



# WATERDEEP FACTBOOK

DETAILS ON THE CITY OF WATERDEEP  
AND LOCATIONS SURROUNDING IT



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## INTRO

In my own campaign, my players wanted to travel to a large city where they could sell their unused items and spend their hard-earned loot. As one of the best-known cities in Faerun, Waterdeep was their first choice. I pulled out my dusty copies of AD&D Waterdeep and the North as well as The City of Splendors and Volo's guide to Waterdeep. The notes and addendum from that prep session have grown into this document.

This document is split into two primary sections. First, it will present information about the city of Waterdeep, then I've included the locations and primary landmarks that can be found in the regions around the city.



## GEOGRAPHY

**LOCATION:** Western coast of Faerun; 500 miles North of Baldur's Gate and 300 miles South of Neverwinter.

**AREA:** The walls of Waterdeep enclose roughly 7 square miles (18 square kilometers) of area. About 5 ½ times as big as Central Park in New York

**POPULATION:** There are approximately 115,000 permanent residents in Waterdeep. This number is nearly doubled by the number of visiting merchants and tourists during non-winter months.

**Comparative Population Density:** In a normal season, the wards have a population density of around 50,000 people per square kilometer. This is roughly equal to New York, New Jersey, Paris or Mumbai.

## CLIMATE

Waterdeep being a coastal city has a relatively stable climate. Snowfall is extremely uncommon along the coast but rises to about 3" per winter month as you go inland.

### Average Temperatures (Fahrenheit)

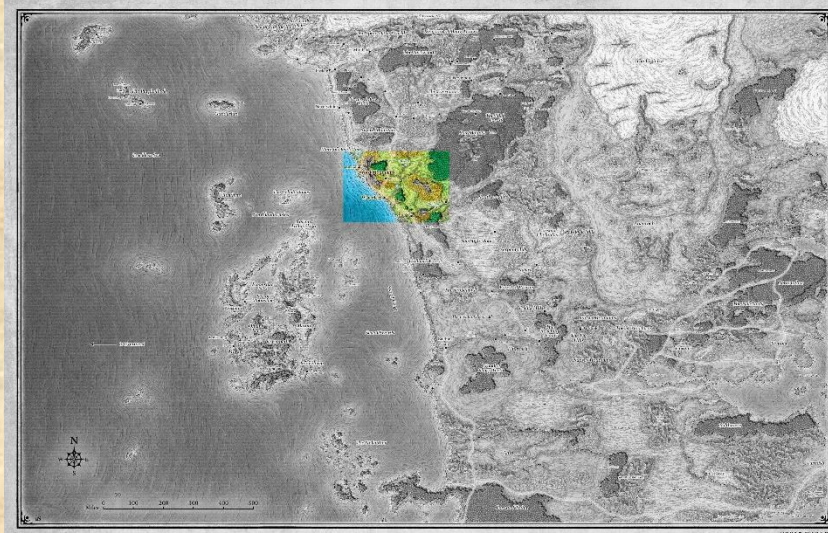
	SUMMER	WINTER
COASTAL	45 – 66 DEGREES	39 – 51 DEGREES
INLAND	54 – 81 DEGREES	35 – 46 DEGREES

## TERRAIN

Prominent terrain of the region include:

### MOUNTAINS

- Forlorn Hills: Dwarven ruins and mines dot this rolling landscape.
- Mt. Illefarn
- Rat Hills: Waterdeeps dump. Mountains of disease-ridden filth.
- Sumer Hills: Rolling hills split by the Dessarin river.



- Sword Hills: Jagged hills hosting bandit groups preying on Waterdeep travelers coming East.
- Sword Mountains: Home to powerful Orc tribes.

### RIVERS

- Delimbiyr River: Just South of Daggerford. The Delimbiyr marks the Southern extent of the Waterdeep region. An important trade road follows the Northern bank moving travelers and products from Secomber to Daggerford and on to Waterdeep.
- Dessarin River: Headwaters next to Waterdeep. The Dessarin runs mostly North to South and is a major trade route through this region.

### WETLANDS

- Lizard Marsh: Wetlands and waterways guarded on the Northeastern edge by Cromm's Hold.
- The High Moor: Created by Vyshaantar magic in -10,500 DR, this sprawling moor has numerous ruins.
- Stump Bog: Named after the rotting stumps that jut above the surface, Stump Bog is rumored to have buried treasure and draws adventurers to its dangerous waters.
- Mere of Dead Men: Home to a pair of black dragons, and hordes of undead, few willingly travel the Mere.

### ISLANDS

- Red Rocks: Seastack islands known as a refuge for several prominent pirate groups.



- The Selpir: Slow moving water creates a quiet marsh hunted by Merfolk and to a lesser extent Lizardfolk.
- Lizard Marsh Islands: Large dry patches of land littering the Lizard Marsh. Humanoids of all kinds use this area as a place to hide.

## HISTORY OF THE REGION

### Age of Days of Thunder (-35000 DR to -30000 DR)

The creator races roam the land. The Sarrukh (lizard men) and Aearee (avians) are most active in the area of High Forest. At this time, neither the continents nor the forest had any resemblance to their current appearance.

### Age of Dawn (-30000 DR to -24000 DR)

The creator races disappeared from Faerun. Leaving very few artifacts showing they ever existed. Dragons and Giants replaced the creator races and began organizing the humanoids to fight in their armies.

### Age of First Flowering (-24000 DR to -12000 DR)

Around -17600 DR the First Sundering is caused by the High Mages of Tel-quessir causing widespread disaster and altering the landscape of Faerun. The landscape of Faerun begins to look much more like it does in current times.

### Age of Crown Wars (-12000 DR to -9000 DR)

In -12000 DR the Aryvandaaran Empire attacked Miyeritar. The Elven kingdoms responded and the 3000 years of the Elven Crown Wars begin.

### Age of the Proud Peoples (-9000 DR to -3000 DR)

The Crown Wars end and many Elves leave the area.

-4420 DR The Shield Dwarf kingdom of Besilmer is founded in the Dessarin Valley. The dwarves build the Stone Bridge and the Halls of the Hunting Axe.

-4160 DR After the death of the Besilmer King, the Shield Dwarves abandon the Sumber Hills.

### Age of Humanity (-3000 DR to 1358 DR)

This period marks the decline of the Elven and Dwarven empires and the rapid ascension of the various Human empires in Faerun.

168 DR Halaster's Hold is established in what will become Waterdeep.

893 DR The Knights of the Silver Horn begin founding strongholds around Tyar-Besil.

942 DR The humans around the Sumber Hills are engaged in The Orcfastings War, the First and Second Trollwars and a series of Drow raids. These conflicts essentially drive the humans out of the area.

952 DR The second Troll War comes to an end and Trolls are driven out of the area for 100 years.

974 DR Castle Waterdeep is completed.

1000 DR With the growth of Waterdeep, many human outposts begin to be settled in the area. Red Larch and Triboar are founded.

1032 DR Ahghairon overthrows Raurilor to become warlord of Waterdeep.

1037 DR Hoards of other-planar creatures surge out of Undermountain. The city repulses them and fortifies its magical defenses.

1235 DR Waterdeep is besieged by the largest orc hoard in history. Ahghairon forms the griffon riders of Waterdeep.

1306 DR The Yawning portal is opened by Durnan over the ruins of Halastar's Hold.

### Era of Upheaval (1358 DR to current)

In 1358 DR the Tablets of Fate were stolen from the gods. In response, Ao forced all gods to walk on Toril in their mortal form. During this time, arcane and divine magic ceased to function normally and chaos and destruction ravaged the land.

In 1385 DR the Spellplague struck and arcane magic ceased to function properly. By 1395 DR most of the Spellplague had ended and magic had returned to normal.

1485 DR Hill Giants in the region begin ransacking the countryside.



## PEOPLE AND SOCIETY

### RACES

- Humans 64%
- Dwarves 10%
- Elves 10%
- Halflings 5%
- Half-elves 5%
- Gnomes 3%
- Half-orcs 2%
- Others 1%

## THE CITY OF WATERDEEP

Waterdeep is a massive urban hub in Faerun. It is used to the visits of powerful and experienced adventurers as well as fledgling amateurs. With the right wealth and the correct contacts, nearly anything is available to visitors. Knowing the draw of this legendary city, there are countless con-men waiting to take advantage of wide-eyed tourists.

### ENTERING WATERDEEP

At each of the gates into the city is prominently posted a set of guards who are responsible for stopping and checking individuals seeking entrance. Their mission is to turn away beggars and penniless troublemakers.

The guards will ask where the characters are traveling from and what their business is within Waterdeep. The guards are used to suspicious and hostile travelers and unless threatened will respond to PCs with apathy and boredom.

If the PC's threaten or are caught using magic on the guards, they will call for assistance and refuse entrance at that gate for the remainder of their shift (1d6 hours).

Once they have answered the guard's questions the guards

will instruct them to read the posted laws of the city and passed through the gate.

### LAWS

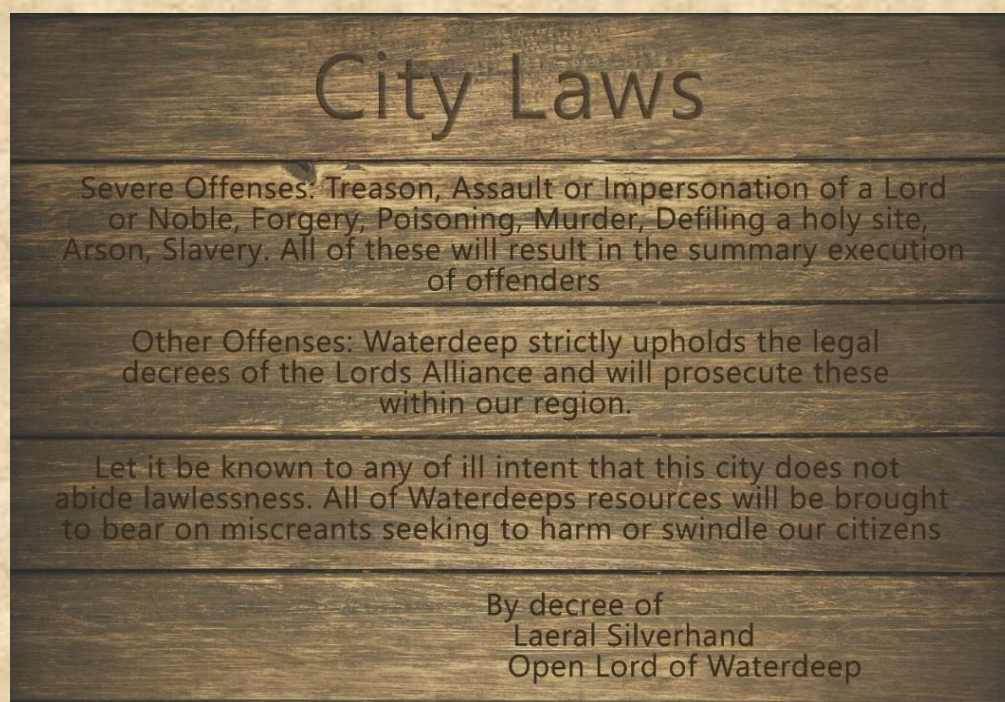
WotC Waterdeep Dragon Heist has a full-page handout for players regarding city laws. Here is a condensed version I used in my campaign.

Severe Offenses: The city watch will take immediate action to subdue and apprehend individuals accused of these offenses.

Acts of treason include: Killing of a City Guard, Conspiring or Acting to kill a Masked Lord, Assisting enemies at war with Waterdeep, Making war upon Waterdeep.

Other Offenses are listed cryptically as the "Legal decrees of the Lords Alliance". While there is no codified list of these decrees, they commonly include laws against; Homicide, Property crimes (theft, burglary, destruction of property and vandalism), Assault, Kidnapping, and Rioting.

Individuals who find themselves in court more than once discover that Waterdeep has little patience with troublemakers even if they are technically innocent. If a PC is consistently needing to defend themselves with deadly force or repeatedly unfairly charged with theft, the court will assume some level of guilt and act accordingly.





## ENFORCEMENT

\*Non-canonical: The WotC book Waterdeep Dragon Heist describes the City Watch as lightly armed and armored. With the cities propensity for attracting adventurers, I feel they would have developed a robust response for dealing with murderhobos.

**INITIAL RESPONSE:** Waterdeep has a long history of playing host to powerful adventurers. They have developed a complex system to ensure the appropriate force is sent in response to visitors who act outside the law.

Pairs of city watch patrol the main streets at all times. The guards carry alarm horns that sound a piercing note capable of being heard for several blocks.

The horns are also set to trigger Waterdeep's alert system. The mages of Waterdeep have setup up daisy-chained Magic Mouths that will speak the block that the alarm horn was sounded on. The Mouths are spaced every 30' back to the closest guard quarters. The effect is that when a horn is sounded, the closest guard quarters is alerted to what specific block needs assistance and can immediately dispatch backup. Guards can sound a single note to trigger the mouth once or multiple notes to trigger the mouths multiple times. The more times the Magic Mouth is triggered, the greater the indicated threat is and stronger the response will be.

In addition to city guards, prominent city residents are deputized to aid the guard when needed. They are well rewarded for their aid when it's needed so are often the fastest to respond when alarm horns are sounded. These citizens will not generally put their own lives at significant risk and will retreat if brought below 50% of their hit points.

When something happens that could alert the city watch (ie Someone calls for the guards or the sounds of battle begin), there is a good chance a patrol will respond. The base likelihood of a response varies by city ward

but DM's should increase the chance by 25% if there are sounds of fighting.

If an alarm horn is sounded, roll once on each of the following tables; City Watch Response and Citizen Response. Citizens will generally wait until the Guards have engaged before offering their assistance.

**Response Chance & Time**

WARD	RESPONSE CHANCE	RESPONSE ARRIVAL (TIME IN ROUNDS)
SOUTHERN & TRADE	75%	1d6
DOCK	50%	1d6
CASTLE	75%	1d4
NORTH & SEA	90%	1d4
FIELD	50%	1d12
CITY OF THE DEAD	25%	1d12

**Citizen response table**

THREAT ALERT	1-50	51-85	86-100
LOW	2 TIER 1 FIGHTERS	4 TIER 1 FIGHTERS	4 TIER 1 FIGHTERS WATCHFUL ORDER
MEDIUM	2 TIER 2 FIGHTERS WATCHFUL ORDER	4 TIER 2 FIGHTERS WATCHFUL ORDER	4 TIER 2 FIGHTERS 2 WATCHFUL ORDER
HIGH	2 TIER 3 FIGHTERS WATCHFUL ORDER	4 TIER 3 FIGHTERS 2 WATCHFUL ORDER	1 TIER 4 FIGHTER WATCHFUL ORDER 4 TIER 2 FIGHTERS

**City Watch Response**

THREAT ALERT	1-50	51-85	86-100
LOW	4 CITY WATCH	4 CITY WATCH 1 WATCH SERGEANT 1 WATCH CASTER	4 CITY WATCH 2 WATCH SERGEANTS 2 WATCH CASTERS
MEDIUM	4 WATCH ENFORCERS 1 WATCH LIEUTENANT 1 WATCH RESPONDER CASTER	4 WATCH ENFORCERS 2 WATCH XBOW MEN 1 WATCH RESPONDER CASTER 1 WATCH LIEUTENANT	4 WATCH ENFORCERS 4 WATCH XBOW MEN 2 WATCH ENFORCER CASTERS 1 WATCH LIEUTENANT
HIGH	4 WATCH ENFORCERS 4 WATCH XBOW MEN 2 WATCH ENFORCER CASTERS 1 WATCH LIEUTENANT	4 WATCH ENFORCERS 4 WATCH XBOW MEN 1 WATCH ENFORCER CASTERS 1 WATCH LIEUTENANT 2 GRIFFON RIDERS	8 WATCH ENFORCERS 2 WATCH ENFORCER CASTERS 2 WATCH LIEUTENANTS 8 GRIFFON RIDERS



#### JUDICIAL ACTIVITIES:

Where possible the city guard will subdue criminals rather than kill them. Once captured, prisoners are stripped of all possessions and bound specifically to restrict the ability to perform vocal (ballgag) and somatic (thumb/finger cuffs) components of spells.

#### INCARCERATION:

Prisoners caught together are usually housed in the same cell. Individual cells are watched over by a single guard. These guards are warned to lookout for signs of druidic shape shifting, warlock spell casting, and other common adventurer capabilities.

#### TRIAL:

Within a day of capture, prisoners will be taken to the justice chamber. The chamber holds heavy iron chairs, bolted to the floor with leg manacles to hold prisoners in place. Surrounding the chairs is a 20' diameter zone of antimagic.

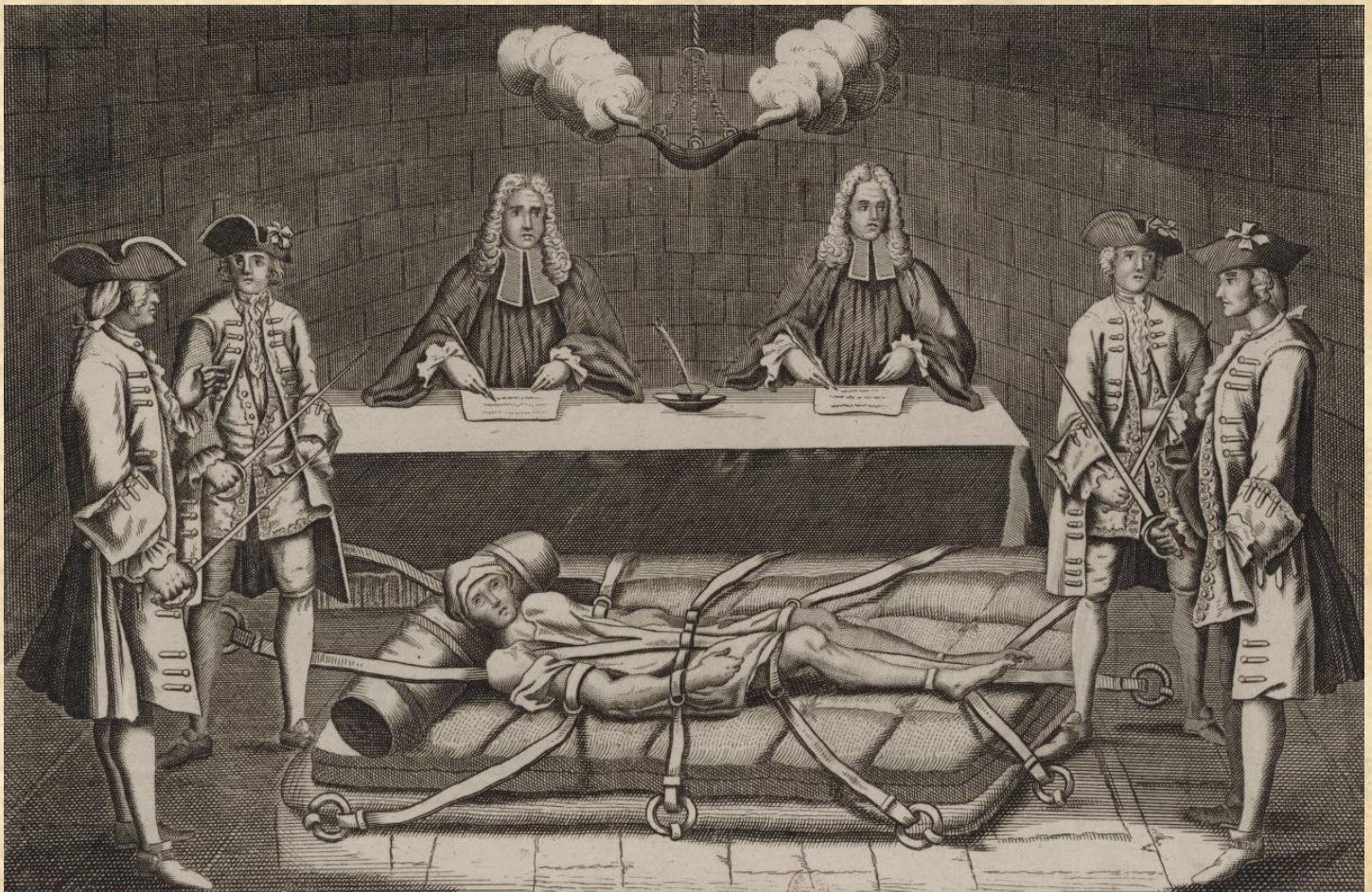
Just outside the antimagic zone are 3 chairs where the justiciars sit. The individuals will inform the PC's what charges are brought against them and ask them to explain their side of the story.

If the PC's lie to the justiciars, have them make a DC17 Deception roll with Disadvantage since the justiciars are expecting falsehoods. If the PC fails the roll, the Justiciar will inform them there is a 100-gold piece fee for lying (each time they are caught) and ask them politely to be honest with the court.

#### PUNISHMENT:

Waterdeep has two general punishments they assign to crimes; fines and/or banishment.

For non-severe crimes, a fine will be assessed against the criminal and they will be released back to freedom within the city. The fines are somewhat arbitrary based upon the crime, status of victim and criminal's ability to pay. Theft is generally charged at 10 times the value of the items being





stolen while homicide can cost thousands of gold. Well off adventuring groups will find that the fees are usually between 10 to 50% of their currently held valuables.

Extraordinary displays of lawlessness will result in large fines AND banishment from the city. Post-trial, one of the city mages is tasked with placing a Magic Mouth at each of the city gates that will speak the word "Banished Criminal" if the prisoner comes within 30' of it. The criminals are then escorted one mile away from the city before being left with their supplies.

\*Non-canon: WotC source says Waterdeep is against arena punishment. I like to think their acceptance of adventurers would make them accepting of trial by combat. For Severe Offenses, the punishment is "Execution by Combat". Prisoners are transported to the Field of Triumph and allowed a long rest. They are then given their equipment and given 5 minutes to prepare. After 5 minutes the cell they are dumped into the arena and successive waves of gladiatorial monsters are released upon them. It is well known that between waves there is the opportunity of a Hidden Lord intervening in their punishment and commuting their execution. When this does occur, the Masked Lord will usually descend to the Arena floor and negotiate a favor from the survivors. Refusal of the favor resumes the Execution by Combat process. Regardless of the details of the favor, the prisoners are still banished from the city.

## PLACES OF INTEREST

### Getting around Waterdeep

There is no shortage of people offering to sell their services to help parties navigate the city.

Guides can be hired for a silver a day and avoid many of the unpleasanties a newcomer might encounter.

As Players move through the city, rolling random events from the City Life table in Appendix B will breathe a little life into Waterdeep. If they have hired a guide, you can roleplay the guide helping them avoid the less pleasant events.





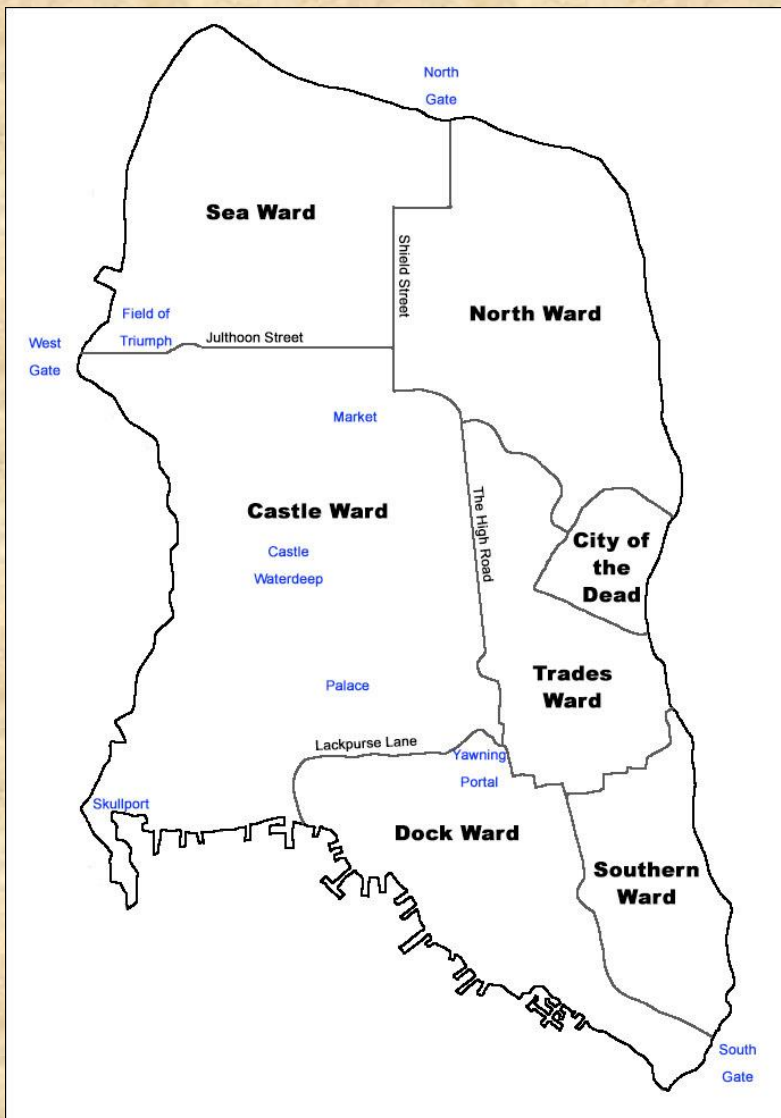
Waterdeep city is split into 6 wards

**SEA WARD** - Old money nobles, if the group is looking for a patron there are brokers here that will arrange introductions.

- Cassalanter Villa - Covered in *Waterdeep DH*
- Field of Triumph: Gladiatorial events, monster fighting. You can double your money for an hour's work.
  - Rules: No flying, No magic that obscures audiences view (invisibility, fog), Any attack that harms a spectator forfeits your bet. Competitors must make an attack at least once every 30 seconds. If a foe is unconscious/surrenders they should be spared.

Interference with judges also forfeits your bet.

- Gondwatch Lane - Used as a testing ground for the dangerous invention from House of Inspired Hands. Attracts crowds and vendors to watch the explosive excitement.
- House of Inspired Hands - Temple dedicated to the god Gond and invention/creation.
- House of Heroes - across the street from the Field of Triumph. The largest temple in the city, dedicated to Tempus. Celebrates champions of battle and sport.
- House of the Moon - Tallest tower in the city. Dedicated to the goddess Selune.
- Mystra's House of Wonder - Temple to the gods of magic. Ornate towers and mosaics.
- Pharra's Alley - Haunted by 7 floating skulls who argue and whisper to each other about the city's recent events.
- Shrines of Nature - Open air temple dedicated to Mielikki and Silvanus.
- Temple of Beauty - Dedicated to the goddess Sune. Baths and spas are open to the public.
- Blue Alley - a wizards deathhouse. Flagstones leading to the house faintly glow to lure passing heroes.
- The Heroes Garden - Garden and park open to the public. Contains many statues regaling the past of Waterdeep.
- The Shrines to Nature - A park just one block from the Tower of Luck, dedicated to the gods Mielikki and Silvanus.
- Tower of Luck - Temple dedicated to the god Tymora. It has a faceted glass ceiling and ornate tithing fountain.
- Westgate - The least guarded entrance to Waterdeep. Primarily used by the wealthy to access the beach beyond.







**NORTH WARD** - New Nobles and Guildmaster homes, gambling halls and field of triumph.

- Cliffwatch - The edge of a plateau overlooking steep cliffs. A public walkway stretches along the edge of it allowing incredible views to the East. The most extravagant houses and taverns in the city are located here as well.
- Gralhund Villa - Described in *Waterdeep DH*
- Guard Barracks - City guard staging room.
- Holyhand's House - a temple site allowing worship of all deities.
- Hospice of St. Laupsenn - a temple dedicated to Ilmater.
- The House of Crystal - Guild hall of Glassblowers, Glaziers & Speculum-makers.
- The House of Healing - Guild hall of Apothecaries & Physicians.
- The Swordmaiden - Described in *Waterdeep DH*
- Trollskull Alley - Described in *Waterdeep DH*

**CASTLE** - Palace and public buildings

- Ahghairon's Tower - A slim 4 story tower protected by a variety of powerful spells (forceage, prismatic sphere, etc.). Should the tower ever be breached, legend has that a walking statue from Mt Waterdeep will be teleported to its defense.
- Balthorr's Treasures - A magic item shop.
- Blackstaff Tower - A squat black tower and home to the Blackstaff of Waterdeep.
- Castle Waterdeep - Juts out on a bluff from the mountain. Huge soaring towers. Acts as the last defense bastion in times of strife.
- Diloontier's Apothecary - Potions and powders shop.
- Font of Knowledge - Temple dedicated to Oghma and the city's largest library.



- Halls of Justice – Temple dedicated to Tyr.
- House of the Fine Carvers – Guild hall of the Fine Carvers.
- Master Bakers' Hall – Guild hall of Bakers Guild.
- Mirt's Mansion – Once an imposing fortress and tower, it's been remodeled in fanciful architecture.
- Mistshore – What was once a ships graveyard and hotbed for crime, Mistshore now is a good spot to hire thug and ruffians.
- Mount Melody Walk – a tunnel cut through the mountain leading to New Olman's Academy of music.
- Palace of Waterdeep: aka Piergeiron's Palace. Extravagantly decorated, this is where the lords of Waterdeep will meet with any petitioners. Among other services, this is the only place in the city that will exchange currency to/from Waterdeep coinage for no fee. Unfortunately, there is always a long wait. Adventurers will need to wait 3d20 hours for their appointment.
- Peaktop Aerie – Stables and barracks of the city Griffin riders.
- Spires of the Morning – Dedicated to Lathander. Glorious delicate pink towers capped by copper gold and silver make this one of the most beautiful temples in Waterdeep.
- The Cynosure – Formerly the Temple of the Overgod.
- The Griffon - Waterdeep walking statue.
- The Hawk Man – Waterdeep walking statue.
- The Map House – Guild hall of Surveyors', Map & Chart makers guild.
- The Market – the largest open-air market in any city of the North.
- The Sahaugin Humbled - Waterdeep walking statue.
- The Temple of Seldarine – Dedicated to all Elven deities.

- Tower of Luck – Temple dedicated to Tymora. A many-towered atrium with a glass roof.
- Tower of the Order – Guild hall of Mages and headquarters to the Watchful Order of Magists & Protectors.

**TRADES WARD** - Markets, goods from across the world. Anything legally sold can be found here.

- Banks: The guild of Trusted Pewterers and casters and the Jewelers guild offer currency exchange. They charge 5% of the total exchanged.
- Brindul Alley – stalked by the Hand that Sings. A magical phantasm that steals or murders the unwary.
- Citadel of the Arrow – Guild hall of the Fellowship of the Bowyers & Fletchers.
- Costumers' Hall – Guild hall of Master Taylor, Glovers & Mercers.
- Court of the White Bull – the site of a powerful mage battle. The magic weave was torn and now magic in this area often goes awry. The use of magic items and spells is forbidden here.
- Guild Halls – many of Waterdeeps Guilds have located their halls in this ward.
- House of Light – The hall of the Guild of Chandlers and Lamplighters.
- Manycats Alley – lined with carved busts of people and animals this alley is home to hundreds of cats.
- Riautar's Weaponry – a two-story shop offering a vast selection of weapons.
- The Honorable Knight - Waterdeep walking statue.
- The House of Song – Guild hall for the Council of Musicians, Instrument Makers and Choristers.
- The Plinth – A six-story temple allowing worship of all faiths.

**SOUTHERN WARD** - Working class and traveling merchant residences

- Caravan Court – During the day serves as a staging area for incoming and departing caravans. At night, it's used by vagrants as a quiet space to sleep.



- Dancing Court – a courtyard that when the moon is full, allows magical flight within the courtyard.
- House of Good Spirits – Guild hall of the Vintners', Distillers' and Brewers guild.
- Metalmasters Hall – Guild hall of the Most Careful Order of Skilled Smiths & Metalforgers.
- The Jade Dancer – a fest hall and inn near the Dancing Court.
- Ruid's Stroll Alley – haunted by the ghost of the hooded mage Ruid.
- Waymoot – A signpost with hanging arrows pointing to the harbor and city gates. If a traveler speaks into a magic crystal at the base of the post, the Waymoot writes the destination onto one of the arrows and indicates the distance from Waterdeep.

**CITY OF THE DEAD** – the city's oldest graveyard. A vast park of beautiful sculptures and marble mausoleums

- Hall of Heroes – the official tomb for warriors who have fallen in battle. Its blue marble walls enclose a trophy room holding many artifacts of the fallen.
- Hall of Sages – A tomb holding the bodies of approximately 80 great sages.
- House of the Homeless – a large two-story mausoleum. Down one end of a corridor stands a magical gate leading to an endless labyrinth of underground caverns.
- Lord's Respite – A small black marble tomb. It is the resting place of Lords wishing to be buried within the city.
- Warriors Monument – a 60' high sculpture depicting citizens striking down humanoid monsters. Above them hovers a flying griffin rider.

**DOCK WARD** – Harbor area and the district of the poor.

- Warehouses, Poorhouses, and Tenements – fill most of this ward.
- Yawning Portal Tavern

Activities: In early evening adventurers will often start wagering on what they call "Survival ball". A bag with a

stone on which a random number has been written is dropped into well. 4 hours later, 2 parties are sent down to retrieve it. Whoever returns with it wins the pot. PVP is discouraged but what happens in Undermountain stays in Undermountain.

- Metal House of Wonders – Guild hall of the Splendid Order of Armorers, Locksmiths, and Finesmiths.
- Muleskull Tavern – Guild hall of the Dungsweepers Guild.
- Shipwrights' House – Guild hall of Master Shipwrights.
- Three Daggers Alley – A magical curse causes 3 daggers to randomly appear and attack passersby. Anyone entering the alley has a 25% chance of having the daggers appear and attack them. Each dagger has 8 hp, AC 15, 30 ft move, +4 hit, 3 (1d4) piercing damage.

**FIELD WARD** – Lawless ward on the North side of the city. Not patrolled by City Watch or served by the Dungsweepers guild. Populated by the poorest citizens.

- Slaughterhouses, smokehouses and tanners create a horrid stench.
- Enshift Tavern – frequented by off duty watch.

#### OUTSIDE THE WALLS

- Undercliff – Many gnomes and halflings dwell here and have influenced the architecture of the neighborhoods.
  - Farms and ranches
  - Training ground for City Watch
  - Amendsfarm – a prison farm by the Watch.
  - The Amcathra estate – noble horse breeders
  - Hothemer House – noble trading house.
  - Snobeedle Orchard and Meadery – Tavern and inn run by Halflings
- Undermountain – The legendary dungeon of the mad mage.



- Great Harbor – The harbor is patrolled by Mermen and Sea Elves. The community of approximately 100 lives in the caves beneath Deepwater Isle.
- Sewers – Waterdeep has a well-maintained sewer system thanks to the Cellarers' and Plumbers' Guild. The primary sewer tunnels can be as wide as 20' across and most of the larger buildings and residences have a connection to a sewer tunnel. There are heavy grates places frequently through these tunnels to deter their use in nefarious deeds.

**SKULLPORT** – A large town of lawlessness located beneath Waterdeep. It lays along the subterranean river of Sargauth. The existence of this town is well known to the lords of Waterdeep but is untraveled by most of the citizens. Skullport traffics with slavers, pirates and known enemies of lawfulness for items the legitimate merchants won't carry.

#### ACCESS TO SKULLPORT

- Skullport is on the third underground level of the Undermountain complex directly beneath Waterdeep (and Mount Waterdeep), also known as "The Sargauth Level", named after the subterranean river that passes through it (and Skullport is built on). Here are the ways in that I am aware of.
- The Castle Corkscrew: This is a passage leading from the cellars of Castle Waterdeep directly to Skullport.
- The Grand Hoist: The exact location of this is unknown, but it was intended to be an elevator shaft running from Waterdeep straight to Skullport. It was never technically finished, but what that means is up to you, as DM.
- The South Sea Caves: Caves along the western flank of Mount Waterdeep that connects the Sargauth River to the Sea of Swords by means of a series of hoists
- Portals: There is the Skull Island Portal, but it is one of several portals in and out of Skullport. Most of them do not have their exact locations, natures, or where they

connect to specified, so feel free to be creative here.

- The Hard Way: It is possible to navigate your way down through the layers of Undermountain manually. You take any of the routes into the Dungeon Layer (Top layer), such as the shaft that the Yawning Portal Inn was built over and is the standard route by which Adventurers enter the Undermountain. Then you walk/fight your way down to the third level, and find your way through there to Skullport.

#### Skullport Merchants and Blackmarket

Skullport sells what the Waterdeep markets won't. One way to throttle PC's ability to buy all their magic items is to treat weaponized magic as monopolized by the military. Any magic swords, armor or wands that the army can use is required to be sold by honest vendors to the city. These items are available in Skullport at 10 times the normal cost. Magic item prices for both the main market as well as the black market are listed in Appendix B of this document.

NPC BLACKMARKET MERCHANT: Silander - (Yuan-ti). Has yellow slitted snake eyes and tongue. Wears Red robes with gold trim. Cleric of Mammon Lord of Greed

- Opulent office, French baroque style with lots of gold filigree and jewels. White marble ultra-realistic statues of Nymphs entwined with Boa snakes along the walls.
- Silander leans on a large cherry wood desk with tidy piles of documents. Behind him stands an 8' hanging gong with a symbol of an open pair of scaled hands above a diamond shaped black gem.
- Silander offers to loan adventuring groups money for the purchases, payback within a year or work off the debt. He offers a simple contract. Characters signing the contract will smell the aroma of brimstone.





## WATERDEEP REGION

### SWORD MOUNTAINS

**Alsapir's Rock:** A tiny island hiding the tidewater cavern lair of the Topaz Dragon Gaulauntyr. This dragon is renown for its thievery and use of the magical item Jhamkkan's Talon.

**Amphail:** A mostly human farming village of 850 residents. Some wealthy Waterhavians keep their breeding stables here. Legend states that the ghost of Amphail the Just; an early Waterdeep warlord, now patrols the streets of the village. Within the village, a muddy horse pond contains an entrance to the tomb of the Maiden King.

**Dolblunde:** Originally a Gnome settlement under the hills near Waterdeep, these caverns were claimed by the Dracolich Daurgothoth in 1253 DR.

**Hall of Whirling Blades:** Also known as Endar Aglandtor, The Sword Grotto or the Tor of Swords, this cavern complex serves as a chapter house to the dwarven clergy of Haela. It is protected by 4 sentient magical swords. The Dwarves here are charged with protecting the ancient battlegrounds of their Dwarven ancestors.

**Hespheira:** Centuries ago this village was transported to the Plane of Shadow. In 1136 it returned to Faerun wrapped in a cloud of blackness and bringing with it wraithlike creatures led by the Dracolich Umbralax who terrorized the countryside. The Knights of Aster defeated the Dracolich but never destroyed his phylactery. The village continues to shift between planes and when in Faerun always brings trouble to the region.





**Marune's Stronghold:** A subterranean fortress of the evil mage Marune. He and the remainder of the Shadow Thieves of Waterdeep work against the Lords of Waterdeep here. The fortress entrance is protected by 6 Will-o-the-wisps.

**Mornhaven Towers:** This ancient elven fortress stands partially submerged in swampy water. Only the top 60' of the towers rise above the water and are covered in mold and moss. Near the lake, an old wooden fort stands. The area around the towers has a magical effect that any spell with a duration of longer than "instantaneous" has a 25% chance of gaining permanency. Deep within the cellars below the tower is a magical pillar to which a Nabassu demon has been chained.

**Nasaqh Estates:** 100's of acres of fertile fields and a massive stone manor house produce some of the most popular "seawine" in the region.

**Iniarv's Tower:** Once the lair of the Demilich Iniarv, this fallen tower now is a common stop for travelers and bandits.

**Kheldell:** A tiny logging village of fewer than 100 humans. They work closely with the Druids of the Dusk Circle to ensure sustainable logging is done.

**Legacy of Deep Death:** The only temple of Myrkul established after the Time of Troubles. This temple was constructed on the sea-floor by a trio of Myrkulyte clerical lichs. The area in a 5-mile radius is tainted with Myrkul's dying essence and spawns an ever-expanding horde of aquatic undead horrors. The temple itself is protected by a monstrous undead kraken.

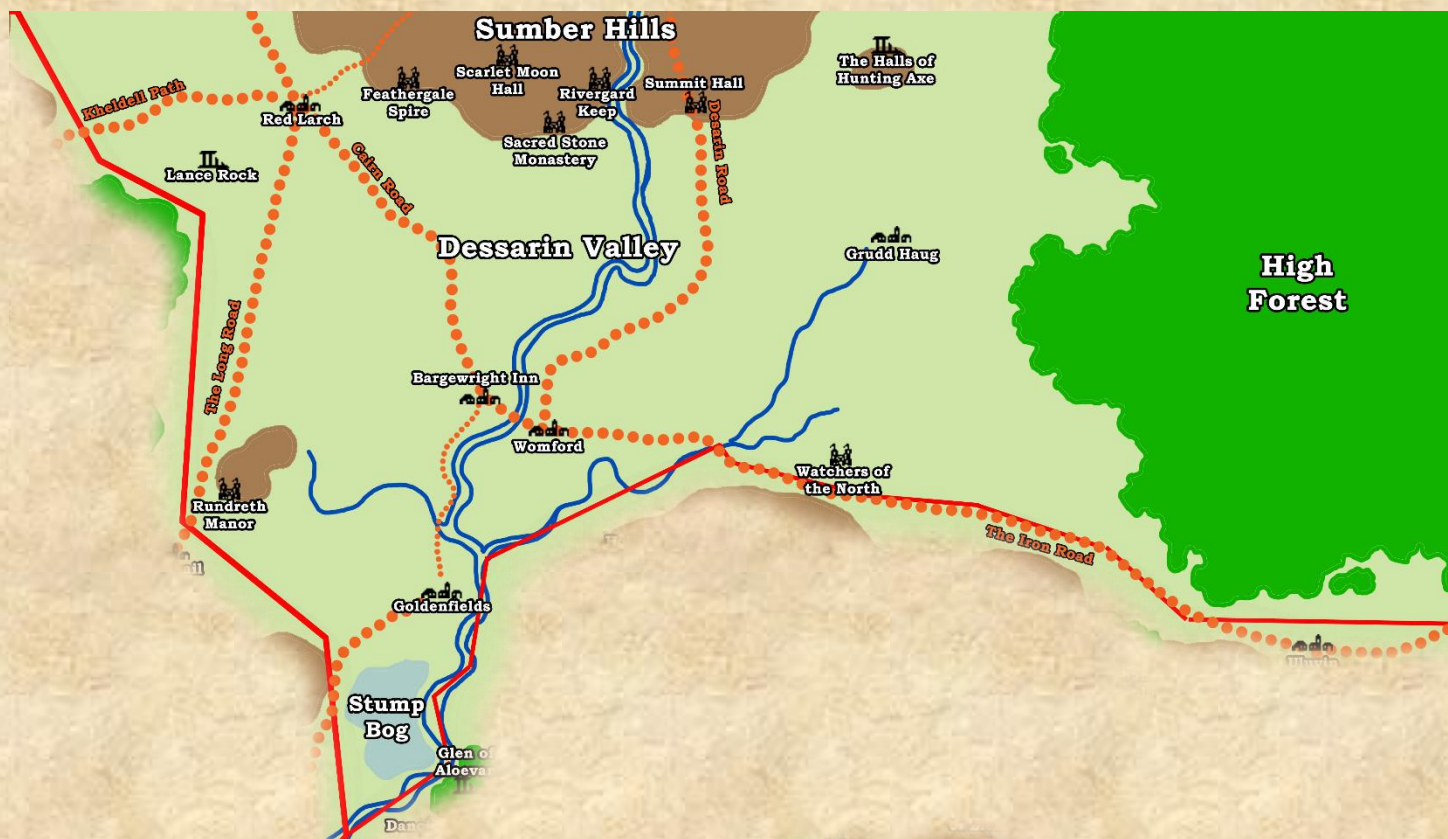
**Maiden's Tomb Tor:** A bare, high-peaked hill. Hundreds of years ago this was the burial tor of a barbarian princess. It was then overtaken by a large tribe of Kobolds led by chief Kuthil.

**Olothontor's Lair:** This dragon lair is easily reached from the highway. The front of the lair is a crumbling old stone mansion that was home to a pair of titans. Olothontor the Blue dragon now lairs here and has placed spells on the inner rooms that will play songs when any living creature enters. In the main chamber, the floor has a 40' chasm that drops down into a volcanic steam vent. On the secluded side of the chasm, Olothontor makes his home.

**Rassalantar:** A six farm hamlet and barracks. Waterdeep stations sixty guards here to help patrol the Long Road.

**Rat Hills:** Once a barren pebble beach, Rat Hills is now Waterdeeps two-mile-wide garbage dump serviced by the Dungsweepers Guild. Lizard men and Kobolds infest the hills of waste. The contagious Darkrot disease has infected a huge number of creatures.





**Red Rocks & Redcliffs:** Off the coast are thousands of sea stacks collectively known as Red Rocks. The mainland is nearly inaccessible with 200 ft. cliffs barring landing.

**Roadhouse:** A small supply depot and support compound.

**Thornhold:** A Human built plain grey fortress occupied by the Dwarven clan Stoneshaft. Now used as a caravan stop.

**Waterdeep:** See full entry on Waterdeep.

**Westwood:** Home to a roving band of Elk tribe barbarians and a shrine to Mielikki, these woods are mostly devoid of woodcutters.

**Wolfhill House:** Once a grand 3 story estate with extensive cellar, this house has fallen to disrepair. A magical aura affects any immature plant or animal that spends time here with the effect of casting a permanent Enlarge spell upon them. Giant insects of all types hunt the area around the house and hidden in the cellar a group of Yuan-ti has created a laboratory where they work to create a perfect slave race.

## DESSARIN VALLEY

**Bargewright Inn:** An important hilltop fortified village that acts as a waypoint for travelers. Twin concentric ring walls protect the village. The Zhentarim control the village and use it as a center of operations for their activities in the region.

**Feathergale Spire:** A tall stone tower standing on a bluff overlooking the hills. It's controlled by the Cult of the Howling Hatred. The cult hides its identity by calling itself the Feathergale Society, an elite hippogriff flying club.

**Goldenfields:** A huge walled temple-farm of 5000 residents is dedicated to the goddess of agriculture. This village acts as the regional stronghold of the Emerald Enclave. Vast cellars and grain towers hold foodstuff that is shipped to the markets of Waterdeep, Secomber and Yartar.

**Grudd Haug:** Steading of the Hillgiant chief Guh.

**Halls of the Hunting Axe:** A ruined Dwarven fortress now occupied by Dopplegangers and Leucrotta. Only the foundations of the walls remain. It's rumored that the royal tomb of Torhild lies undisturbed beneath the ruins.







riddled with caves used by Dwarven and mixed-race adventurers.

Womford: This tiny village has a dock where barges load grain for the transport to trading ports. Womford houses an evil water cult and river pirates and ruffians have taken over the majority of the town. Womforders stay in at night fearing an attack from the "Womford Bat".

#### DELIMBIYR VALE

Black Helm Tower: A fort located on a low hill. It's the residence of the Black Vizor of the Lord's Alliance.

Bloodgate Keep: Once a fortress of the Red Wizards of Thay, the keep is currently used by all manner of humanoids.

Crypt of the Deepening Moon: Said to be the un plundered royal vaults of the Ardeep kingdom. They are said to hold many elven artifacts but have been kept safe by a trio of undead elven Baelnorn and a legion of Green Warders.

Daggerford: A sturdy keep atop a low hill surrounded by a walled town supporting a population of around twelve hundred. Led by merchant guild and has a popular Traders' Bank.

Dancing Dell: A bowl-shaped valley containing the sacred Ladystone of Eilistraee. Legend is that Eilistraee manifests here.

Delimbiyran: Once known as the capital of the "Kingdom of Man", Delimbiyran was destroyed in 714 DR when uncontrolled magical energies devastated the city and surrounding region.

Dungeon of the Shield: When the Castle Harpshield was abandoned in 942 DR, monsters of various kinds began using it as a lair.

Firehammer Hold: Also known as Torstultok or the Hall of Grand Huts to the Dwarves. This is a temple-fortress was originally dedicated to the Goddess Haela Brightaxe. Many years ago, the Redwizards aided the Nalifarn clan of duergar in taking over the hold. Its forges and elemental

creatures are now used to manufacture armaments for Thayan forces.

Floshin Estate: Once known as Elofindar's Estate, an elven manor house standing in a lightly wooded area. The Red Wizards have taken over this estate and are using it to transfer elemental creatures from their base in Bloodgate Keep.

Glen of Aloevan: A sylvan glen holding a mystical pool. Within the pool is a portal to a pocket plane trapping the mad moon elf queen Aloevan. She is served by seven clerics of Sehanine. Access to the pocket plane is only available during solar eclipses.

Julkoun: A rural village of wood and straw. The main attractions of this town are the old mill and a shrine to Chauntea. Weavers here craft fine sturdy cloth for sale abroad.

Moon Tower of Elembarr: An ethereal spire that only appears on nights of the full moon. It's home to an ancient elven enclave of lore-keepers.

Mt. Illefarn: Centuries ago, the center of an ancient elven kingdom then honeycombed with dwarven mines and quarries.

Nandar Lodge: a cellar pit, a few stones, and a natural spring are all that are left of the hunting lodge built by the Waterdeep noble house Nandar. The lodge was destroyed in 1226 DR by moon elves after a long conflict with House Nandar.

Nightstone: A well-protected mott and baily in the middle of a small river. The small village serves as a farming hub.

Phylund Lodge: House Phylund of Waterdeep used this lodge to host extravagant hunts within Ardeep forest. As House Phylund's fortunes waned, they abandoned the lodge and it's been used by bandits and humanoids since.

Roaring Dragon House: A stone gambling house catering to rowdy and adventurous types. The entrance is fashioned into the face of a gape-mouthed dragon. Prices for drinks are always high and the inn next door is less than safe. Gambling games of all types are available including beast fights, dueling, knife throwing, and dice. Cheaters



are usually quickly spotted by the established gamblers.

**Ruins of Harpshield Castle:** Only a stone tower and the castle's foundation walls remain of this fortress. During winter months, human nomads make a rough village here to shelter from the rough weather. During other times, the site is used by nomads, bandits, and monsters.

**Secomber:** Built over the human city of Hastarl; which was destroyed in 342 DR, Secomber is now a small town of dwarven stonecutters and local guides who lead expeditions into the High Moors.

**Talmost Keep:** Once the royal seat of House Talmost, it now lies in ruins. It's haunted by ghosts of victims of a past Drow invasion and periodically belches forth hordes of fiendish spiders. Scholars suspect there is a portal within the ruins leading to Underdark.

**The Crumbling Stair:** A grand sweeping staircase rising out of the overgrown ruins of an ancient wizard school. The stair is held up by enchantments. The battle that destroyed the school left a wild magic stain on the area and any spells cast in the vicinity of the stairs will trigger a wild magic surge.

**The House of Stone:** A sprawling stone estate containing hundreds of rooms, halls, and temples. Uninhabited for hundreds of years, it has fallen into severe disrepair. The estate was built in cooperation between elves and dwarves and contains many bizarre traps of both mechanical and magical nature. At the center of the house, there is a silver metallic forest.

**The Laughing Hollow:** An ancient dwarven quarry. It holds entrances to the dwarf hold beneath Mount Illefarn. Perpetual twilight holds over the forested area 1 mile around the Hollow. An elven druid has claimed this area and drives off any who invade his realm.

**Uluvin:** Once a thriving human village of over 600, Uluvin was destroyed by the dragon known as The Dark Lady in 1373 DR. A few farming families have since returned to Uluvin but it is a tiny hamlet now compared to its prime.

**Zundbridge:** Ten miles Southeast of Waterdeep sits the castle Zundbridge. It overlooks a massive stone bridge used by caravans coming or going to Waterdeep. The castle hosts griffin riders and inspects all caravans headed North.

## THE SOUTH

**Cromm's Hold:** A squat stone keep surrounded by a wall. The hold is led by an Illuskan noble and her eighteen veteran guards. She has secretly imprisoned the Duchess of Daggerford in the cellar.

**Gillian's Hill:** A hamlet stop on the Trade Way road. There is an ancient tomb beneath the village that was formerly held by Illithids but was cleared and sealed long ago.

**Krandon Manor:** Built by humans from Daggerford trying to expand into the Lizard Marsh, this stone house has long since been abandoned and is now used by bandits and humanoids such as the Clotskull Orc tribe.

**Liam's Hold:** A small village of around 50 humans on the Eastern side of the Trade Way road. The village is placed on the top of a rocky tor and a crumbling tower overlooks the road and farms nearby. An armored wraith protects the tower and the wizard Sunder Halyndliam is buried in a spell guarded crypt beneath.





Lizard Marsh: The Delimbiyr river dissolves into this marsh and creates an area known for its bloodthirsty insects and dangerous amphibians.

Tavaray: A human settlement at the mouth of the River Delimbiyr river. It was abandoned in 302 DR and is barely discernable now.

## WATERDEEP MONSTERS AND NPCs

**CITY WATCH:** These are the normal beat-cops of Waterdeep. They usually travel in pairs and are accustomed to dealing with boisterous adventurers.

### CITY WATCH

*Human, Neutral*

**Armor Class** 16 (Chainmail)  
**Hit Points** 24(3d10 + 9)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

**Condition Immunities** None  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 1 (200 XP)

**Second Wind.** Once as a bonus action on their turn they can regain 1d10+2 hp.

**Action Surge.** Once they can take one additional action on top of their regular action

### Actions

**Club.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d4 + 5)

**CITY WATCH LIEUTENANT:** Quick to call in backup when needed, these grizzled veterans are quick to identify troublemakers in their district.

### CITY WATCH LIEUTENANT

*Human, Neutral*

**Armor Class** 16 (Chainmail)  
**Hit Points** 72(8d10 + 32)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	12 (+1)	12 (+1)	13 (+1)

**Skills** Acrobatics +4, Athletics +7, Insight +4, Perception +4  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 3 ( 700 XP)

**Second Wind.** Once as a bonus action on his turn he can regain 1d10+6 hp.

**Action Surge.** Once they can take one additional action on top of their regular action

**Rally Cry.** When he uses second wind, 3 creatures of his choice gain 6 hp.

### Actions

**Multiattack.** The Lieutenant makes 2 melee attacks per action.

**Club.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 7 (1d4 + 5)

**Ring of Spell Storing.** 2 Slots: Disarm, Trembling Horn



**CITY WATCH CASTER:** Usually attached to larger groups of the Watch, these casters are particularly careful to remain out of melee engagements.

### CITY WATCH CASTER

Human, Neutral

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**Armor Class** 16 (Mage Armor)  
**Hit Points** 32(3d10 + 9)  
**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	18 (+4)	9 (-1)	9 (-1)

---

**Skills** Arcana +1, Athletics +1, Insight +1, Investigation +6  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 1 (200 XP)

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**Portent.** Once per long rest can replace any attack roll, saving throw, or ability check made by them or any creature they can see with either a 5 or a 15. This works as per the Wizard's School of Divination in the PHB.

**Spells Int DC15 Spell Att Mod +7.**

**Spell Slots.** 1st (4) Trembling Horn, Disarm 2nd (2) See invisibility, Net

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**Actions**

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 3)

**CITY WATCH XBOW MEN:** These trained bowmen will focus their fire based on their lieutenant's commands.

### CITY WATCH XBOW MEN

Human

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**Armor Class** 16 (Chainmail)  
**Hit Points** 24(3d10 + 9)  
**Speed** 30ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	11 (+0)	11 (+0)

---

**Skills** Acrobatics +5, Athletics +4, Perception +2  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 1 (200 XP)

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**Second Wind.** Once as a bonus action on their turn they can regain 1d10+2 hp.

**Action Surge.** Once they can take one additional action on top of their regular action

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**Actions**

**Heavy Crossbow.** *Ranged Attack:* +5 to hit, rng 100/400ft., one target. *Hit* 7 (1d10 + 3). Creatures taking damage from attack must make a DC10 Constitution saving throw or be Poisoned.



**FIGHTER TIER 1:** The vast majority of adventurers within Waterdeep are fledgling fighters. Eager to prove themselves, they are likely to jump into any fight they come across.

**FIGHTER TIER 1**

*Humanoid, Neutral*

**Armor Class** 16  
**Hit Points** 40 (4d10 + 20)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +3, Survival +3, Athletics +6, Initiative +1  
**Senses** passive Perception 13  
**Languages** Common  
**Challenge** 1 (200 XP)

**Action Surge** Once per day, fighter takes one additional action on its turn.  
**Improved Critical** Fighter scores a critical on a roll of 19 or 20  
**Longsword** Simple Melee Attack: +6 to hit, reach 5ft. one creature. Hit: 6 (1d6 + 4) slashing damage.  
**Handaxe** Simple Melee Attack: +6 to hit, range 30/60ft. one creature. Hit: 6 (1d6+4) slashing damage.

**FIGHTER TIER 2:** More experienced fighters that are more cautious about picking a fight.

**FIGHTER TIER 2**

*Humanoid, Neutral*

**Armor Class** 14  
**Hit Points** 104 (10d10 + 54)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +5, Survival +5, Athletics +9, Initiative +3  
**Senses** passive Perception 15  
**Languages** Common  
**Challenge** 3 (700 XP)

**Action Surge** Once per day, fighter takes one additional action on its turn.  
**Indomitable** Once per day, may reroll a failed saving throw.  
**Improved Critical** Fighter scores a critical on a roll of 19 or 20  
**Multiattack** Fighter makes 2 attacks.  
**Longsword** Simple Melee Attack: +9 to hit, range 5ft. one creature. Hit: 7 (1d8 + 5) slashing damage.  
**Shortbow** Simple Ranged Attack: +5 to hit, range 80/320ft. one creature. Hit: 5 (1d6+1) piercing damage.



**FIGHTER TIER 3** Some of the best swordsmen in the city. These veterans usually wield a magical weapon.

**FIGHTER TIER 3**

*Humanoid, Neutral*

**Armor Class** 15  
**Hit Points** 169 (15d10 + 94)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +6, Survival +6, Athletics +10, Initiative +5  
**Senses** passive Perception 16  
**Languages** Common  
**Challenge** 5 (1800 XP)

- Action Surge** Once per day, fighter takes one additional action on its turn.
- Indomitable** Twice per day, may reroll a failed saving throw.
- Improved Critical** Fighter scores a critical on a roll of 18 or 20
- Multiattack** Fighter makes 3 attacks.
- Longsword** Simple Melee Attack: +10 to hit, reach 5ft. one creature. Hit: 7 (1d8 + 5) slashing damage.
- Shortbow** Simple Ranged Attack: +7 to hit, range 80/320ft. one creature. Hit: 6 (1d6+2) piercing damage.

**FIGHTER TIER 4**

**FIGHTER TIER 4**

*Humanoid, Neutral*

**Armor Class** 16  
**Hit Points** 224 (20d10 + 124)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	11 (+0)	12 (+1)	10 (+0)

**Skills** Perception +7, Survival +7, Athletics +11, Initiative +5  
**Senses** passive Perception 16  
**Languages** Common  
**Challenge** 16 (15,000 XP)

- Action Surge** Once per day, fighter takes one additional action on its turn.
- Indomitable** Twice per day, may reroll a failed saving throw.
- Improved Critical** Fighter scores a critical on a roll of 18 or 20
- Multiattack** Fighter makes 3 attacks.
- Great Club** Simple Melee Attack: +11 to hit, one creature. Hit: 7 (1d8 + 5) bludgeoning damage.
- Shortbow** Simple Ranged Attack: +8 to hit, range 80/320ft. one creature. Hit: 6 (1d6+5) piercing damage.



**GRYPHON RIDER** The riders of Waterdeep are legendary. The Blackfire lances they wield are enough to keep most flying threats away from the city.

### GRYPHON RIDER

Human

**Armor Class** 18 (Chainmail and Shield)  
**Hit Points** 39(5d10 + 14)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	12 (+1)	10 (+0)	8 (-1)

**Condition Immunities** None  
**Senses** passive Perception 13  
**Languages** Common  
**Challenge** 2 (450 XP)

**Second Wind.** Once as a bonus action on their turn they can regain 1d10+2 hp.

**Action Surge.** Once per turn they can take one additional action on top of their regular action

**Mounted Combatant.** Gains advantage on Melee attacks against unmounted creatures smaller than his mount. Can force an attack targeted at his mount to target him instead.

**Lance of Burning Blackfire** 9 charges, can use action to expend 1 or more charges. 1 charge provides 1 spell level. 1st- Fog Cloud, 2nd- Melf's Acid Arrow, Flame Blade, 4th- Ice Storm, 5th- Flamestrike, 9th- Storm of Vengeance

**Boots of featherfall** as per spell.

#### Actions

**Multiattack.** The Rider makes 2 melee attacks per action.

**Lance of Burning Blackfire.** *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit* 13 (1d12 + 6) piercing + 6 (1d10) Acid

**Scimitar.** *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 4) piercing + 6 (1d10) Acid

### GRYPHON MOUNT

Large Monstrosity

**Armor Class** 14 (Leather)  
**Hit Points** 90 (7d10 + 55)  
**Speed** 30ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	4 (-3)	13 (+1)	8 (-1)

**Condition Immunities** None  
**Senses** Darkvision 60', Passive Perception 15  
**Languages** Common  
**Challenge** 2 (450 XP)

**Keen Sight.** The griffon has advantage on Perception checks that rely on sight.

**Practiced Dodge.** As a bonus action, the griffon can use the Dodge action. The rider of the griffon gains the benefits of this action as well.

#### Actions

**Multiattack.** The griffon makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 8 (1d8 + 4) piercing

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 11 (2d6 + 4) slashing



## WATCH RESPONDER CASTER

### WATCH RESPONDER CASTER

Human

**Armor Class** 16 (Mage Armor)

**Hit Points** 56 (5d6 + 26)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	18 (+4)	9 (-1)	9 (-1)

**Skills** Arcana +1, Acrobatics +3, Insight +2, Investigation +7

**Damage Resistances** Fire

**Senses** passive Perception 10

**Languages** Common

**Challenge** 3 (700 XP)

**Portent.** Once per long rest can replace any attack roll, saving throw, or ability check made by them or any creature they can see with either a 5 or a 15. This works as per the Wizard's School of Divination in the PHB.

**Spells** *Int DC15 Spell Att Mod +7.*

**Spell Slots.** 1st (4) Sleep, Detect Magic 2nd (2) See invisibility, Detect Thoughts, Ray of Enfeeblement 3rd (2) Dispel Magic, Slow 4th (1) Black Tentacles

#### Actions

**Club.** *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit* 6 (1d4 + 3)

## WATCH RESPONDER ENFORCER

### WATCH RESPONDER ENFORCER

Human

**Armor Class** 23 (Full Plate & Shield)

**Hit Points** 105 (7d10 + 35)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	12 (+1)	12 (+1)	10 (+0)

**Saves** Dexterity +3

**Skills** Acrobatics +6, Athletics +7, Investigation +4, Perception +4, Stealth +5

**Senses** passive Perception 14

**Languages** Common

**Challenge** 5 (1800 XP)

**Second Wind.** Once as a bonus action on his turn he can regain 1d10+7 hp.

**Action Surge.** Once they can take one additional action on top of their regular action

**Improved Critical.** The Enforcer scores a critical melee strike on a natural 19 or 20.

**Dex Save for no damage.** If a Dex save allows Enforcer to take 1/2 damage, he can use his reaction to take no damage on a successful save.

#### Actions

**Multiattack.** The Enforcer makes 2 melee attacks per action.

**Mace.** *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit* 8 (1d6 + 5)



## WATCHFUL ORDER OF MAGISTS & PROTECTORS

Members of the Order earn wages from the city acting in support of the Watch. Their spells will change based on the role they are serving (Justice, Firefighter, Spellguard).

### WATCHFUL ORDER OF MAGISTS & PROTECTORS

#### TIER 1

*Humanoid, Neutral*

Armor Class 12  
Hit Points 30 (4d6 + 12)  
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Skills Stealth +2, Arcana +6, Initiative +2  
Senses passive Perception 10  
Languages Common  
Challenge 1 (200 XP)

**Spellcasting.** The Wizard's spell casting ability is Intelligence (spell save DC 14).

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap

1st Lvl (4 Slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd Lvl (3 Slots): Hold Person, Scorching Ray, Web

**Sculpt Spells** When casting an evocation spell, the Wizard can choose a number of creatures equal to 1 + the spells level and they automatically succeed on their saving throws and take no damage if they would normally take half damage on a successful save.

**Attack Spell** Spell +6 to hit.

**Staff** Simple Melee Attack: +1 to hit, one creature.  
Hit: 3 (1d6+1) piercing damage.

### WATCHFUL ORDER OF MAGISTS & PROTECTORS

#### TIER 2

*Humanoid, Neutral*

Armor Class 15  
Hit Points 72 (10d6 + 42)  
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	16 (+3)	20 (+5)	10 (+0)	10 (+0)

Skills Stealth +2, Arcana +9, Initiative +2  
Senses passive Perception 10  
Languages Common  
Challenge 3 (700 XP)

**Spellcasting.** The Wizard's spell casting ability is Intelligence (spell save DC 16).

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap

1st Lvl (4 Slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd Lvl (3 Slots): Hold Person, Scorching Ray, Web

3rd Lvl (3 Slots): Counterspell, Dispel Magic, Lightning Bolt

4th Lvl (3 Slots): Evard's Black Tentacles, Polymorph, Stoneskin

5th Lvl (2 Slots): Wall of Force, Cloudkill

**Sculpt Spells** When casting an evocation spell, the Wizard can choose a number of creatures equal to 1 + the spells level and they automatically succeed on their saving throws and take no damage if they would normally take half damage on a successful save.

**Attack Spell** Spell +9 to hit.

**Staff** Simple Melee Attack: +3 to hit, one creature.  
Hit: 3 (1d6+1) piercing damage.



## WATCHFUL ORDER OF MAGISTS & PROTECTORS TIER 3

*Humanoid, Neutral*

**Armor Class** 15  
**Hit Points** 122 (15d6 + 77)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	18 (+4)	20 (+5)	10 (+0)	10 (+0)

**Skills** Stealth +2, Arcana +10, Initiative +2  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 5 (1800 XP)

**Spellcasting.** The Wizard's spell casting ability is Intelligence (spell save DC 18).

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap

1st Lvl (4 Slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd Lvl (3 Slots): Hold Person, Scorching Ray, Web

3rd Lvl (3 Slots): Counterspell, Dispel Magic, Lightning Bolt

4th Lvl (3 Slots): Evard's Black Tentacles, Polymorph, Stoneskin

5th Lvl (2 Slots): Wall of Force, Cloudkill

6th Lvl (1 Slot): Chain Lightning

7th Lvl (1 Slot): Delayed Blast Fireball

8th Lvl (1 Slot): Power Word Stun

**Sculpt Spells** When casting an evocation spell, the Wizard can choose a number of creatures equal to 1 + the spells level and they automatically succeed on their saving throws and take no damage if they would normally take half damage on a successful save.

**Overchannel** When casting spells of 5th level or lower, the spell deals maximum damage. The first time this is done there is no adverse effect. Subsequent uses cause the Wizard 2d12 necrotic damage for each level of the spell.

**Attack Spell** Spell +10 to hit.

**Staff** Simple Melee Attack: +3 to hit, one creature. Hit: 3 (1d6-1) piercing damage.

## WATCHFUL ORDER OF MAGISTS & PROTECTORS TIER 4

*Humanoid, Neutral*

**Armor Class** 15  
**Hit Points** 182 (20d6 + 122)  
**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	18 (+4)	20 (+5)	12 (+1)	10 (+0)

**Skills** Stealth +2, Arcana +11, Initiative +2  
**Senses** passive Perception 10  
**Languages** Common  
**Challenge** 16 (15,000 XP)

**Spellcasting.** The Wizard's spell casting ability is Intelligence (spell save DC 19).

Cantrips: Mage Hand, Poison Spray, Ray of Frost, Thunderclap

1st Lvl (4 Slots): Burning Hands, Charm Person, Mage Armor, Magic Missile

2nd Lvl (3 Slots): Hold Person, Scorching Ray, Web

3rd Lvl (3 Slots): Counterspell, Dispel Magic, Lightning Bolt

4th Lvl (3 Slots): Evard's Black Tentacles, Polymorph, Stoneskin

5th Lvl (2 Slots): Wall of Force, Cloudkill

6th Lvl (1 Slot): Chain Lightning, Disintegrate

7th Lvl (1 Slot): Delayed Blast Fireball, Forcecage

8th Lvl (1 Slot): Power Word Stun

9th Lvl (1 Slot): Meteor Swarm

**Sculpt Spells** When casting an evocation spell, the Wizard can choose a number of creatures equal to 1 + the spells level and they automatically succeed on their saving throws and take no damage if they would normally take half damage on a successful save.

**Overchannel** When casting spells of 5th level or lower, the spell deals maximum damage. The first time this is done there is no adverse effect. Subsequent uses cause the Wizard 2d12 necrotic damage for each level of the spell.

**Attack Spell** Spell +11 to hit.

**Staff** Simple Melee Attack: +3 to hit, one creature. Hit: 3 (1d6-1) piercing damage.



## APPENDIX A – CITY LIFE ENCOUNTERS

d100	Encounter
1-3	A chamber pot full of excrement is emptied near or on the party.
4-6	A masked noble is carried past in a sedan chair. He is escorted by 4d12 guards.
7-9	Masterfully performed music/singing comes drifting out of a nearby building.
10-12	1d4 beggars approach asking for alms.
13-14	1d8 private guards standing blocking a doorway.
15-16	An older knight being mobbed by adoring children passes by.
17-19	1d12 Emaciated come begging for food.
20-21	A well fed and clean beggar calls out asking for coin.
22-23	A crier is up on a soapbox yelling out livestock prices for sale.
24	A religious zealot calls out to the party and tries to convert them.
25-27	A group of 1d12 children begin to follow and pester the party.
28	A young man approaches the party and asks to join them. He's a 1d4-1 level fighter.
29	A sad looking bard asks rhetorical (i.e. meaning of life) questions of a PC.
30-31	The highest Passive Perception character sees a young noble being trailed by a pickpocket.
32-33	A middle-aged man stands bent over with his hands and head in wooden stocks.
34-35	A chatty bard walks alongside the party asking questions about their past.
36-38	A person lays passed out against a wall. Someone has chalked a glyph on their forehead. He may be drunk or poisoned...
39-41	A street vendor (food, drink, trinkets, etc.) calls out to the party to look at his merchandise.
42-44	2 groups of men (1d4 each) are in a drunken fist fight.
45	You see a group of men jeering at destitute religious pilgrims.
46-47	A criminal stands bound within a gibbet (cage) chained 10 ft above the ground.
48-49	A group of street performers are putting on a show. Their Performance is 1d20+1d4
50-51	1d4 religious fanatics rant gibberish and point at the party.
52-53	A criminal is marched pass with 2d4 guards.
54-56	A party of 1d8 well-armed adventurers passes by.
57-58	Two men run towards the party; it appears one is chasing the other.
59-60	1d6 young urchins approach with some minor scam (i.e. pickpocket, sob story about mom needing to be bought out of debtors prison)
61	The street suddenly empties, all the people stepping into houses/shops or turning onto other streets. It's eerily quiet.
62-64	You pass an open-air shop with a customer screaming at a shopkeeper accusing him of cheating them.
65-67	City Guard stops and asks the party what their business is in this district.
68-70	A random stranger bumps a character's backpack/pouch with their hand. Nothing is taken.
71	The party is blocked for 1d4 minutes by a parade in honor of a saint or hero.
72-73	You pass a group of 3d4 foreigners arguing in their own language
74-75	You witness a minor crime by a young man (vandalism, produce theft, etc.)
76	A street preacher accosts the party accusing them of trying to raise a cult.
77	You witness a major crime by a young man (assassination, arson, etc.)
78	The party is blocked by two large religious processions (1d20 people each) that have met and are demanding the other yield the street.
79-80	1d8 city watch begins following the party. They follow at a discrete distance until either the party reaches their destination or leave the district.
81-82	A person lays passed out near the side of the street. He has a significant wound but not in danger of dying.
83-84	A loud feral cat begins trailing one of the characters. If someone tries to interact with it and doesn't pass an Animal Handling check of DC15, it will attack.
85	A man stepping out of tavern mistakenly thinks he recognized a party member from working a caravan or guard detail.
86-87	A man steps out of a tavern obviously drunk and begins loudly insulting a party member.
88-89	A child or elderly person is being chased by 1d6 thugs. The thugs will say they are owed money.
90-91	A sly thief approaches the party asking if they want to buy 1d4 healing potions (50gp each). He will try to pickpocket a coin pouch or gems. His Sleight of hand is +5.
92-93	A large pack of rats crosses the street. Treat as 1d4 Swarm of Rats. They are not hostile unless provoked.
94-95	A stray dog begins to follow the party. If fed he will bond with one of the characters.
96-97	Two men are engaged in a fist fight, neither of them has any martial skill.
98	A group of masked adventurers attempts to mug you. The DM must assess if this encounter is appropriate for the time of day and place. See Waterdeep Monsters and NPCs for Adventure group.
99	A rowdy group of 2d4 barbarians begin hurling insults at the party. They refrain from using weapons and mock anyone who draws a weapon or spell against them.
100	You pass a not-well-hidden body of an adventurer (random NPC) who has been murdered.



## APPENDIX B – MARKET PRICES

### MAGIC ITEM COSTS

Name – Armor & Weapons	Type		Cost
Armor of Resistance	Armor	Blackmarket	8000
Armor, +1	Armor	Blackmarket	8000
Arrow-catching Shield	Armor	Blackmarket	8000
Elven Chain	Armor	Blackmarket	6000
Glamoured Studded Leather	Armor	Blackmarket	3000
Mariner's Armor	Armor	Blackmarket	2000
Mithral Armor	Armor	Blackmarket	1500
Sentinel Shield	Armor	Blackmarket	6000
Shield of Missile Attraction	Armor	Blackmarket	8000
Shield, +1	Armor	Blackmarket	5000
Ammunition, +1	Weapon	Blackmarket	500
Giant Slayer	Weapon	Blackmarket	9000
Javelin of Lightning	Weapon	Blackmarket	2000
Trident of Fish Command	Weapon	Blackmarket	1500
Weapon, +1	Weapon	Blackmarket	6000

Name – Potions & Scrolls	Type		Cost
Elixir of Health	Potion		1000
Oil of Etherealness	Potion	Blackmarket	1000
Oil of Slipperiness	Potion		500
Philter of Love	Potion		200
Potion of Animal Friendship	Potion		200
Potion of Clairvoyance	Potion	Blackmarket	1000
Potion of Climbing	Potion		50
Potion of Diminution	Potion	Blackmarket	1000
Potion of Fire Breath	Potion		200
Potion of Fire Giant Strength	Potion	Blackmarket	1000
Potion of Frost Giant Strength	Potion	Blackmarket	500
Potion of Gaseous Form	Potion		1000
Potion of Greater Healing	Potion		200
Potion of Growth	Potion		1000
Potion of Healing	Potion		50
Potion of Hill Giant Strength	Potion	Blackmarket	200
Potion of Invulnerability	Potion	Blackmarket	1000
Potion of Mind Reading	Potion		1000
Potion of Poison	Potion		200
Potion of Resistance	Potion	Blackmarket	1000
Potion of Stone Giant Strength	Potion	Blackmarket	500
Potion of Superior Healing	Potion		500
Potion of Water Breathing	Potion		200
Scroll of Protection	Scroll		700
Spell Scroll, 1st Level	Scroll		100
Spell Scroll, 2nd Level	Scroll		150
Spell Scroll, 3rd Level	Scroll		250
Spell Scroll, 4th Level	Scroll		400
Spell Scroll, 5th Level	Scroll		700
Spell Scroll, 6th Level	Scroll	Blackmarket	1300



Spell Scroll, 7th Level	Scroll	Blackmarket	2600
Spell Scroll, 8th Level	Scroll	Blackmarket	5200
Spell Scroll, 9th Level	Scroll	Blackmarket	10000
Spell Scroll, Cantrip	Scroll		50

<b>Name – Rods, Staffs, Wands</b>	<b>Type</b>		<b>Cost</b>
Immovable Rod	Rod		10000
Rod of Rulership	Rod		16000
Rod of the Pact Keeper, +2	Rod	Blackmarket	16000
Tentacle Rod	Rod	Blackmarket	12000
Staff of Charming	Staff		12000
Staff of Healing	Staff		12000
Staff of Swarming Insects	Staff		16000
Staff of the Adder	Staff		2000
Staff of the Python	Staff		2000
Staff of the Woodlands	Staff		12000
Staff of Withering	Staff	Blackmarket	16000
Wand of Binding	Wand	Blackmarket	8000
Wand of Enemy Detection	Wand	Blackmarket	8000
Wand of Fear	Wand	Blackmarket	8000
Wand of Fireballs	Wand	Blackmarket	10000
Wand of Lightning Bolts	Wand	Blackmarket	10000
Wand of Magic Detection	Wand		2000
Wand of Paralysis	Wand	Blackmarket	8000
Wand of Secrets	Wand		2000
Wand of the War Mage	Wand	Blackmarket	2000
Wand of Wonder	Wand		5000

<b>Name - Rings</b>	<b>Type</b>		<b>Cost</b>
Ring of Animal Influence	Ring		10000
Ring of Evasion	Ring	Blackmarket	20000
Ring of Feather Falling	Ring		5000
Ring of Free Action	Ring	Blackmarket	20000
Ring of Jumping	Ring		10000
Ring of Mind Shielding	Ring		10000
Ring of Protection	Ring	Blackmarket	20000
Ring of Resistance	Ring		20000
Ring of Spell Storing	Ring		10000
Ring of Swimming	Ring		2000
Ring of the Ram	Ring		20000
Ring of Warmth	Ring		2000
Ring of Water Walking	Ring		10000
Ring of X-ray Vision	Ring		20000

<b>Name – Wondrous Items</b>	<b>Type</b>		<b>Cost</b>
Alchemy Jug	Wondrous Item		200
Amulet of Health	Wondrous Item		10000
Amulet of Proof Against Detection and Location	Wondrous Item	Blackmarket	20000
Bag of Holding (500 lbs)	Wondrous Item		30000



Belt of Dwarvenkind	Wondrous Item		15000
Boots of Elvenkind	Wondrous Item		3000
Boots of Levitation	Wondrous Item		5000
Boots of Speed	Wondrous Item	Blackmarket	5000
Boots of the Winterlands	Wondrous Item		12000
Bowl of Commanding Water Elementals	Wondrous Item		10000
Brazier of Commanding Fire Elementals	Wondrous Item		15000
Broom of Flying	Wondrous Item	Blackmarket	10000
Cap of Water Breathing	Wondrous Item		1000
Cape of the Mountebank	Wondrous Item		10000
Censer of Controlling Air Elementals	Wondrous Item		15000
Chime of Opening	Wondrous Item		15000
Circlet of Blasting	Wondrous Item	Blackmarket	10000
Cloak of Elvenkind	Wondrous Item	Blackmarket	6000
Cloak of the Bat	Wondrous Item		15000
Cloak of the Manta Ray	Wondrous Item		6000
Daern's Instant Fortress	Wondrous Item		15000
Decanter of Endless Water	Wondrous Item		5000
Deck of Illusions	Wondrous Item		7000
Dimensional Shackles	Wondrous Item		5000
Driftglobe	Wondrous Item		1000
Dust of Disappearance	Wondrous Item		500
Dust of Dryness	Wondrous Item		200
Dust of Sneezing and Choking	Wondrous Item	Blackmarket	1000
Elemental Gem	Wondrous Item	Blackmarket	1000
Eversmoking Bottle	Wondrous Item		2000
Eyes of Charming	Wondrous Item		5000
Eyes of Minute Seeing	Wondrous Item		3000
Eyes of the Eagle	Wondrous Item		3000
Figurine of Wondrous Power, Bronze Griffon	Wondrous Item		10000
Figurine of Wondrous Power, Ebony Fly	Wondrous Item		10000
Figurine of Wondrous Power, Golden Lions	Wondrous Item		10000
Figurine of Wondrous Power, Ivory Goats	Wondrous Item		10000
Figurine of Wondrous Power, Marble Elephant	Wondrous Item		10000
Figurine of Wondrous Power, Onyx Dog	Wondrous Item		10000
Figurine of Wondrous Power, Serpentine Owl	Wondrous Item		10000
Figurine of Wondrous Power, Silver Raven	Wondrous Item		10000
Folding Boat	Wondrous Item		5000
Gem of Brightness	Wondrous Item		2000
Gem of Seeing	Wondrous Item		15000
Gloves of Swimming and Climbing	Wondrous Item		5000
Gloves of Thievery	Wondrous Item	Blackmarket	6000
Goggles of Night	Wondrous Item		2000
Hat of Disguise	Wondrous Item	Blackmarket	6000
Headband of Intellect	Wondrous Item		10000
Helm of Comprehending Languages	Wondrous Item		5000
Helm of Telepathy	Wondrous Item		15000
Heward's Handy Haversack	Wondrous Item		5000
Instrument of the Bards, Doss Lute	Wondrous Item		5000
Instrument of the Bards, Fochlucan Bandore	Wondrous Item		5000
Instrument of the Bards, Mac-Fuirmidh Cittern	Wondrous Item		5000
Ioun Stone, Awareness	Wondrous Item		15000



Ioun Stone, Protection	Wondrous Item	Blackmarket	2000
Ioun Stone, Reserve	Wondrous Item		7000
Ioun Stone, Sustenance	Wondrous Item		10000
Keoghtom's Ointment	Wondrous Item		200
Lantern of Revealing	Wondrous Item		6000
Medallion of Thoughts	Wondrous Item		4000
Necklace of Adaptation	Wondrous Item		10000
Pearl of Power	Wondrous Item	Blackmarket	10000
Periapt of Health	Wondrous Item		5000
Periapt of Proof Against Poison	Wondrous Item		10000
Periapt of Wound Closure	Wondrous Item		10000
Pipes of Haunting	Wondrous Item		10000
Pipes of the Sewers	Wondrous Item		10000
Quaal's Feather Token	Wondrous Item		10000
Robe of Eyes	Wondrous Item		30000
Robe of Useful Items	Wondrous Item		10000
Rope of Climbing	Wondrous Item		5000
Rope of Entanglement	Wondrous Item		10000
Sending Stones	Wondrous Item		2000
Slippers of Spider Climbing	Wondrous Item		5000
Stone of Controlling Earth Elementals	Wondrous Item		15000
Stone of Good Luck	Wondrous Item	Blackmarket	10000
Wind Fan	Wondrous Item		10000
Winged Boots	Wondrous Item	Blackmarket	10000
Wings of Flying	Wondrous Item	Blackmarket	15000





**MOUNTS AND BEASTS** These beasts are all trained to stay on a leash but not much more beyond that. The listed “Handling Req” indicates the Animal handling DC required to maintain control of the animal if they get spooked or something triggers its prey drive. A failure means the animal has some level of fight-or-flight response to whatever spooked it.

Mount	Handling Req	Cost	Mount	Handling Req	Cost
Ape	17	500	Giant Weasel	15	1000
Baboon	15	100	Goat	12	10
Black Bear	15	100	Griffon	17	2000
Boar	17	100	Hawk	12	50
Brown Bear	17	1000	Hippogriff	17	5000
Camel	7	50	Hyena	15	100
Cat	12	2	Jackal	15	100
Direwolf	17	2000	Lion	17	1000
Eagle	12	50	Mastiff	12	50
Elephant	15	1000	Mule	5	8
Flying Snake	7	50	Owl	12	10
Giant Badger	17	1000	Panther	17	500
Giant Bat	17	1000	Poisonous Snake	17	100
Giant Boar	17	1000	Pony	5	40
Giant Eagle	17	2000	Riding Horse	7	100
Giant Goat	15	500	Warhorse	15	500
Giant Hyena	17	500	Wolf	15	100
Giant Spider	17	500			

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