

city of splendors:
WATERDEED™

Eric L. Boyd



DUNGEONS & DRAGONS® CAMPAIGN ACCESSORY

FORGOTTEN REALMS®

DESIGNER: **Eric L. Boyd**
ADDITIONAL DESIGN: **Ed Greenwood, James Jacobs, Steven E. Schend, Sean K Reynolds**
DEVELOPER: **Richard Baker**
EDITORS: **Cindi Rice, Gary Sarli**
EDITING MANAGER: **Kim Mohan**
DESIGN MANAGER: **Christopher Perkins**
DEVELOPMENT MANAGER: **Jesse Decker**
SENIOR ART DIRECTOR RPG R&D: **Stacy Longstreet**
DIRECTOR OF RPG R&D: **Bill Slavicsek**
PRODUCTION MANAGERS: **Josh Fischer, Randall Crews**
FORGOTTEN REALMS ART DIRECTOR: **Mari Kolkowsky**
COVER ARTIST: **Scott M. Fischer**
INTERIOR ARTISTS: **Steve Belledin, Steve Ellis, Wayne England, Ralph Horsley, William O'Connor, Lucio Parrillo, Vinod Rams, Rick Sardinha**
GRAPHIC DESIGNER: **Dee Barnett**
CARTOGRAPHER: **Dennis Kauth, Robert Lazzaretti**
GRAPHIC PRODUCTION SPECIALIST: **Angelika Lokotz**
IMAGE TECHNICIAN: **Jason Wiley**
SPECIAL THANKS: **Thomas M. Costa, Elaine Cunningham, George Krashos, Alex Roberts**

Major sources include *Forgotten Realms Campaign Setting* by Ed Greenwood, Sean Reynolds, Skip Williams, and Rob Heinsoo; *Ruins of Undermountain II* by Donald Bingle, Jean Rabe, and Norm Ritchie; *Songs and Swords* novels by Elaine Cunningham; *Waterdeep* novel by Richard Awlinson (Troy Denning); "Realmslore," *Ruins of Undermountain*, *Seven Sisters*, *Volo's Guide to Waterdeep*, *Waterdeep, and Waterdeep and the North* by Ed Greenwood; *City System* and *Advanced Dungeons & Dragons* comic by Jeff Grubb; *Dragon* #307 – "Monsters in the Alley" by James Jacobs, *City of Splendors*, *The Lost Level*, *Maddgoth's Castle*, and *Stardock* by Steven E. Schend; and *Skullport* by Joseph C. Wolf.

Based on the original DUNGEONS & DRAGONS® rules created by Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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U.S., CANADA, ASIA,
PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496



EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

9 8 7 6 5 4 3 2 1 First Printing: July 2005
620-88162000-001-EN

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INTRODUCTION

Across Faerûn, the name “Waterdeep” evokes feelings of wonder, awe, and envy. Although it is not the largest city in the Realms, the City of Splendors is undoubtedly the most famous and most cosmopolitan metropolis on the continent of Faerûn. Having grown rich on a steady diet of trade and industry, this crossroads city combines the best aspects of many cultures into a marvelous shining jewel. Waterdeep’s cultural patrimony is all of Faerûn, and its inhabitants are much richer for it.

The City of Splendors lies in the shadow of Mount Waterdeep on the shore of the best natural harbor along the Sword Coast. Undermountain, the greatest dungeon in all Faerûn, lies beneath the city’s streets and sewers, and the untamed hinterlands of the Sword Coast beckon to those daring enough to seek their fortune.

Built on a plateau settled first by the elves of Illefarn and later honeycombed by the shield dwarves of Clan Melairkyn, the City of Splendors was founded by primitive Illuskan and Tethyrian settlers and heavily influenced by far-wandering Chondathan merchants. Today, Waterdeep remains a predominantly human city, although representatives of nearly every intelligent race make their home within its walls.

Waterdeep is home to haughty nobles, diligent craftsmen, scheming merchants, daring sailors, and bold adventurers of every stripe. It has always been a center of wealth and influence where those who dream of power, riches, or artistic fulfillment can come to realize their aspirations.

It is also a city of fearsome dungeons.

Undermountain and the Dungeon of the Crypt promise untold riches and deadly monsters to those who dare their

depths. Skullport, the Port of Shadow, beckons to those who seek illicit goods and dark dealings. Ancient feuds divide Waterdeep’s guilds and noble houses, and many factions seek to topple the secretive Lords of Waterdeep. The Arcane Brotherhood of neighboring Luskan seeks to weaken its hated rival to the south, while the Red Wizards of Thay hope to dominate Waterdeep’s markets. The churches of Selûne and Shar use the City of Splendors as a battlefield in their eternal war, while countless mercenary groups come to the city to spend their hard-won earnings. The Shadow Thieves of Amn plot to overthrow the Lords who once drove them out of the city. Spies and mercenaries such as the Knights of the Shield and the Kraken Society spread rumors and steal closely held secrets, while agents of Skullport’s Iron Ring prowl for slaves to abduct into the depths. All the while, the secretive Lords of Waterdeep strive to preserve the city’s tolerant spirit, wise rule, and powerful magical tradition.

How to use this book in your campaign

This book gives you everything you need to explore the City of Splendors in your own FORGOTTEN REALMS® campaign. The city is a fantastic destination for characters to visit, and here you’ll find all the details needed for an extended stay. It’s also a great place to base a distinctive and memorable campaign built around a party of characters native to the City of Splendors who seek to explore the Sword Coast and the Savage Frontier.

Locations

Throughout this book you’ll see references to specific buildings or sites, followed by a tag such as (C63) or (UM5) or (\$44). These all refer to map tags appearing on the series of maps in Chapter 4 that detail the entire city. Here’s a summary of the abbreviations and their meaning.

C	Castle Ward
CD	City of the Dead
H	Deepwater Harbor
D	Dock Ward
N	North Ward
\$	Sea Ward
S	South Ward
T	Trades Ward
SK	Skullport
UM	Undermountain

what you need to play

To use this sourcebook, you need the DUNGEONS & DRAGONS® *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, plus the *FORGOTTEN REALMS® Campaign Setting*.

Several other books are referenced herein. In many cases, this reference is in the form of a superscript abbreviation of the book's title, which is tacked onto the end of the name of a spell, monster, or some other game element. The books (including some of those mentioned above) and their abbreviations, when applicable, are as follows: *Complete Adventurer* (CA), *Complete Divine* (CD), *Complete Warrior* (CW), *Draconomicon* (Dra), *Epic Level Handbook* (EL), *Expanded Psionics Handbook* (XPH), *Faiths and Pantheons* (FP), *Fiend Folio* (FF), *Frostburn* (FB), *Libris Mortis* (LbM), *Lords of Darkness* (LD), *Lost Empires of Faerûn* (LE), *Lords of Madness* (LM), *Magic of Faerûn* (Mag), *Manual of the Planes* (MP), *Monster Manual II* (MM2), *Monster Manual III* (MM3), *Monsters of Faerûn* (MF), *Player's Guide to Faerûn* (PG), *Races of Faerûn* (Rac), *Savage Species* (Sav), *Serpent Kingdoms* (SK), *Shining South* (SS), *Unapproachable East* (Una), and *Underdark* (Und).

Throughout this book, an asterisk (*) denotes a spell, feat, monster, or magic item found in Chapter 6 or Chapter 7.

MONSTER SUBSTITUTES

Many creatures mentioned in this book in encounter situations are described in one of the sources mentioned above. If you do not own the source in question, use the designated substitute, which can be found in the *Monster Manual* or created using a monster from that book as a starting point.

Creature (Source)	Substitute
Aquatic ooze, bloodbloat (Fiend Folio)	Gray ooze
Beholderkin, death kiss (Monsters of Faerûn)	Hydra, 12 heads
Beholderkin, eyeball (Monsters of Faerûn)	Stirge
Breathdrinker (Monster Manual II)	Invisible stalker
Crimson death (Monster Manual II)	Dread wraith
Curst (Monsters of Faerûn)	Ghast
Darktentacles (Monster Manual II)	Fiendish giant octopus
Deathshrieker (Monster Manual III)	Ghost
Deepspawn (Monsters of Faerûn)	Hydra, 9 heads
Demon, myrmixicus (Fiend Folio)	Demon, marilith
Demon, wastrilith (Fiend Folio)	Demon, hezrou
Doomsphere (Monsters of Faerûn)	Ghost beholder

Doppelganger, greater (Monsters of Faerûn)	Doppelganger rogue 5
Dread (Lost Empires of Faerûn)	Ghast
Drowned (Monster Manual III)	20 HD mohrg
Fihyr (Monster Manual II)	Cloaker
Fihyr, greater (Monster Manual II)	16 HD cloaker
Flameskull (Lost Empires of Faerûn)	Wight
Flotsam ooze (Fiend Folio)	Ochre jelly
Ghaunadan (Monsters of Faerûn)	Doppelganger
Greenwise (Monster Manual II)	12 HD tendriculos
Grell (Monster Manual II)	Beholder, gauth
Gulguthydra (Monsters of Faerûn)	Hydra, 12 heads
Half-illithid (Underdark)	Half-fiend
Huecuva (Fiend Folio)	Mummy
Kelp angler (Fiend Folio)	Tendriculos
Kuo-toa leviathan (Underdark)	Kuo-toa fighter 13
Leechwalker (Monster Manual II)	12 HD gibbering moulder
Legendary shark (Monster Manual II)	30 HD dire shark
Leviathan (Monster Manual II)	36 HD cachalot whale
Living spell (Monster Manual III)	Fiendish ochre jelly
Lurker (Underdark)	Cloaker
Lurking strangler (Monster Manual III)	2 HD darkmantle
Malaugrym (Monsters of Faerûn)	Phasm
Meazel (Monsters of Faerûn)	Bugbear rogue 1
Mongrelfolk (Fiend Folio)	Goblin rogue 1
Moonrat (Monster Manual II)	Fiendish dire rat
Mudmaw (Monster Manual II)	Fiendish 8 HD giant crocodile
Nishruu (Monsters of Faerûn)	9 HD gibbering moulder
Ocularon (Fiend Folio)	Chuul
Osquip (Races of Faerûn)	3 HD dire rat
Otyugh, lifeleech (Monster Manual III)	9 HD fiendish otyugh
Plague ant swarm (Fiend Folio)	Hellwasp swarm
Plague spewer (Monster Manual III)	16 HD mohrg
Planetouched, fey'ri (Monsters of Faerûn)	Planetouched, tiefling
Raggamoffyn (Monster Manual II)	Medium animated object with ghost template
Reekmurk (Fiend Folio)	Black pudding
Sewerm (Serpent Kingdoms)	Medium viper
Sinister (Monsters of Faerûn)	Dire bat
Splinterwaif (Monster Manual III)	Hobgoblin rogue 2
Summoning ooze (Monster Manual III)	Fiendish ochre jelly
Swamp strider swarm (Monster Manual III)	Centipede swarm
Tauric creature (Savage Species)	Drider
Tomb tapper (Monsters of Faerûn)	Stone golem
Twig blight (Monster Manual II)	Small monstrous centipede
Wasp swarm (Fiend Folio)	Locust swarm
Worm that walks (Epic Level Handbook)	Lich
Yellow musk creeper (Fiend Folio)	6 HD assassin vine
Yellow musk zombie (Fiend Folio)	Zombie
Yuan-ti, tainted one (Serpent Kingdoms)	Human



THE CITY OF SPLENDORS

Although Waterdeep is younger than many cities of the South, its history stretches back millennia. Humans have dwelt along the shores of Deepwater Bay for at least two thousand years, in settlements such as Sargauth, Blackcloak Hold, Bloodhand Hold, Nimoar's Hold, and Skullport, and their traditions, culture, and law form the foundation of Waterdhavian culture and society.

In the current age, the City of Splendors serves as the Gateway to the North, accessible by ship, road, Underdark passage, or magic portal. Almost anything can be bought, sold, or found in its thriving markets and long-forgotten dungeons. Most adventurers worth their salt eventually make their way to Waterdeep in search of excitement, danger, or great reward. The trick is surviving and thriving in the grandest city of Faerûn.

Waterdeep (Metropolis, Magical): AL all; Spending limit 100,000 gp; Assets 663,300,000 gp (3,316,500,000 in summer months); Population 132,661 within the city limits (x5 in summer months); Races mixed (humans 64%, shield dwarves 10%, elves [mostly moon elves] 10%, lightfoot halflings 5%, half-elves 5%, gnomes [all kinds] 3%, half-orcs 2%, others 1%).

Authority Figures: Piergeiron Paladinson; Khelben "Blackstaff" Arunsun; Mirt the Moneylender; other Lords of Waterdeep (see page 52).

Important Characters: Elaith "the Serpent" Craulnobar (NE male moon elf fighter 3/wizard 9, crime lord detailed on page 182 of the *FORGOTTEN REALMS Campaign Setting*); Halaster Blackcloak (male human wizard 25/archmage 5 of unknown heritage, Master Mage of Undermountain, detailed on page 180 of the *FORGOTTEN REALMS Campaign Setting*, updated in *Epic Level Handbook*, page 294); Laeral Silverhand Arunsun

(Lady Mage of Waterdeep, see page 25); hundreds more (too numerous to list here).

Notable Imports: Grain, livestock, leather, ore, timber, and exotic goods from all lands.

Notable Exports: Ale, arms, cloth, furnishings, leather goods, pottery, refined metals, and all other sorts of finished goods.

History of Waterdeep

Deepwater Bay is the best harbor along the Sword Coast, and the plateau in the shadow of Mount Waterdeep is a natural site on which to build a city. Elves, dwarves, Netherese wizards, Illuskan seafarers, and Tethyrian migrants have all laid claim to what is now the city of Waterdeep at various points in time.

The following is a brief accounting of that history, detailing the major settlements that have existed on and beneath the plateau of Waterdeep.

Aelinthaldaar (–8500 to –1100 DR)

The first known settlement in the area was Aelinthaldaar, capital city of Illefarn. Founded around –8500 DR, Aelinthaldaar was razed by elven high magic in –1100 DR on the order of Illefarn's coronal when he initiated a retreat to Evermeet. Virtually nothing was left to indicate that an elf city had stood on the site for seven millennia.

In –1088 DR, scarcely a dozen years after the razing of Aelinthaldaar, annual trade began between southern merchants and barbaric local tribes. The only known traces of Aelinthaldaar that still exist today are the crypts beneath the Pantheon Temple of the Seldarine (C66) and a high magic effect that persists even today (described in the next section).

Melairbode (–1288 to 211 DR)

Even before the Fair Folk abandoned Aelinthaldaar, a shield dwarf named Melair discovered a vein of precious mithral beneath Mount Waterdeep in –1288 DR. King Melair I, as he came to be known, sent word to his kindred, and those who