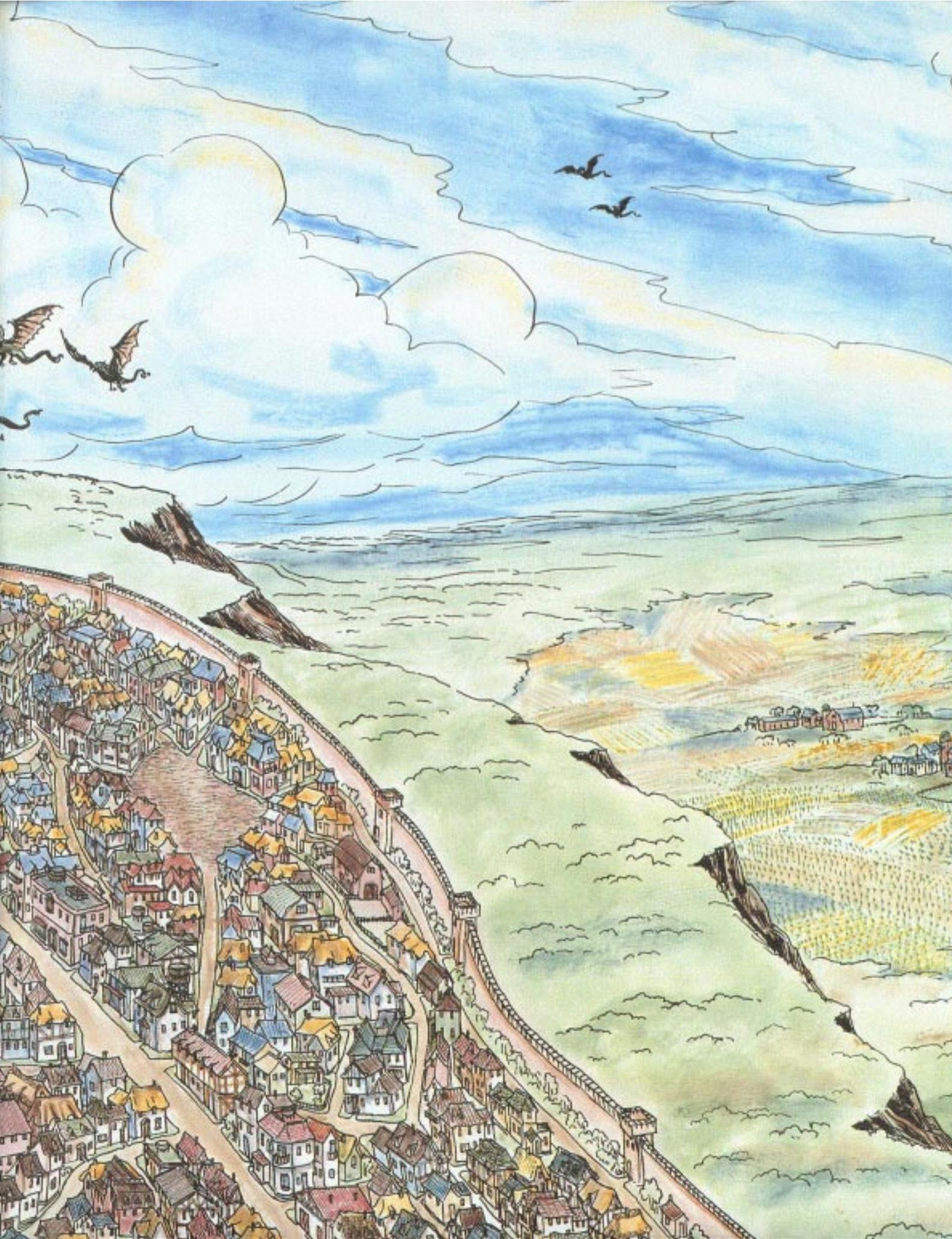
WATE

City of S...

RDEEP

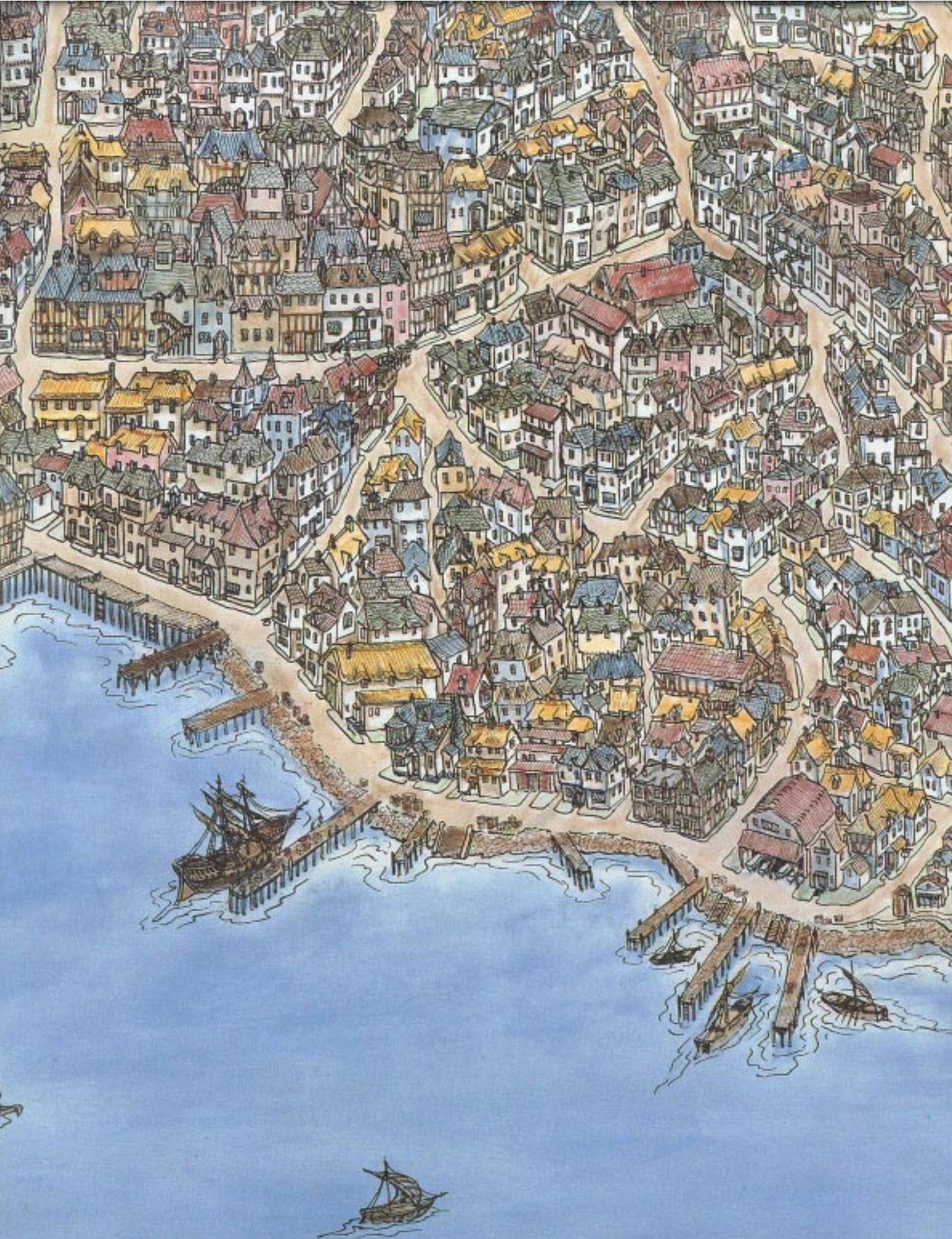
NENDORS





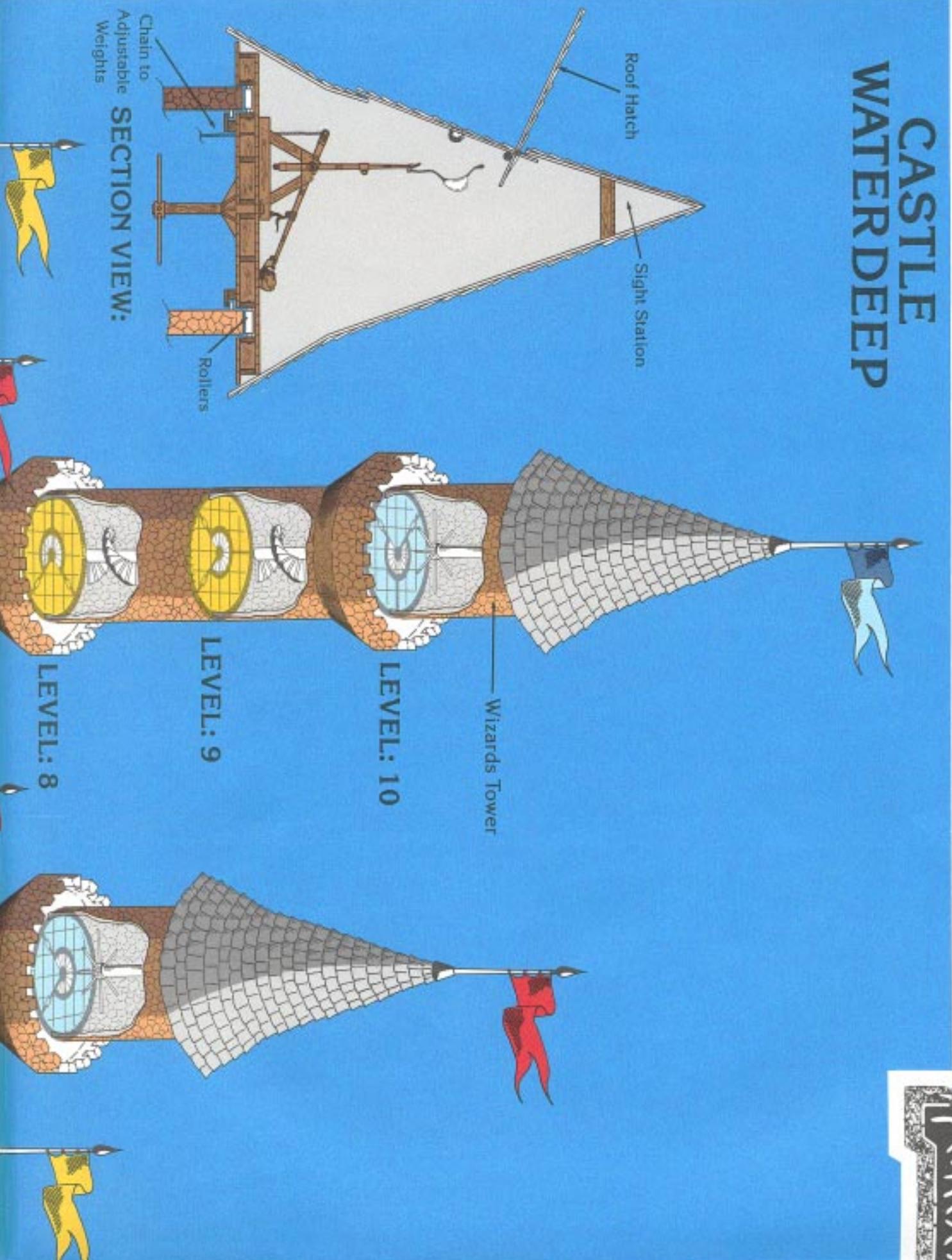






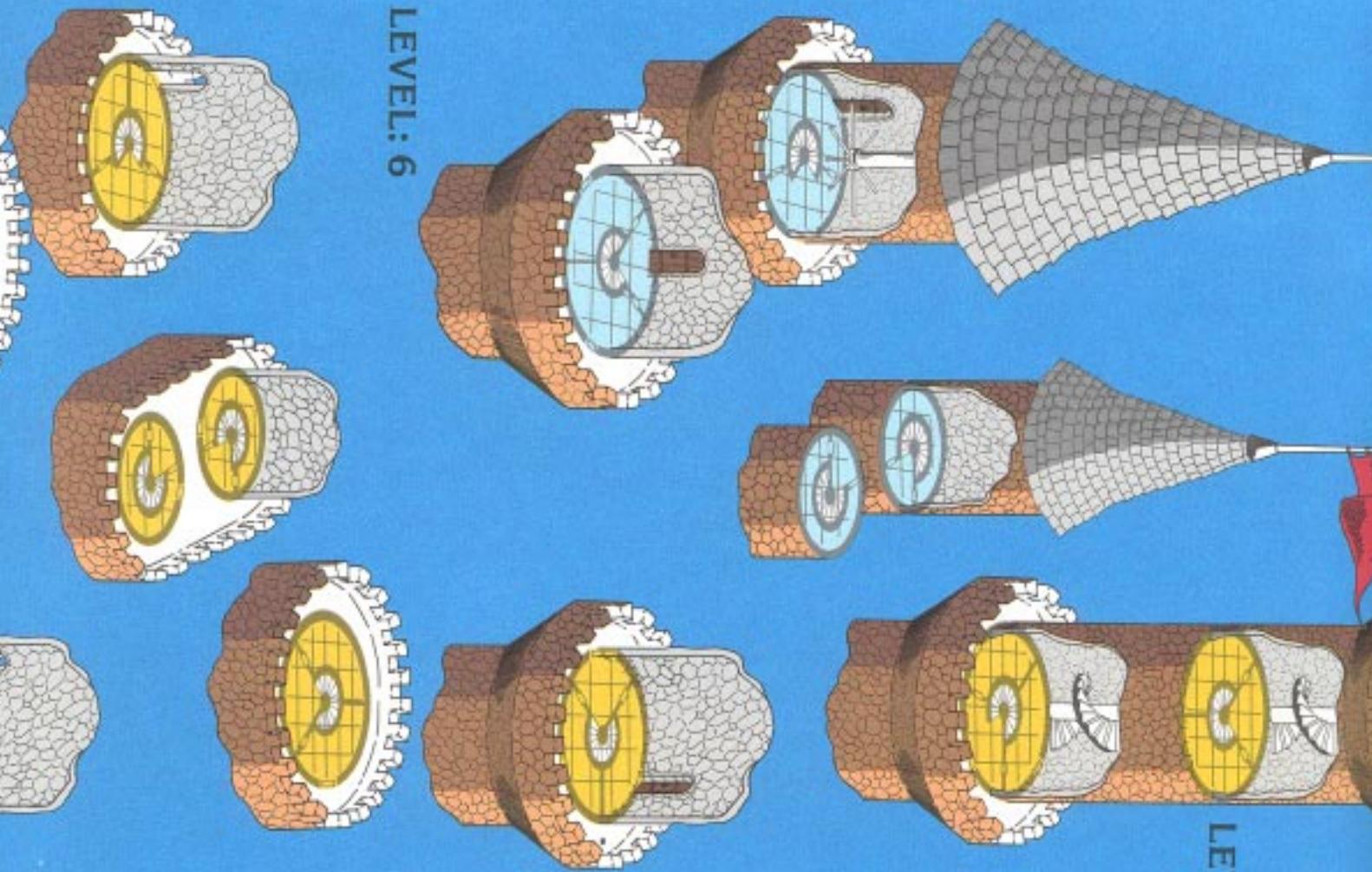


CASTLE WATERDEEP

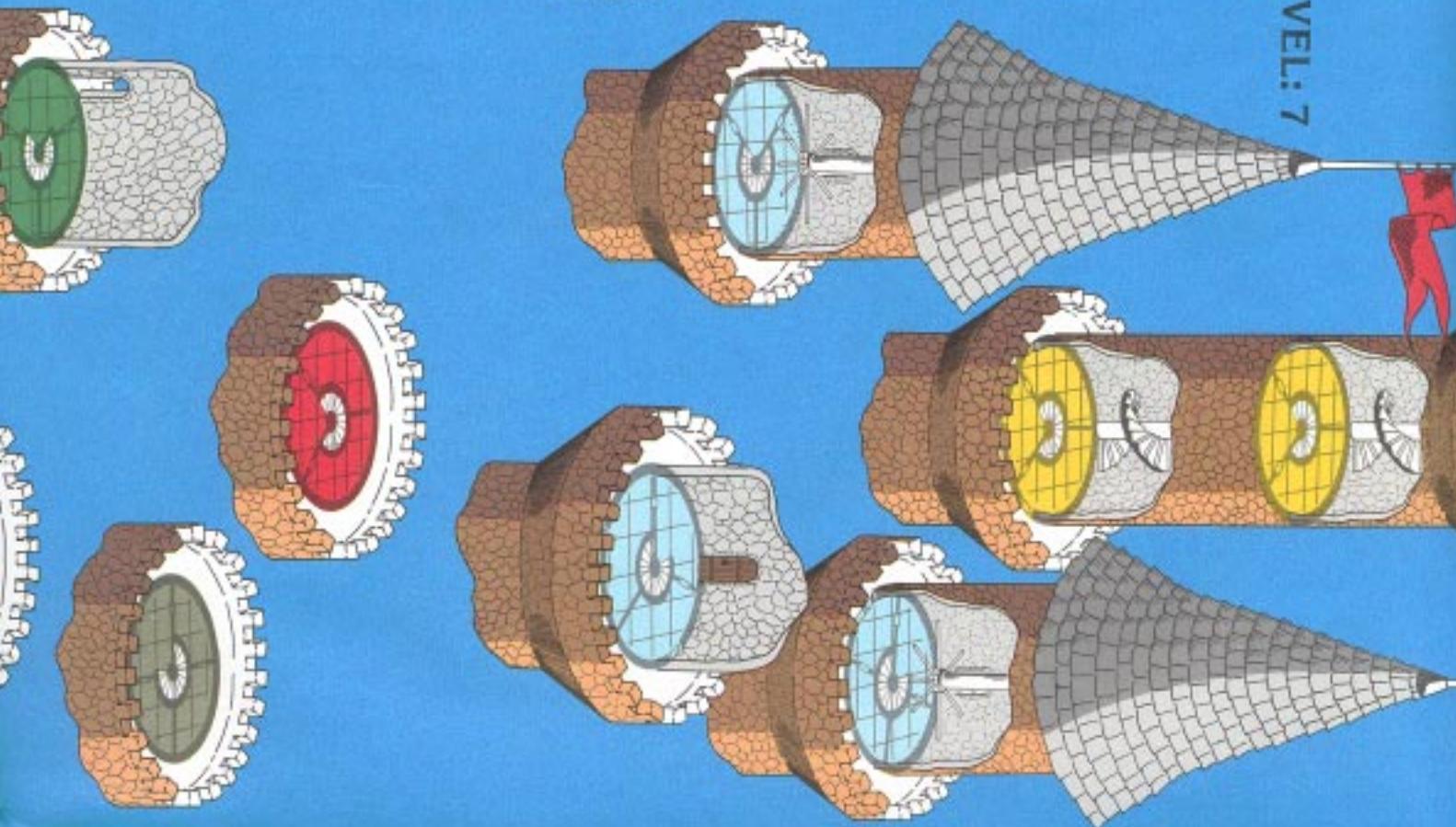


FORGE

LEVEL: 6



LEVEL: 7



LEVEL: 5

LEVEL: 4

Roofed Battlements

Senior Guard Officers

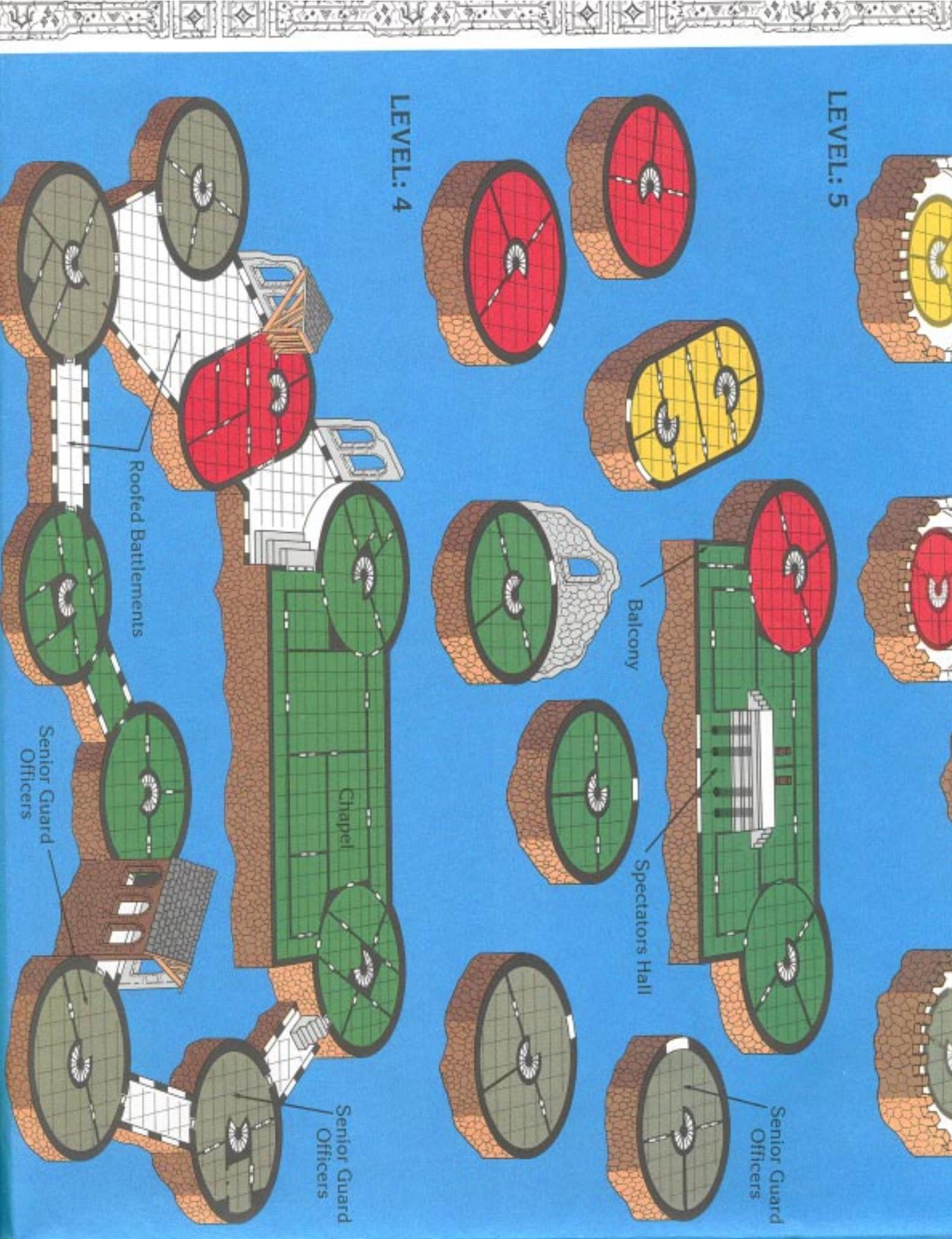
Senior Guard Officers

Chapel

Balcony

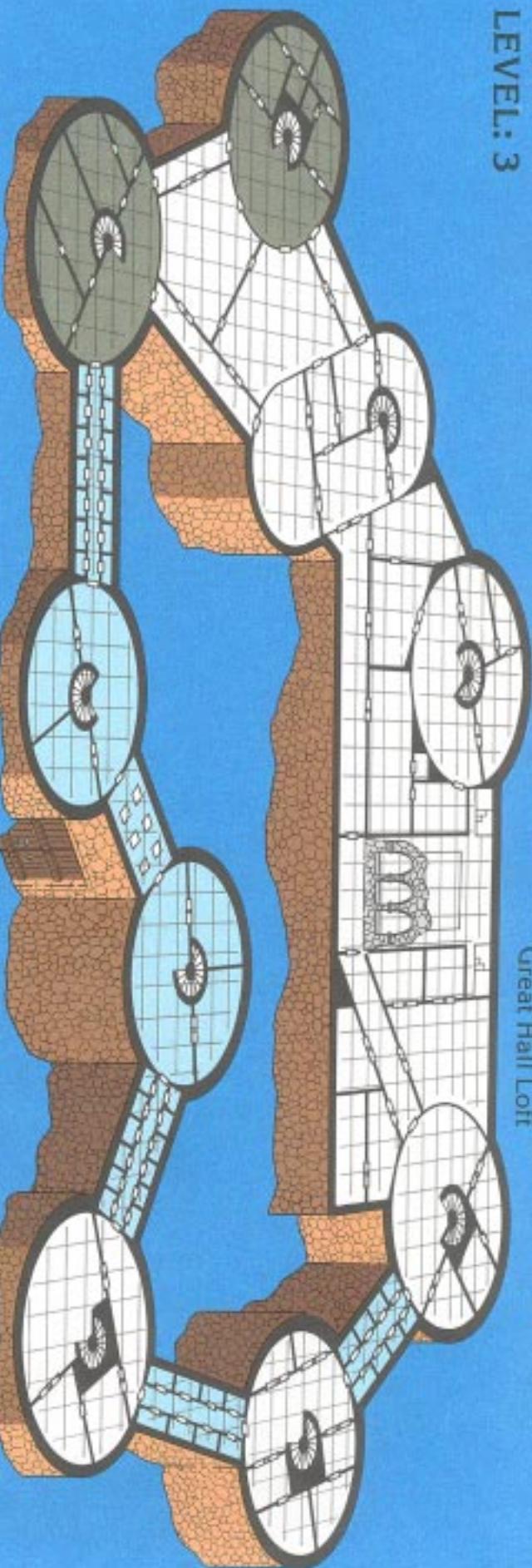
Spectators Hall

Senior Guard Officers

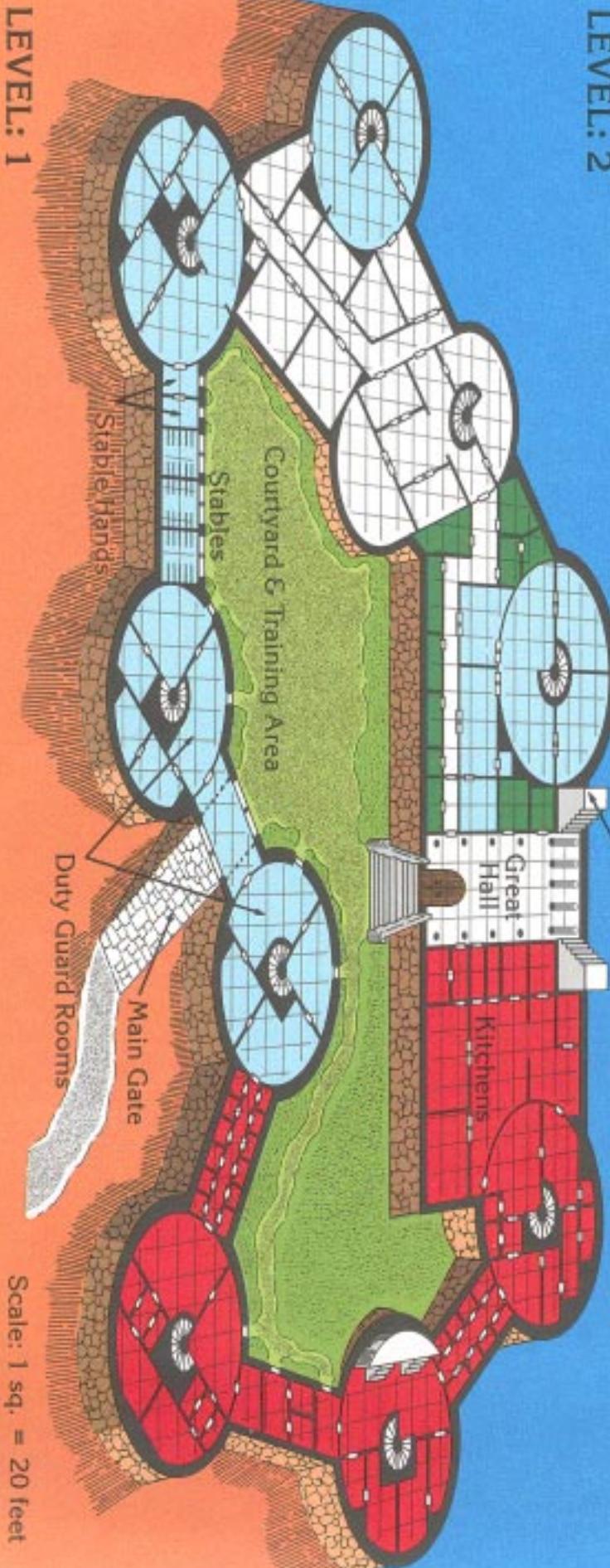


LEVEL: 3

Great Hall Loft



LEVEL: 2

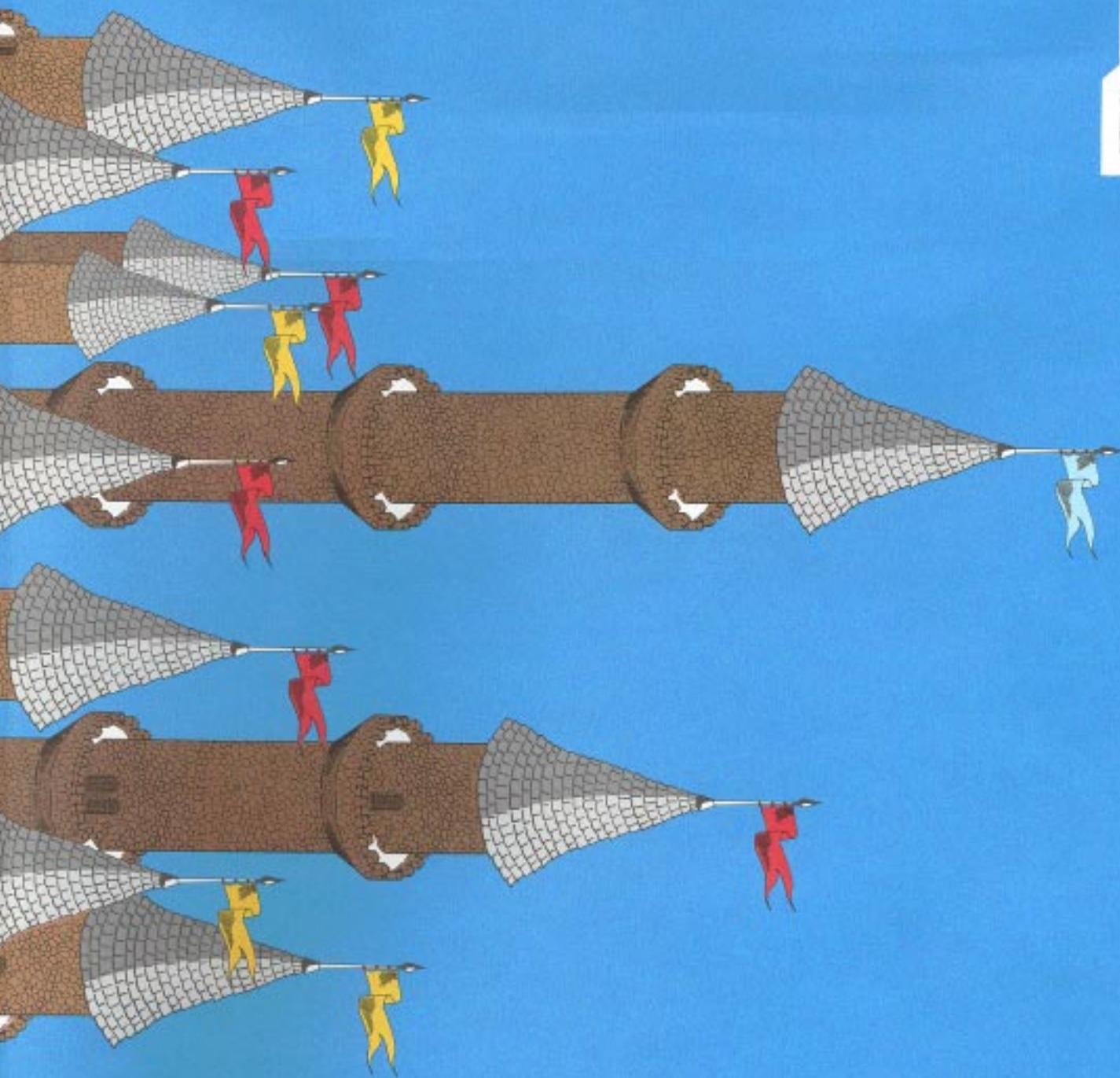


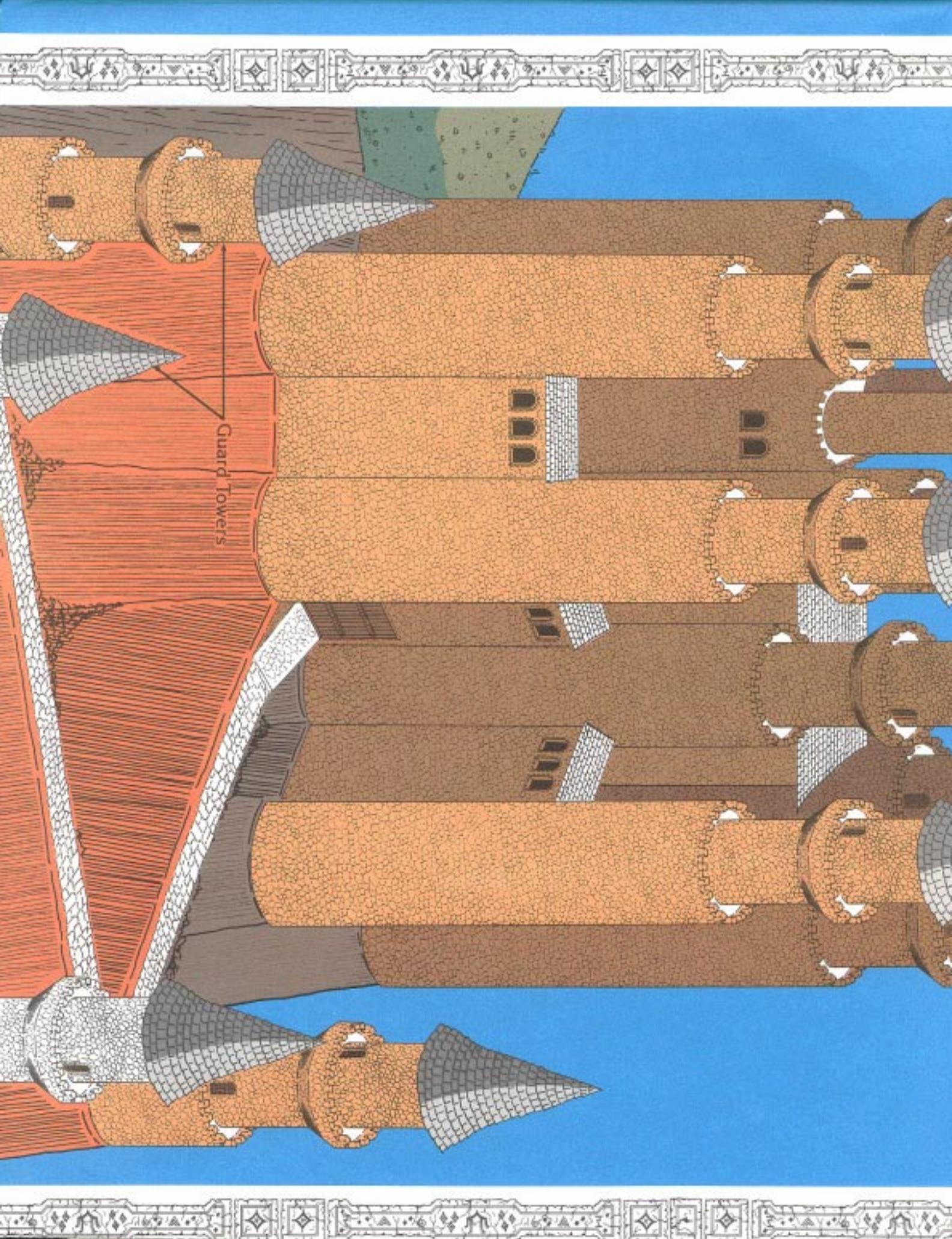
LEVEL: 1

1040XXXXXX0712

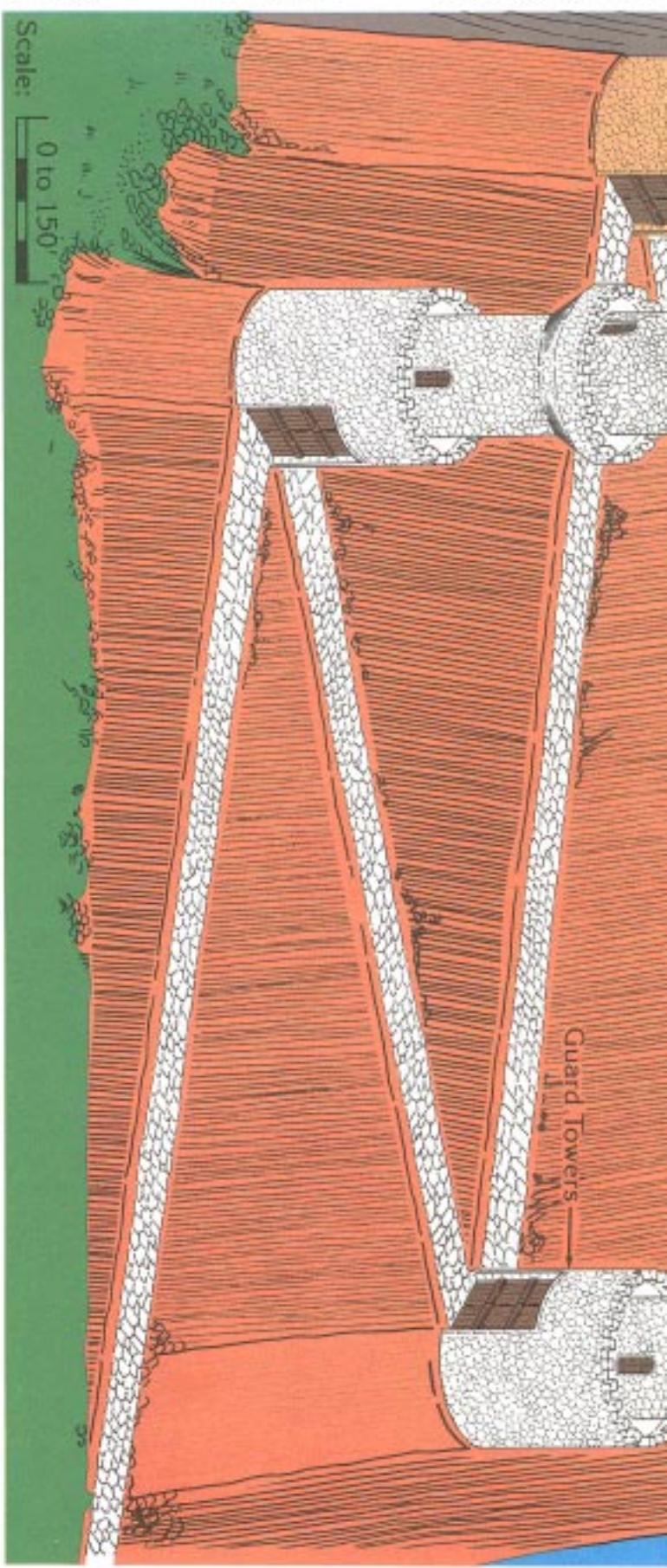
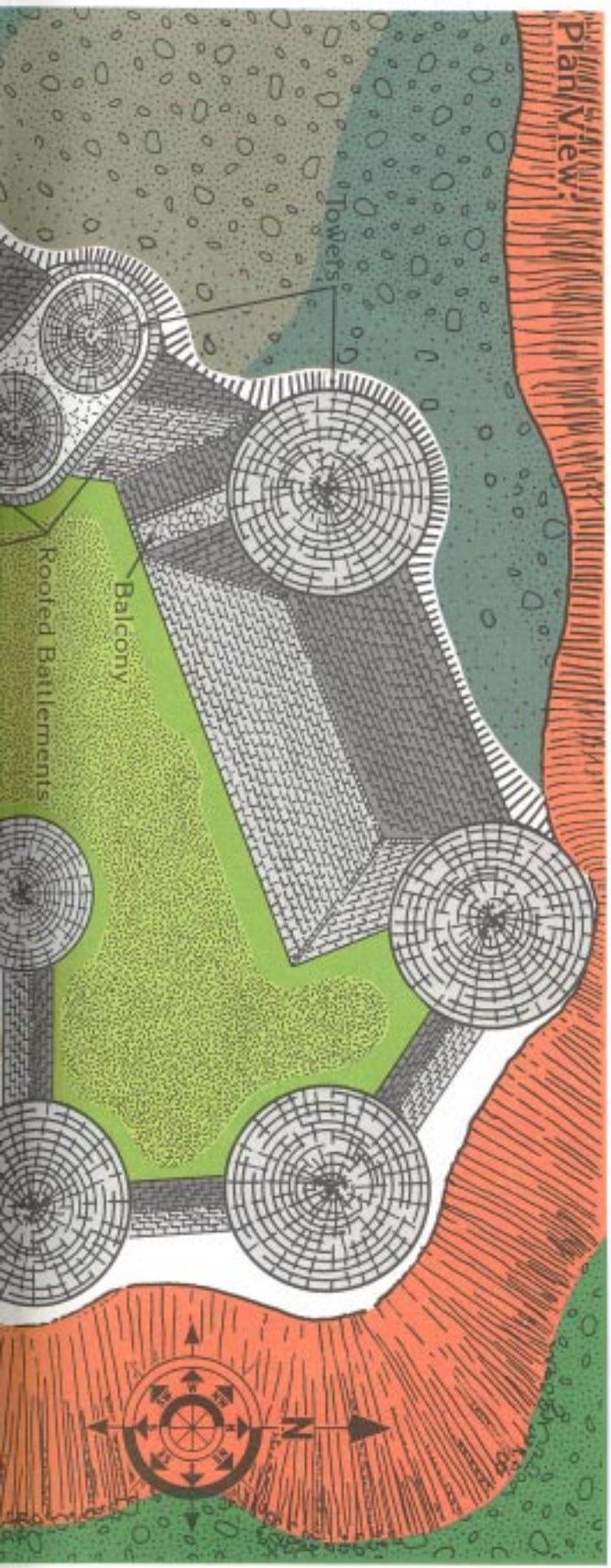
Scale: 1 sq. = 20 feet

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Guard Towers





Spiral Stairs



Doors



Windows



Stairs



Walls



Roof



Cliff



Outer Walls



Road



Inner Grounds



Pillar



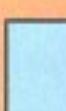
Arrow Slits



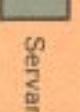
Murder Holes



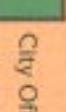
City Watch



City Guard

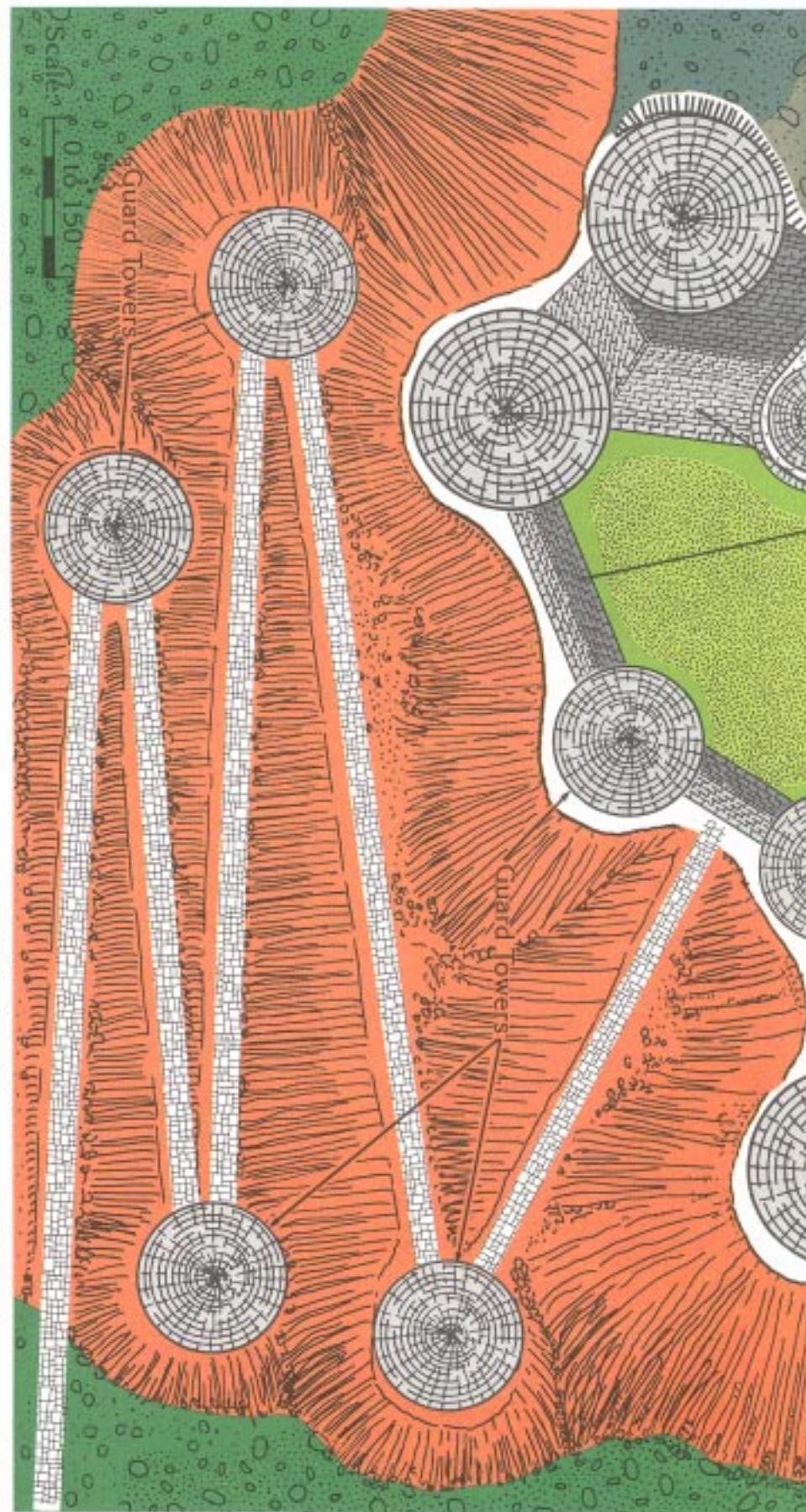


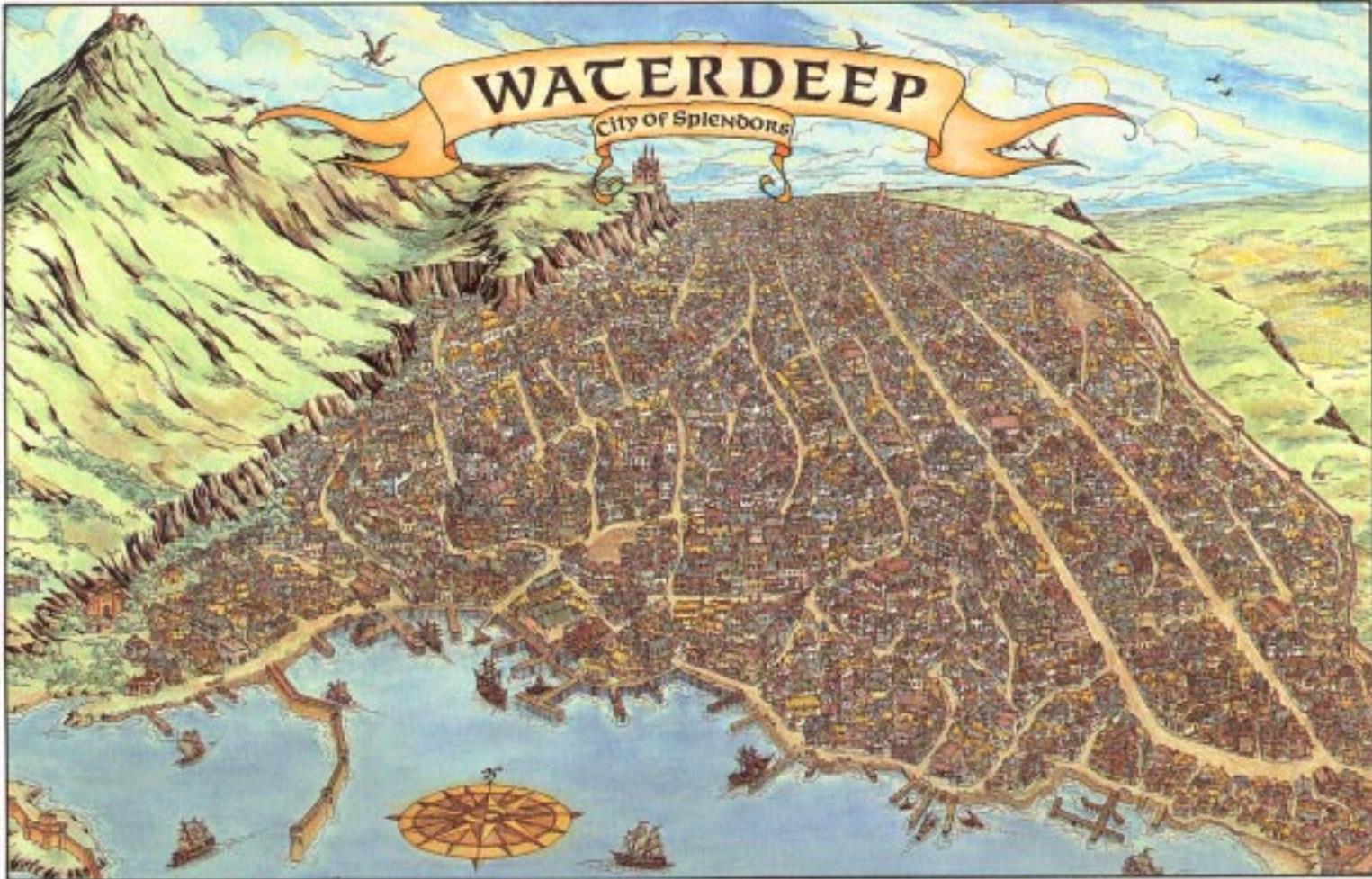
City Offices and Records



Servants

Key:





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It is called the City of Splendors: Waterdeep, most populous and powerful of the cities of North. It is a city of wealth, adventure, and danger. More men have died in its taprooms and bars than in all the seiges of Dragon-spear Castle. Success and death lurk in its shadowed entranceways and dimly-lit streets.

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