

# WARDS OF WATERDEEP



## Sea Ward

An impressive neighbourhood of wealthy merchants and elites. Large towers and palatial homes are built incorporating the ruins of the fortresses built by the pirates who founded the old city. It also houses some of the most impressive temples in the City, including the *Shrines to Nature* (Mielikki and Silvanus) and the *House of Wonder* (Mystra) among others. More famous however, is the Field of Triumph – a large outdoor stadium hosting all kinds of events from horse races to Wizard duels.



## North Ward

An affluent and serene part of the city where many families and nobles make their homes. The streets are clean and colourful, with trees and bushes adorning most roads, and flowers hanging from balconies. Servants happily arrive to work in the morning serenaded by dove song as the streets fill with the bustle of daily life. The Ward boasts a variety of Taverns and restaurants as well as the landmark Cliffwatch which overlooks the natural views to the east of the City.



## Trade Ward

Five story shops pack the tight streets of this hectic district. There are signs for shops that cater to anything you can imagine, from gloves and shoes to food and booze. At night, the Ward is lit by magical neon signs and is flooded with revellers. Bars, drag houses and nightclubs take over and rowdy patrons keep the streets alive until the vendors of the morning take to work again. A secret hotbed for illegal activity and services, this Ward is also heavily policed.



## Castle Ward

The heart of Waterdeep's Courts and military is fittingly well organised. Open roads with towers that pierce the sky; this district is filled with libraries, barracks and government buildings. It is also home to the impressively lavish Piergeiron's Palace as well as the well-fortified Waterdeep Castle. The famous 100ft tall guardian statues and the iconic Yawning Portal Tavern also reside in the Castle Ward, as well as the famous Blackstaff Tower.

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## Southern Ward

Housing immigrants and travellers from the South of Faerûn; this Ward is filled with amazing Halfling food, fine Dwarven crafts and the best Calishite singers around. Travelling traders and labourers live here and citizens are proud of their rich history of overland travel and hard work. Visitors to the Ward should make sure to visit the Moon Sphere, an area of latent magic that activates on a full moon. A large sphere of anti-gravity appears, and skilled acrobatic dancers perform.



## Dock Ward

Known for its dangers, the poor and illiterate make up this Ward's population. Most of its unlit streets are made up of warehouses and poorly run taverns, frequented by workers, sailors, and alleged pirates. Many people avoid the Dock Ward due to its reputation, not that there is much reason to visit anyway. The district doesn't boast shops or restaurants of any kind and its small, confusing streets are easy to get lost in without a guide.



## Field Ward

The tent filled refugee encampment outside the City walls has been nicknamed the "Field Ward" by many denizens of Waterdeep. Once a caravan yard kept to serve in times of war, it is now home to the survivors of many calamities, not allowed into the city proper. No guards or sewers serve this so-called Ward, something immediately apparent on arrival. The Guild of Butchers operates several abattoirs, leather factories and smokehouses in the district.



## City of The Dead

A gorgeous field of rolling hills, with beautiful trees, bushes, and flowers in view everywhere you look. Intricately decorated mausoleums dot the entire landscape, adorned by family crests and stories of beloved departed. More wealthy families commission stunning statues of the dead in bronze and marble that tower over visitors. The Warriors Monument is a must-see location; a 60ft water feature of men and women fighting goblins, bugbears and barbarians.