

Outside City

Inner Fort - City Building - Keep. On the east end of Deepwater Isle. Protects Deepwater Harbor and the city from pirates, invaders, and sea monsters.

Outer Fort - City Building - Keep. On the west end of Deepwater Isle. Protects Deepwater Harbor and the city from pirates, invaders, and sea monsters.

Peaktop Aerie - City Building - Headquarters for griffon mounts of City Guard

Smuggler' Bane Tower - City Building - Sentry Tower

The Trollwall - City Building - The city's best physical defense, beyond its high placement on said plateau, is the Trollwall - an erected barrier 10' to 20' thick in places, so named for its earliest purposes of protecting Waterdeep from the attacks of northern trolls. The wall surrounds the city on the east from its southern tip at the harbour to the northern end of the City of the Dead; it also surrounds the western seacoast and continues around the northern city perimeter to the sheer cliff at the northeast corner of the city, where the precipitous 100' drop protects Waterdeep as well as any wall. Watching

Tower #2 - City Building - Sentry Tower

Silavene's – Festhall - Silavene's was the first building on the left when ascending the steep gravel road that was the Cliffride. The Cliffride was accessible from Julthoon Street not far from West Gate. Silavene's neighbors included the Fair Winds rental villa on the opposite side of the lane and down a few paces, and further up the road was the New Olamn school for bards. For many years, one of the Walking Statues was perched atop Gull Leap at the end of Julthoon Street. By the Year of the Tankard, 1370 DR, the statue known as the Sahuagin Humbled, was practically in Silavene's backyard, kneeling toward the House of Heroes to the north. In winter, the Cliffride was frequently blocked by snowfall, but with the establishment of New Olamn and the popularity of Silavene's, the road was regularly cleared by the Loyal Order of Street Laborers. Silavene's was formerly a villa known as Marblehearth and was a three-story sprawling building made of stone. In warm weather, the grounds behind the main building were partitioned into private arbors and bowers festooned with decorative flora and flowering spreadleaf

plants. Up a narrow path behind Silavene's was a vegetation-screened nook that contained a gate-stone. This magical device was part of the network of portals known as Lost Princess Road. This festhall was a popular casino for various types of gambling. It also provided escorts and had courtesans on staff. As of the 1370s DR, Silavene's had human guards at the front doors and the back doors were enchanted to become three helmed horrors if the locks or hinges were tampered with, either by magical or forceful means. The doors had armor plating and the guardians would also appear if the outer layer was breached. This structure was originally a villa christened Marblehearth, built by a wealthy Waterdhavian noble family many years before the Year of the Prince, 1357 DR. The location was tucked away from the bustling city and easily defensible, but was constantly exposed to wind and storms from the sea and almost permanently damp from the moisture brought in by those winds. When the weather turned cold, everything became covered in treacherous ice. The owners quickly grew tired of the cold and damp and moved to warmer climes while renting out the villa for 25 to 50 gold pieces per month, depending on the season. Sometime around the Year of the Banner, 1368 DR, Marblehearth was bought by Setara bint Aasim, a wealthy money-changer from far-off Zakhara who came to Waterdeep via Calimshan and established Silavene's. The mysterious owner of Silavene's, Setara bint Aasim, was rumored to have two genies at her beck and call. This rumor was somewhat corroborated by Ampratines, a djinni and servant to Tertius Wands of the noble Wands family, who felt that Silavene's owner was much more dangerous than she appeared to be, especially to his kind.

House of Two Hands Outside City Building Monastery
The headquarters of the Order of the Even-Handed, a monastic order dedicated to Tyr located in Castle Ward, Waterdeep. The chapterhouse operates out of an old manor house near the former cave of their Grand Master which sits upon the slopes of Mount Waterdeep overlooking Smuggler's Bay. It is administered by Grand Master Hlam, Master of the Left Hand Otho Delcourt, and Master of the Right Hand Ella Fornyth.

The Queenspire - Temple - Although the Bitch Queen is given more than her due in the City of Splendors during the annual donations to Umberlee's Cache, the church of Umberlee has never been strong in the City of Splendors. The Bitch Queen's official emissary to Waterdeep is usually a priest based in Stormhaven House on Orlumbor, charged with overseeing the Fleetswake ceremonies and observing which ships pay proper homage to the Bitch Queen upon departing Deepwater Harbor. In the Year of the Gauntlet (1369 DR), Dread High Trident Meritid Archneie discovered a magic abalone shell floating in the harbor, which he believed to be the legendary Orglara, a sacred text of the Bitch Queen. Seeing this as a good omen, Meritid promptly petitioned the Lords to use half the annual tithe to construct a temple to the Bitch Queen atop a large outcropping of rock near the end of the large sandbar that extends south of the city's South Gate. Without explanation, the Lords agreed to his unlikely request, and construction was begun on the azure-hued Queenspire. Now, after many years of work, the Queenspire is finally nearing completion, and Meritid has sent out a call far and wide for Umberlants to join him in worshipping the Queenspire in the lee of Mount Waterdeep.