

DUNGEONS & DRAGONS®

CAMPAIGN ACCESSORY



city of splendor:  
**WATERDEED™**

Eric L. Boyd

Sample



# FORGOTTEN REALMS®

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# INTRODUCTION

**A**cross 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 dearlings. 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, bloodbloater ( <i>Fiend Folio</i> )        | Gray ooze              |
| Beholderkin, death kiss<br>( <i>Monsters of Faerûn</i> ) | Hydra, 12 heads        |
| Beholderkin, eyeball ( <i>Monsters of Faerûn</i> )       | Stirge                 |
| Breathdrinker ( <i>Monster Manual II</i> )               | Invisible stalker      |
| Crimson death ( <i>Monster Manual II</i> )               | Dread wraith           |
| Curst ( <i>Monsters of Faerûn</i> )                      | Ghast                  |
| Darktentacles ( <i>Monster Manual II</i> )               | Fiendish giant octopus |
| Deathshrieker ( <i>Monster Manual III</i> )              | Ghost                  |
| Deepspawn ( <i>Monsters of Faerûn</i> )                  | Hydra, 9 heads         |
| Demon, myrmrylicus ( <i>Fiend Folio</i> )                | Demon, marilith        |
| Demon, wasrilith ( <i>Fiend Folio</i> )                  | Demon, hezrou          |
| Doomsphere ( <i>Monsters of Faerûn</i> )                 | Ghost beholder         |

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



# THE CITY OF SPLENDORS

**A**lthough 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 ( $\times 5$  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 Paladin; Khelben "Blackstaff" Arunsun; Mirt the Moneylender; other Lords of Waterdeep (see page 52).

**Important Characters:** Elaith "the Serpent" Cralnober (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