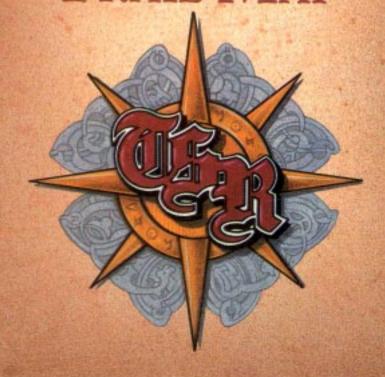


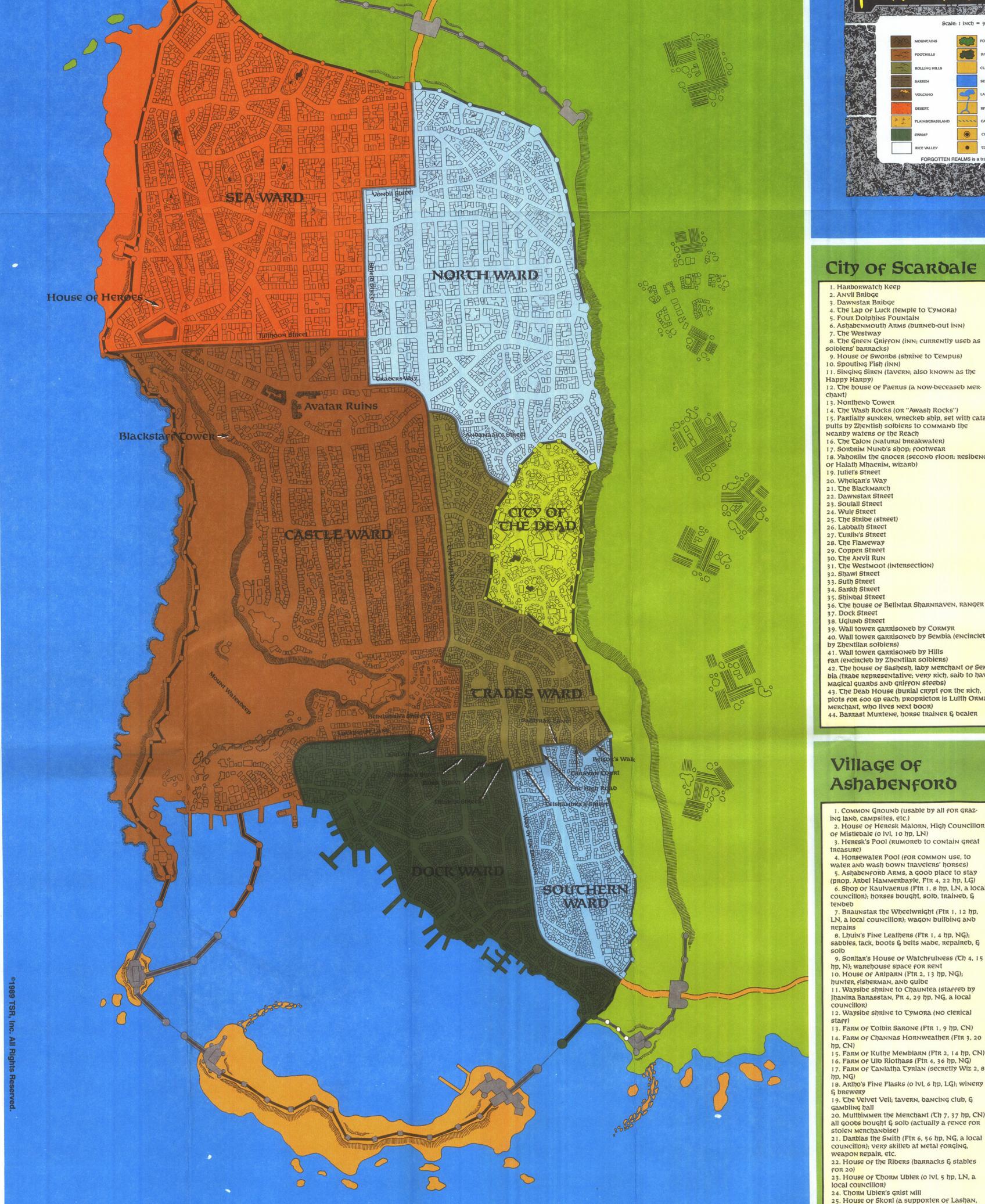
City of Waterdeep



TRAIL MAP







WATERDEEP—CITY OF SPLENDORS

23. Soulall Street 24. Wulf Street 25. The Stribe (street) 26. Labbath Street 27. Turlin's Street 28. Тре Flамеway 29. Copper Street 30. The Anvil Run 31. The Westmoot (intersection) 32. Shawl Street 33. Suth Street 34. Sarkh Street 35. Shindal Street 36. The house of Belintar Sharnraven, ranger 37. Dock Street 38. UGIUND STREET 39. Wall tower garrisoned by Cormyr 40. Wall tower garrisoned by Sembia (encircled by Zhentilar soldiers) 41. Wall tower garrisoned by Hills far (encircled by Zhentilar soldiers) 42. The house of Sashesh, lady merchant of Sembia (trade representative; very rich, said to have



Village of Ashabenford

MERCHANT, WHO lives NEXT DOOR)

44. Barrast Murtene, horse trainer & dealer

1. COMMON GROUND (USABLE by all for GRAZing land, campsites, etc.) 2. House of Heresk Malorn, High Councillor of Mistlebale (o Ivl, 10 hp, LN) 3. Heresk's Pool (rumored to contain great 4. Horsewater Pool (for common use, to water and wash down travelers' horses) 5. Ashabenford Arms, a good place to stay (prop. Ardel Hammerbayle, Ftr 4, 22 hp, LG) 6. Shop of Kaulvaerus (Ftr 1, 8 hp, LN, a local councillor); horses bought, sold, trained, & 7. Braunstar the Wheelwright (Ftr 1, 12 hp, LN, a local councillor); wagon building and s. Lhuin's Fine Leathers (Ftr 1, 4 hp, NG); sabbles, tack, boots & belts made, repaired, & 9. Sorltan's House of Watchfulness (Th 4, 15 hp, N); warehouse space for rent 10. House of Ariparn (Ftr 2, 13 hp, NG); hunter, fisherman, and guide 11. Waysibe shrine to Chauntea (staffed by Jhanira Barasstan, Pr 4, 29 hp, NG, a local councillor) 12. Wayside shrine to Tymora (no clerical 13. Farm of Tolbir Sarone (Ftr 1, 9 hp, CN) 14. Farm of Channas Hornweather (Ftr 3, 20 15. Farm of Kuthe Memblarn (Ftr 2, 14 hp, CN) 16. Farm of Uld Riothass (Ftr 4, 36 hp, NG) 17. Farm of Tanlatha Tyrlan (secretly Wiz 2, 8 18. Arlho's Fine Flasks (o lvl, 6 hp, LG); winery

19. The Velvet Veil; tavern, dancing club, &

20. Multhimmer the Merchant (Th 7, 37 hp, CN);

all goods bought & sold (actually a fence for

21. Darblas the Smith (Ftr 6, 56 hp, NG, a local

councillor); very skilled at metal forging,

22. House of the Riders (barracks & stables

23. House of Thorm Ubler (o lvl, 5 hp, LN, a

25. House of Skorl (a supporter of Lashan,

now fled or killed, the house a burned ruin)

& brewery

gambling hall

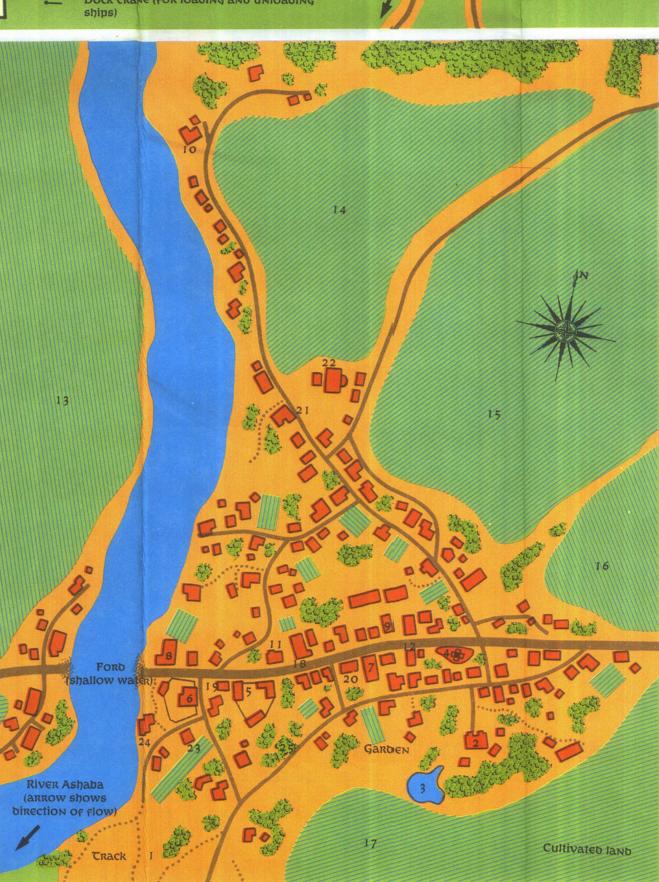
stolen Merchandise)

weapon repair, etc.

local councillor)

A RELEGIOUS AND SECRETARION OF THE PROPERTY OF

24. Thorm Ubler's grist mill





3. The Market; open-air market area, usually very crowded and busy 4. The Temple of Torm, atop the city's highest 5. The Great Bell, also called the Bell of Aylen 21. Tarntassa's Tower, the property of a 16th Attricus, atop the city's second highest hill 6. Fountain of the Mermaid, an old landmark whose origin is lost in antiquity 7. The Lazy Moon Inn (prop. Faress, olvl, 6 hp, als for the army s. Statue of Brandon Battlemaster, bronze private club for citizens who own and run 33. Bowshot Street

cloak streaming out behind him the city, currently an army barracks 10. Gulder's Good Grubb Inn, a cozy place, now taken over by Tantran soldiers 11. The House of Glory, temple to Tempus, recently damaged by accidental fire 12. The Morning Halls, temple to Lathander, normally busy, currently all but deserted currently very busy with preparations for temple to Milil; the largest such building to be 45. Blacklamp Alley (a frequent site of brawls 14. Villas and mansions of the rich and noble by some to be a local contact place for The

ple to Gond, not fully staffed

15. The House of Skilled Hands, Newly built tem- Harpers

MERCENARIES 20. Barracks, formerly privately owned build- which uses it as a barracks and recruiting post ings commandeered by the army for housing level wizard who seems to have disappeared 22. Haleman's Fine Blades; armorer and weap- guards Nuathue, Ftr 4, 28 hp, and Alaphale, Ftr onsmith, very busy these days crafting materi- 5, 34 hp) 23. The Tantran Guild of Merchant Masters; 32. Ember Lane RENDERING OF a long-ago hero astridehis horse, Merchant fleets (but membership is open to 34. Stumble Street anyone who pays 200 gp annual dues) 9. The Roaring Lion Inn, normally the best in 24. Saprach's Fine Wines, best selection of 36. Roel Street wine in the city; the proprietor is also a thief 37. Hammerwind Street and a fence, and on the side specializes in quiet 38. Mairse Run (street) disposals of suddenly deceased persons 25. The House of Moonlight, temple to Selune; 40. Thirlpost Lane priests will heal anyone (even non-worshipers 41. Dragonleather Street of Selune), but will not grant repeated re- 42. The Street of the Six 13. Muldiver the Shipwright, a master builder, 26. The Happy House of Splendor and Song, 44. Finlisker Street

found north and east of the Inner Sea; thought and murders)

ors-now taken over by the Tantran Navy, 30. The Agate Anchor, a huge curio shop stocked with anything (nonmagical) under the SUN (prop. Chulbos, Ftr 11, 74 hp, AC o, LN; 31. Shendle Street 35. Maristone Lane 39. Whistleturn Way (street)

43. The Street of Shabows

City of Waterdeep

A fantasy city can be a vast, sprawling, mazelike place. Main streets turn into blind alleys. Thriving markets adjoin crime-infested slums. The wise traveler avoids problems by consulting his Trail Map.

TM4 maps out not only the grand city of Waterdeep, but also to other cities featured in the Avatar trilogy: Shadowdale, fabled home of Elminster the Sage, and Tantras, a bustling port on the Dragon Reach.

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