

GUIDE TO WATERDEEP

Waterdeep is a vibrant and diverse City with many different customs and peoples living in its borders. For some, this can be overwhelming, so here is a guide to some of things you will need to know if you're going to be spending time in The City of Splendours.

Guard Slang	Meaning
What befalls?	Someone explain what's happening.
Hold!	Don't move a muscle.
Down arms!	Drop your weapons immediately.
Talk truth.	Answer me – Tell me the whole story.
Robes.	Refers to magisters. Usually a threat.

Coins	Exchange Rate
Nib – One copper coin (CP)	Smallest currency.
Shard – One Silver Coin (SP)	1 Shard = 10 Nibs
Dragon – One Gold Coin (GP)	1 Dragon = 100 Nibs
Taol – One Brass Coin (BP)	1 Taol = 200 Nibs
Sun – One Platinum Coin (PP)	1 Sun = 1000 Nibs
Harbour Moon – One Electrum (EP)	1 Harbour Moon = 5000 Nibs



TAXES AND FEES

All citizens over the age of 10 in Waterdeep are required to pay 1 Shard in public services taxes at the end of the month. Citizens can choose to instead pay a fee of a single Dragon in tax and will receive a writ of exemption for 12 months. Waterdeep also raises revenue by charging other fees for other services.

- **1 Nib** per day to rent a stall in the market.
- **1 Shard** to be paid to Magisters per conviction, on top of any other fines.
- **1 Dragon** per conveyance leaving or entering the city, empty or full.
- **5 Dragons** per ship that touches dock in Waterdeep. This covers up to 14 days stay.
- **1 Dragon** per household to be paid in the event of a large-scale fire in the city.
- **1 Dragon** per household if the walls or harbour need to be repaired or expanded.

TRAVEL

Waterdeep is not a small place to explore. Luckily, there are many forms of travel available in the Crown of the North. For **2-4 nibs** the party can hop on a **Dray**; a large, shared coach that is unique to Waterdeep and takes multiple people throughout each Ward. Alternatively, **Hire-Coaches** are available for private hire to citizens who wish a more specific destination. They sit 2-4 people comfortably and rarely cost more **than 6 Shards**. For those wish to travel in only the most luxurious circumstances, the city has a wide range of **Carriage** operators who are more than happy to ferry around the wealthy elite. **Prices may vary** between drivers, but typically a will be hired out for a **full day**.

THE GUARDIAN STATUES

One of Waterdeep's most impressive and most noticeable landmarks, are the statues that stand a mighty 90 feet tall, that can mainly be found in the City's Castle Ward. These statues are under the command of the Blackstaff – a powerful mage living in Blackstaff Tower who serves Waterdeep in its Arcane endeavours and defences.

- **The God Catcher** – A large man half sunken into the concrete clawing his way out to reach up at a floating stone orb. The orb is home to an unsociable sorcerer.
- **The Griffon** – A gigantic statue of a Griffon that stands perched proudly atop Mount Waterdeep and watches over the Sea Ward. Tourists often mistake it for a monument in honour of the famed Griffon Cavalry.
- **The Sahuagin Humbled** – This statue resembles a Sahuagin bowing toward the House of Heroes in obedience.
- **The Great Drunkard** – This statue looks like a drunk man slumped in the streets with his head buried in his chest. Stairs lead up to a famous bar in the statue's lap.
- **The Lady Dreaming** – This giant resembling an elven lady lays on its side, giving the impression of a noble lady asleep in her garden.
- **The Honourable Knight** – This titan is a warrior clad in heavy armour with its sword sheathed and shield by its side. It bows gracefully facing south.
- **The Hawk Man** – This winged, hawk-headed man stands proudly with his hand held out in a defiant "No!". Today it serves as an upscale apartment building for the rich.
- **The Swordmaiden** – Similar in design to the Honourable Knight, but with an open helm of a female face. It was destroyed by angry residents, the head now used as a shop.

TEMPLES

There are temples to all different kinds of deities scattered across Waterdeep. Since denizens from all over Faerûn call the City home most, if not all, Gods have someone here who worships them. Here is a list of some of the more important Temples you'll find in the City. Temples provide services based on the God they worship to both fellow followers and non-believers.

Deity or Deities	Temple Name	Location
All deities	Holyhands House	North Ward
All Elven Deities	Temple of the Selderine	Castle Ward
Gond	House of Inspired Hands	Sea Ward
Helm	Helm's Hall	Southern Ward
Ilmater	Hospice of St. Laupsenn	North Ward
Lathander	Spires of the Morning	Castle Ward
Meilikki & Silvanus	Shrines of Nature	Sea Ward
Mystra	House of Wonder	Sea Ward
Oghma	Font of Knowledge	Castle Ward
Selûne	Tower of the Moon	Sea Ward
Sune	Temple of Beauty	Sea Ward
Tempus	House of Heroes	Sea Ward
Tymora	Tower of Luck	Castle Ward
Tyr	Halls of Justice	Castle Ward
Umberlee	The Queenspire	Beach