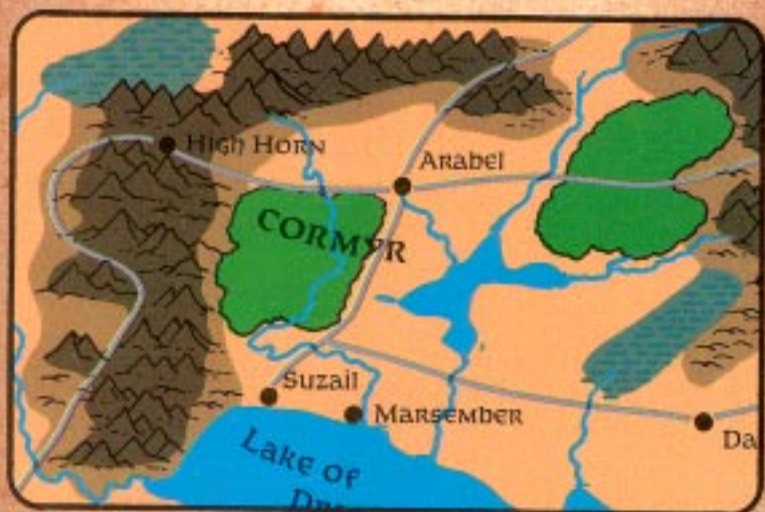




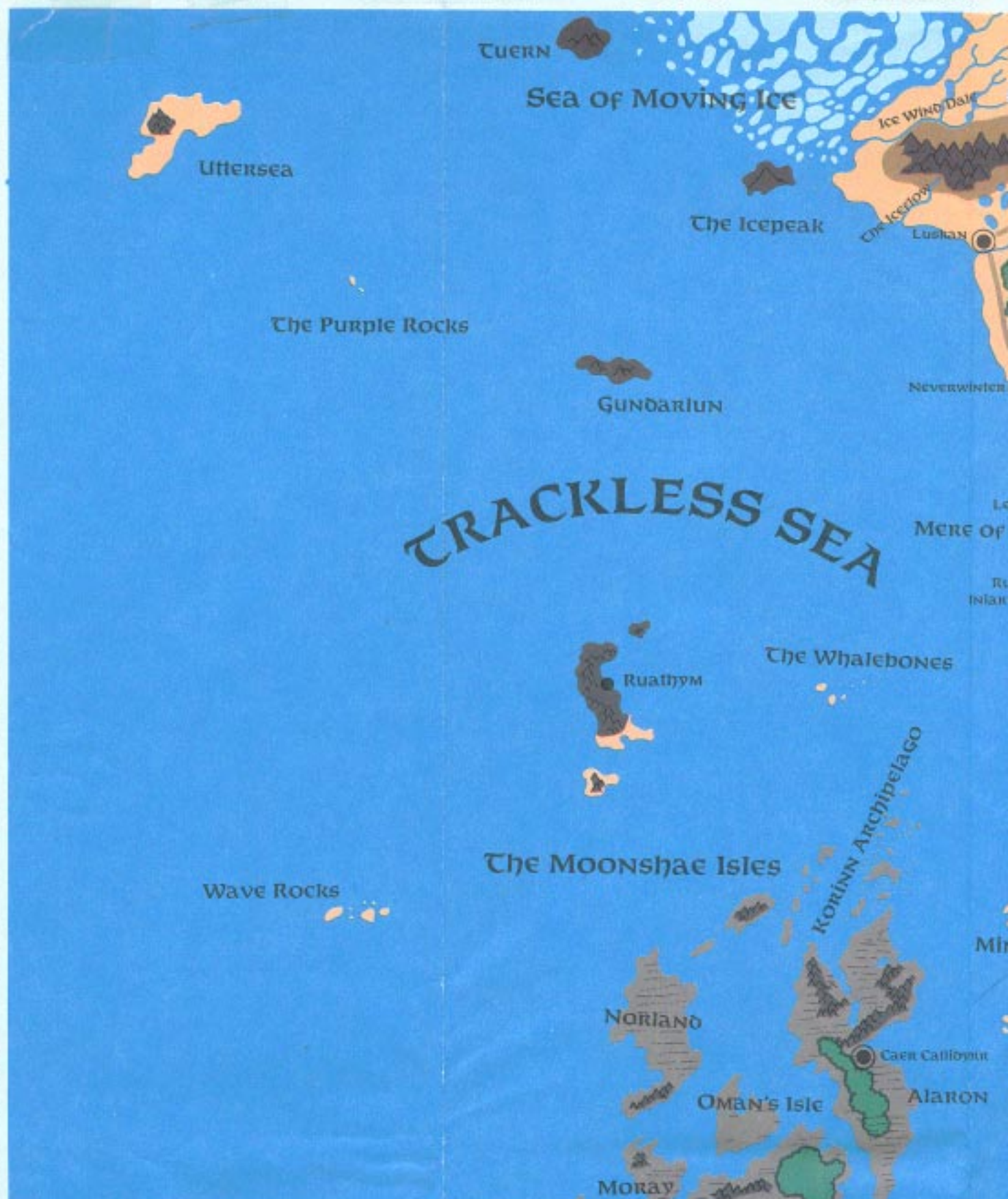
Official Game Accessory

The
**City of
Waterdeep**



TRAIL MAP





Tuern

Sea of Moving Ice

Uttersea

The Icepeak

Ice Wind Dale
The Iceflow
Lustan

The Purple Rocks

Neverwinter

Gundarlun

TRACKLESS SEA

Mere of

Ru
Inlan

The Whalebones

Ruathym

The Moonshae Isles

Wave Rocks

Korinn Archipelago

Mir

Norland

Caer Callibryn

Oman's Isle

Alaron

Moray



Endless Ice Sea

The Spine of the World (The Wall)

The Lonely Tower

Minabari

Lurlo Wood

The Ruins

Silvermoon

Sunbaban

Aasore

LONGERDLE

The Evermoors
(The Trollmoors)

Helgate Keep

MEADWATER WOOD

Criboan

Yartan

The High Forest

Hellgate

The Dwarfven Halls

THE FAIR FOUNTAINS

ANAN...

The Great...

Lellon

...of Dead Men

Ruins of
Ishtar's Tower

R. Dessartin

UNICORN RUN

DEHIMBYE

RIVER BRIDGE

THE FAIR FOUNTAINS

ML HILL

Waterocep

The High Moor

MAUGH OF CHELIMBER

Evereska

THE SWORD

DRAGON SPEAK CASTLE

SERPENT'S CHAIN

MINTARN

Lardoch's Crypt

Croon Hills

Boaneskyin Bridge
Soubar

Hill of Lost Souls

Battle of BONES

SEA OF SWORDS

THE WINDING WATER

Fields of the Dead

Ellurel

Hill's Edge

Goblin Manches

High Ho...

Balbur's Gate

River Chionthar

Scornthel

uroch
eat Desert







300

400

500

600

Scale in Miles

Great Ice Sea

The Glistening Spires

Winterkeep ■



Gullrocks

MORAY

SNOWD

Caer Corwell

Flamsterd Isle

GWYNNETH

EVERMEET

Carcathen

The Nelanther
(Pirate Isles)

Araksa

IOM

So
of N



Luinund

EIRON

Canempta

Ruth

Nimbith

Leuthilepat

SUMBRAR

Belinholme Island

LANTAN

Sunorah

Samban

Orill

The Samban Run

Anchorit

Dalidar

Suj

BACKLESS

Chua



Bubur's Gate

River Chionthar

SCORNUBEL

THE FAR HILLS

Lake

WDOWN

Clonk Wood

City Wood of Sharp Teeth

Berobush

Asbravn

PROSKUR

Eiversur

Inlaebon

Grabe Way

The Green Fields

Beregost

Durlag's Tower

Cloud Peak

Mt. Spardou

L. Nend

Eshpurk

Giant's Plain

Athalla

Esmeltar

L. Esmel

AMN

Brost

Riatavin

R

Sea Tower of Irbhong

Veien

Asavik Channel

IOMA

Sea Tower of Nemessen

Mutann

Flacornake Bay

Forest of Tethir

Imbrask Lake

Zazeseppur

Starshine Mts.

Sulduiskoon River

The Spinking Stream

The Singing Rocks

Castle Tethyr

Tethyr

River Ith

Sarabush

Myralma

Ithmong

Kzellon

Calim Desert

Forest of Mir

Calimshan

Calimpori

Mcmnon

Almtaiven

Mintan

Subolmon

Thymarr

Yallas

THE SHINING SEA

Chain



CORMYR
Whelooks

Semia

Procampur
Lone Rock

Hammach

Lake of Dragons

Prosper Isle

Pirate Isles

The Wayrock

R. Redoan

Starmande

Celmir

The Whamite Isles

The Shining Plains

ORSRAUN MOUNTAINS

TURMISH

The Sea of Fallen Stars

Assam

Ormbath

Mount Beauty

Flambeth

CHONDATH

Beth

Amapur

Cimbar

Boorenar

Lake Sheshayl

Cullabur

Nimpeth

Arrabar

Itak

The Villow Beach

The Akanahere

Great Lake

The Deepwash

The Wintercloak R.

Nagawater

R. Arran

The Golden Road

The Nagarlow

Old Road

The Alkanui

Ostih

Chessenta

The Thornwood

The Wintercloak R.

R. Arran

Cinuber

CHONDALWOOD

The Abber Peaks

The Lake of Steam

Annrock

Ynep

Innarlith

Torsch

Harbcastle

Chemasuffel

Denlusk

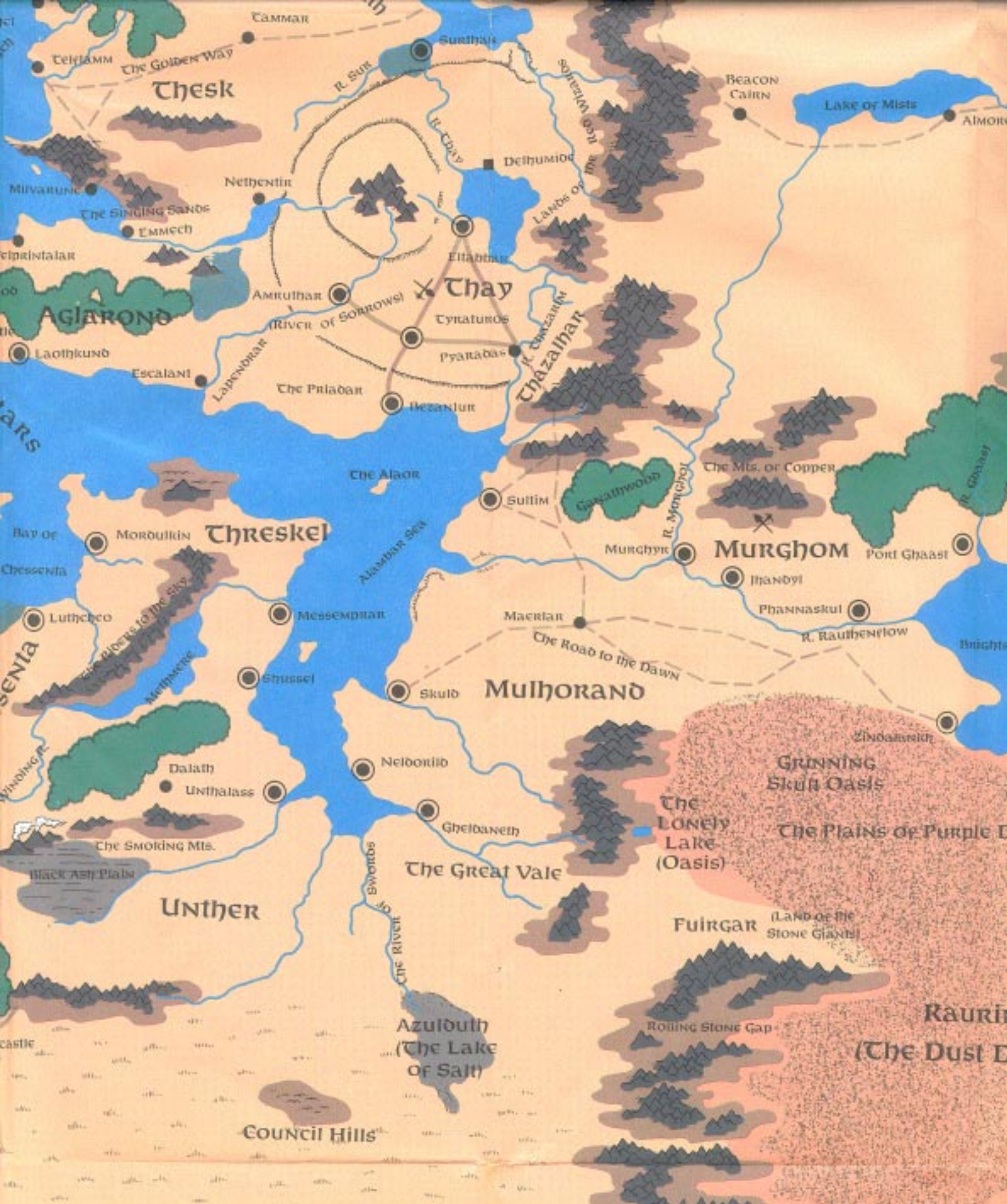
R. Sceptian

The Shaan

Shaanmib

The Lanorisee

The Gr...





morel

The Firepeaks

Spiderhaunt Peaks

Sentinelspire

Shaljoond

R. Haqar

R. Eslan

Godward M.

Bhatuin

(The Drowned City)

Phetzol

Nightstar Lake

Semphar

Semphar Plain

Dhazfanat

Semkhrun

ale Dust

The Goldenflow

Raurinshield Mountains

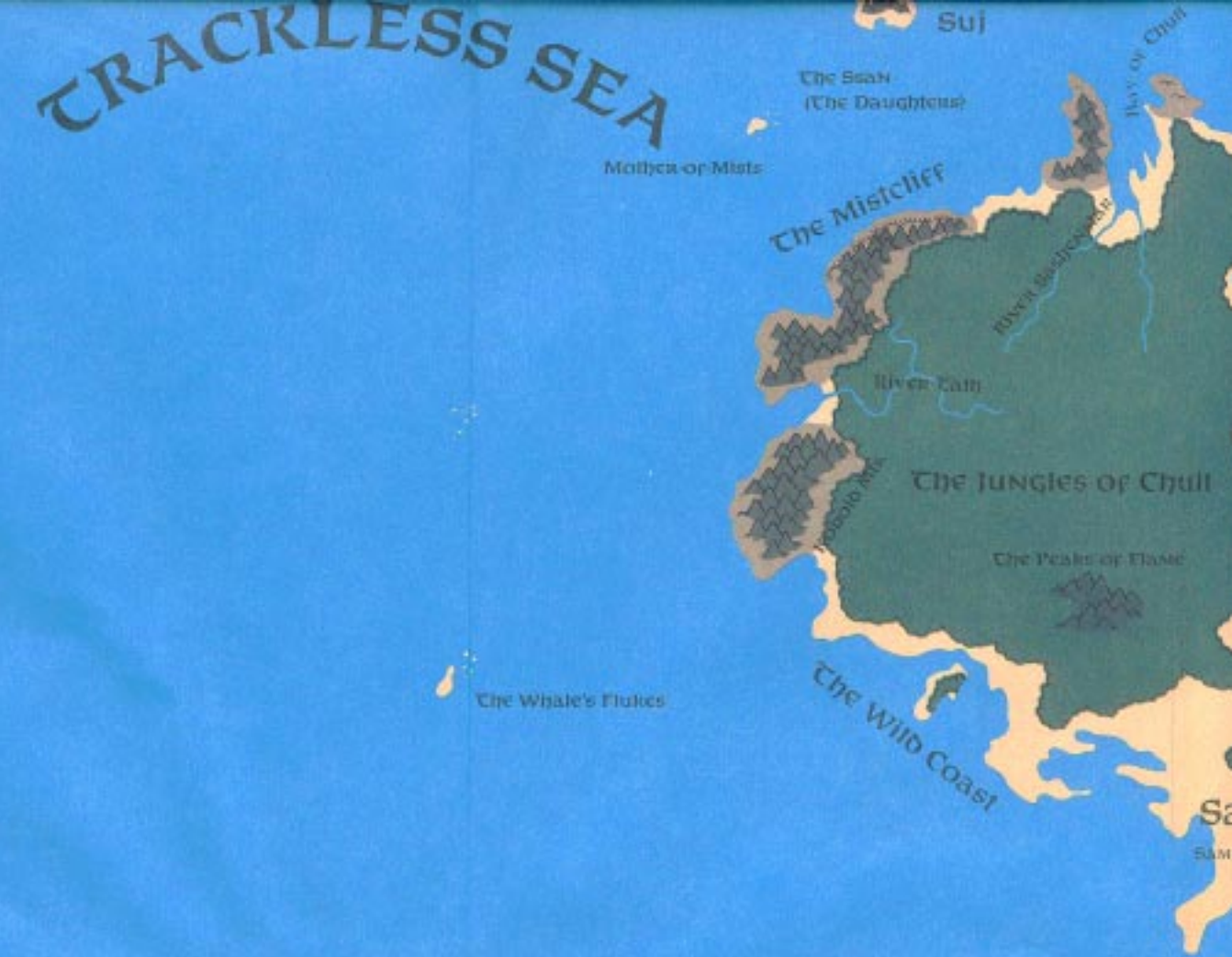
Solon

URIN

st Desert)

The Dustwall

TRACKLESS SEA



Beacon Rocks

THE GREAT

THE SHINING SEA



AT SEA





Eastern Shaar

Underhome

Coatsquat Mountains

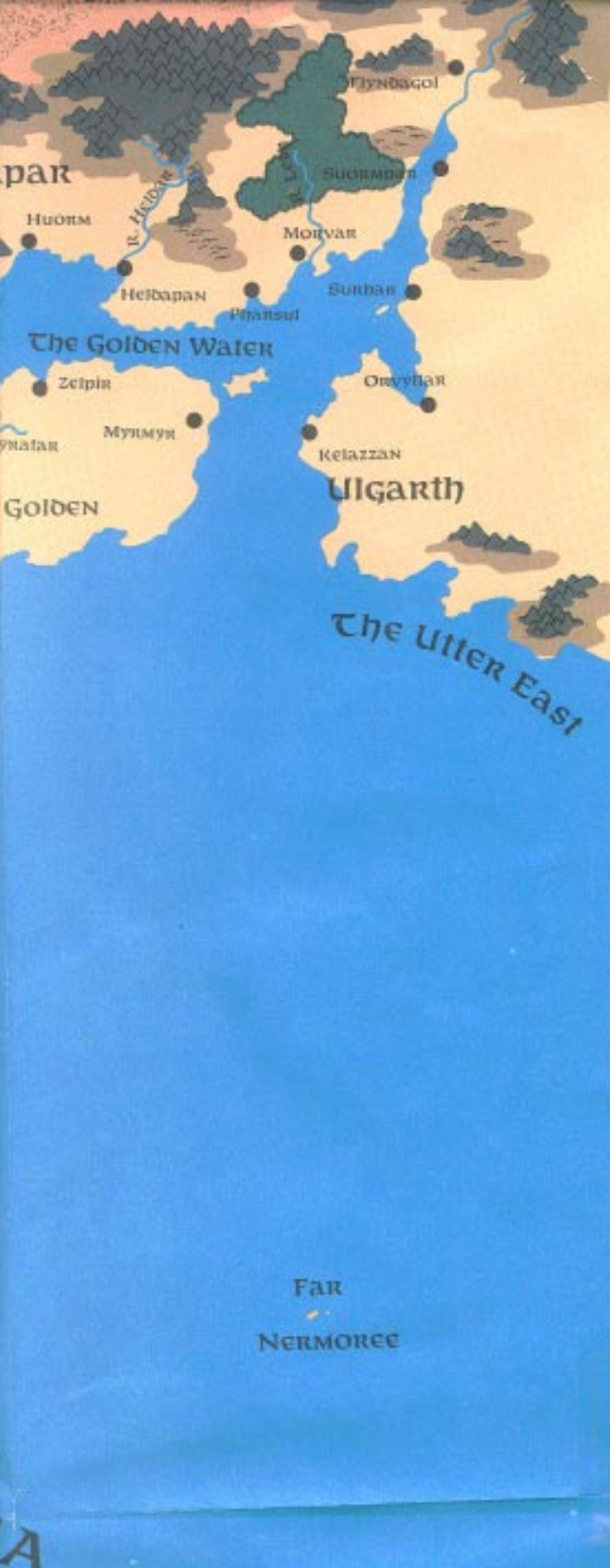
Luiken

Estagund

Naarlith

The White Rocks

THE GREAT SEA



Гундогол

пар

Нюопм

Суормрап

Моиван

Нейбаран

Рһансул

Сунбан

The Golden Water

Зетрип

Оквуһар

уһатар

Мунмун

Келазан

Golden

Ulgarth

The Utter East

FAR

NERMOREE

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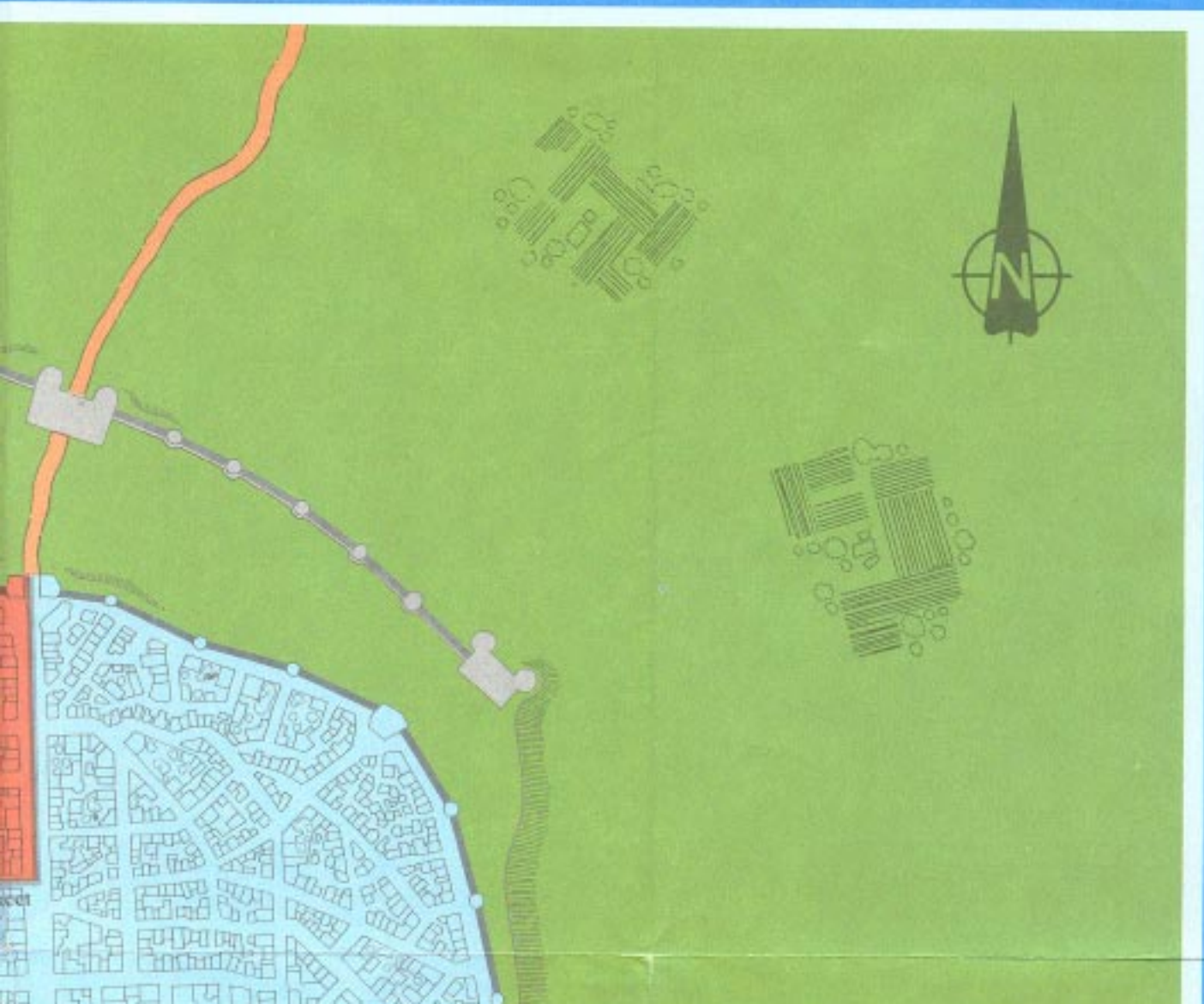
THE GREAT



SEA WARD

Vowbil Street

SEA



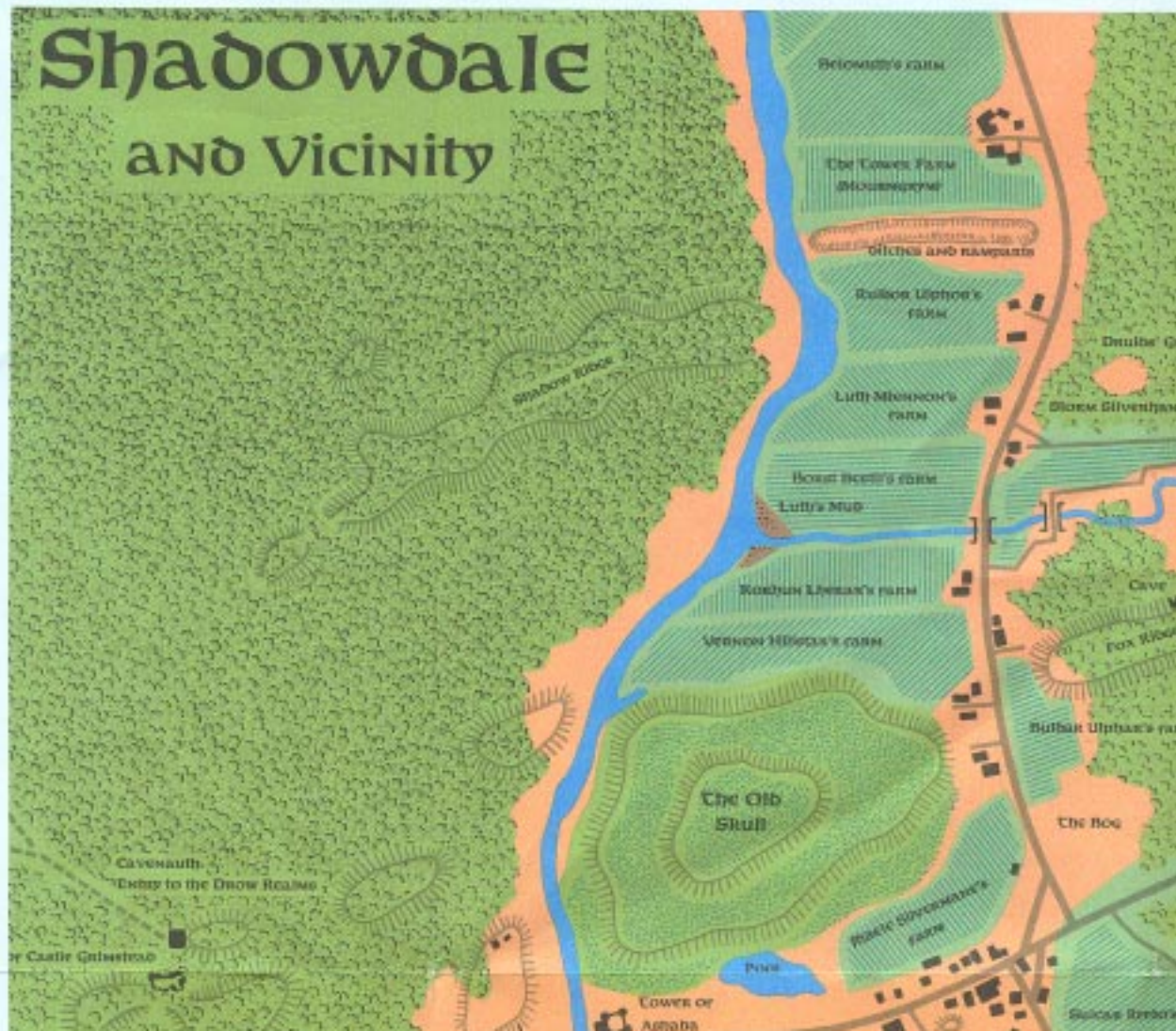
FORGOTTEN REALMS™

Scale: 1 Inch = 90 miles

	MOUNTAINS		FOREST		CAPLUREEP
	FOOTHILLS		ISLAND		RUINS
	ROLLING HILLS		CLEAR		SHRINE/TEMPLE
	BARREN		SEA		SHRINE/TEMPLE RUINS
	VOLCANO		LAKE		SPECIAL INTEREST
	DESERT		RIVER		ROAD
	PLAIN/GRASSLAND		CANAL		TRAIL
	SWAMP		CITY		BRIDGE
	RICE VALLEY		TOWN		BORDER

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Shadowdale and Vicinity



A



House of Heroes

Jullhoon Street

Sphello Street

Chabers Way

Avatar Ruins

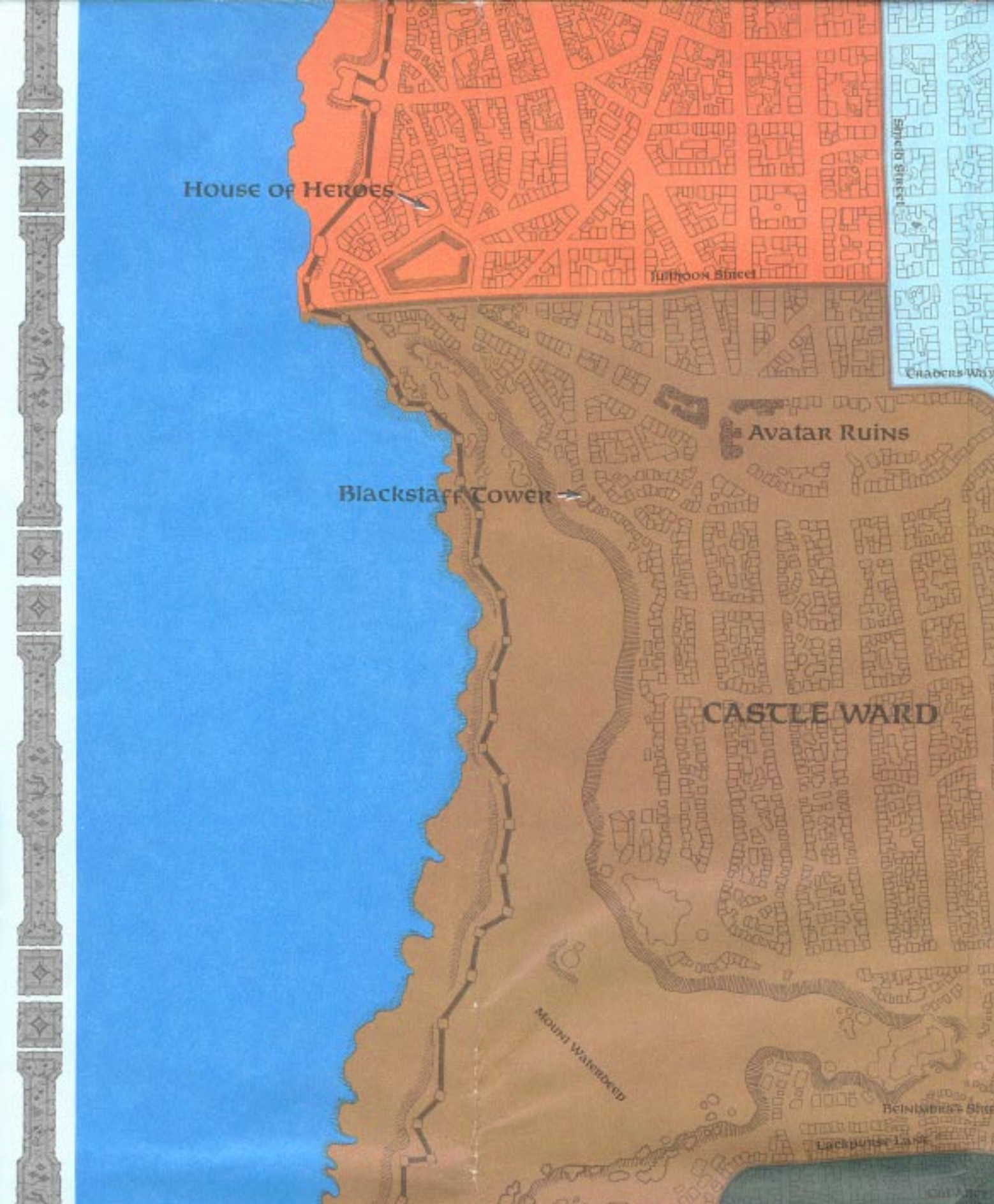
Blackstaff Tower

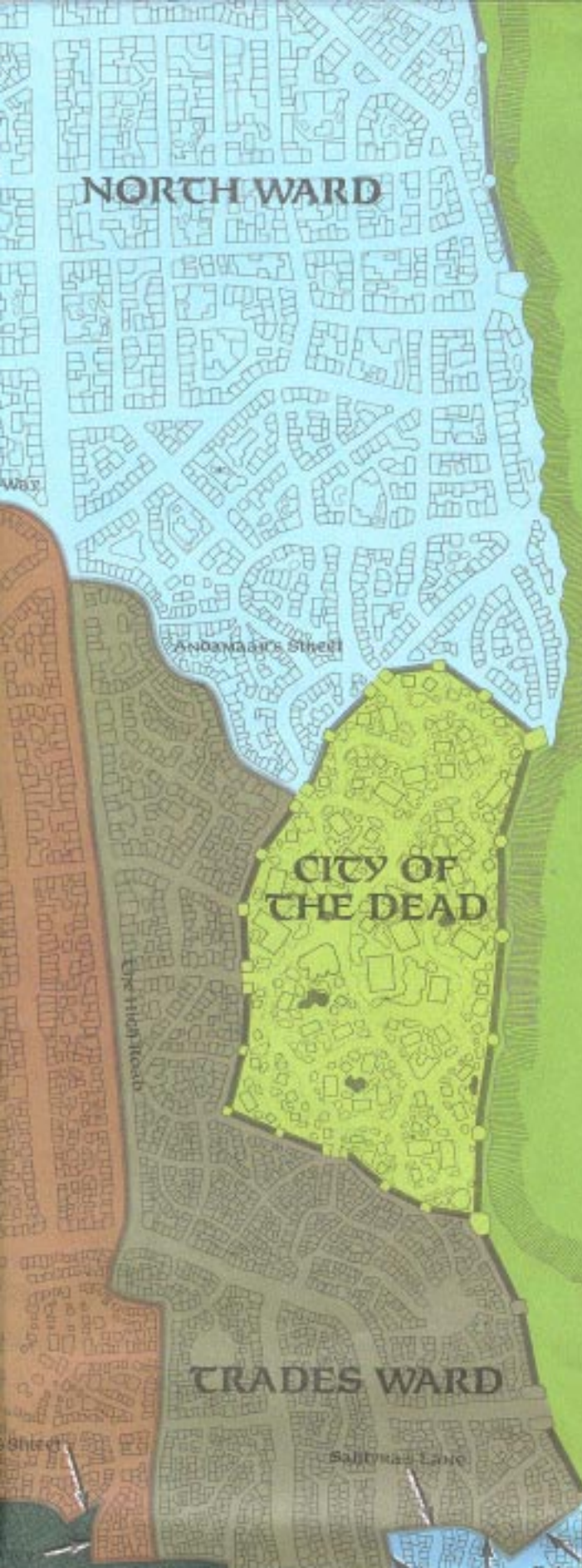
CASTLE WARD

Mount Waterdeep

Beinlbrak Street

Lackpate Lane

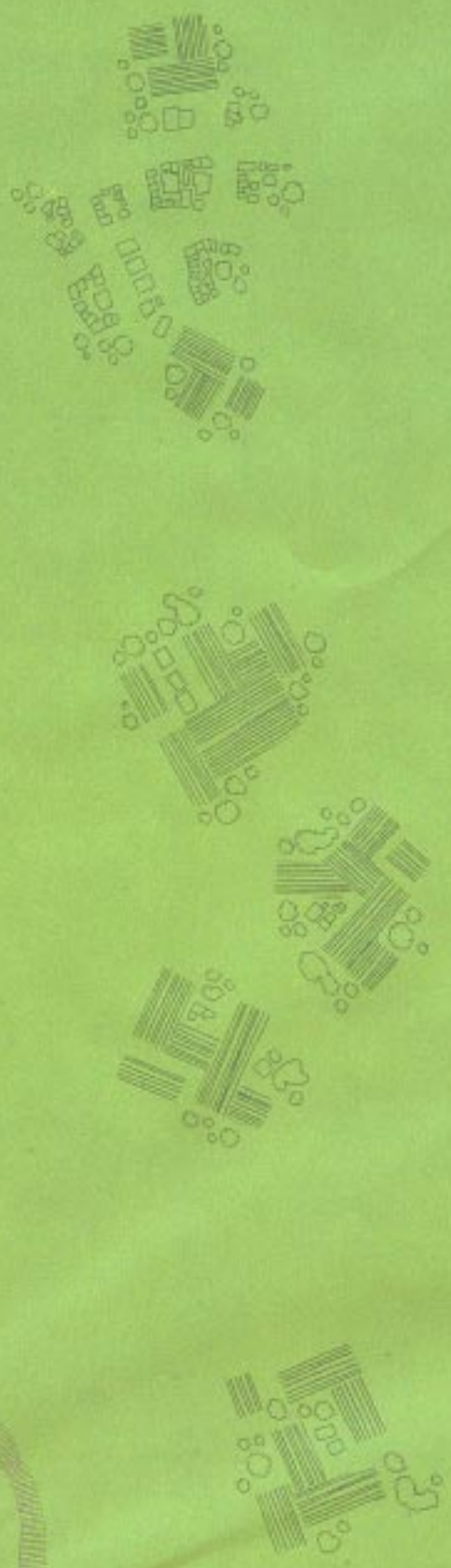




NORTH WARD

CITY OF THE DEAD

TRADES WARD



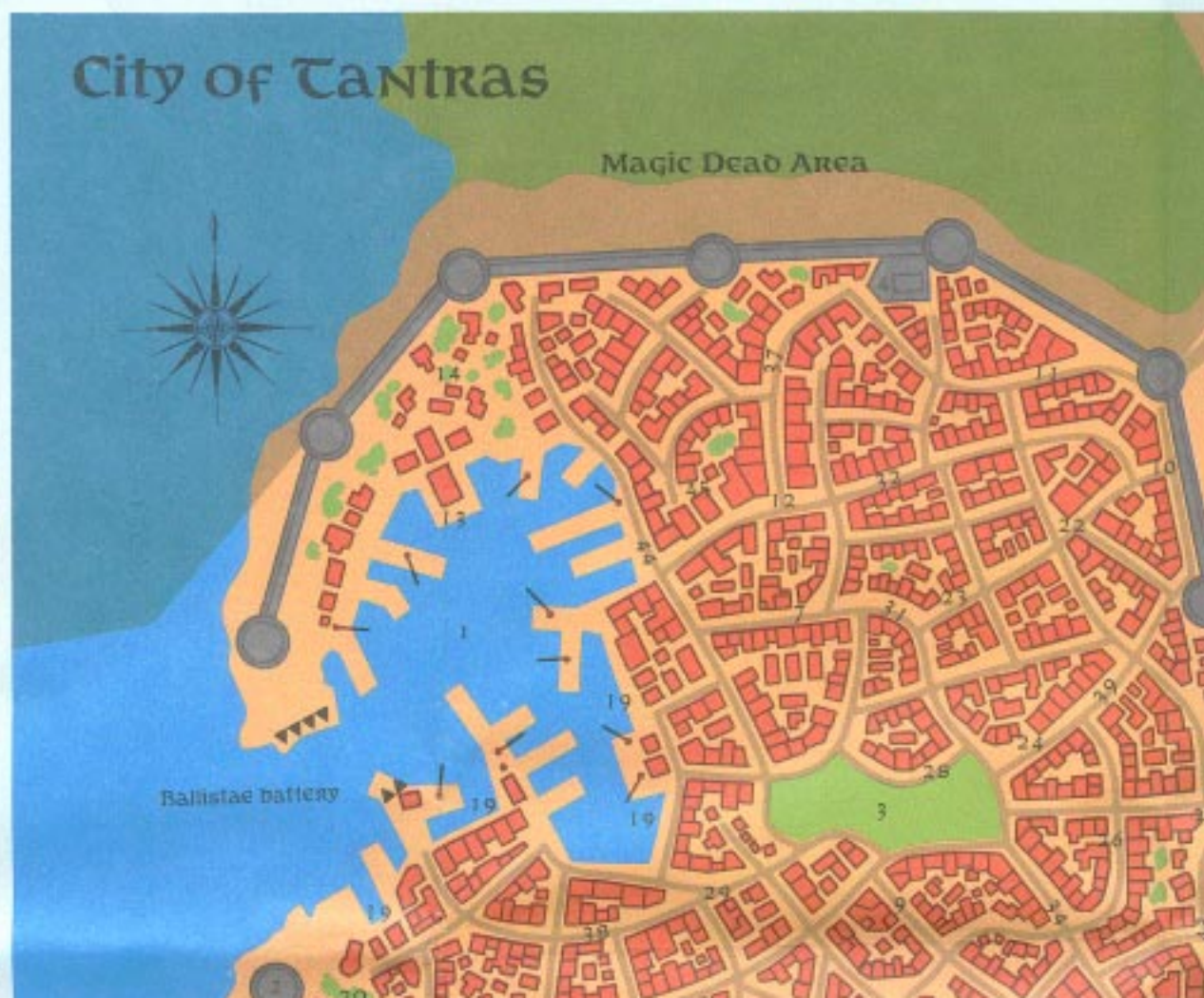
City

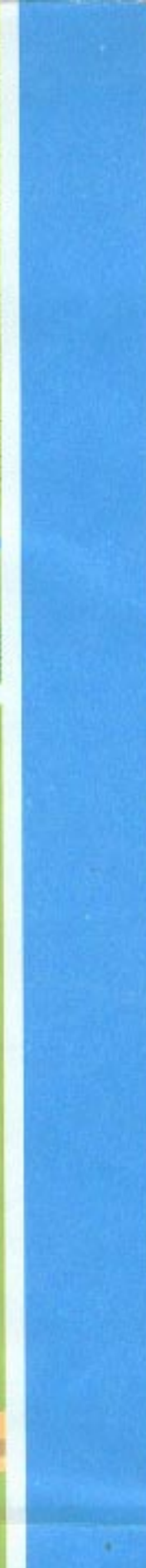
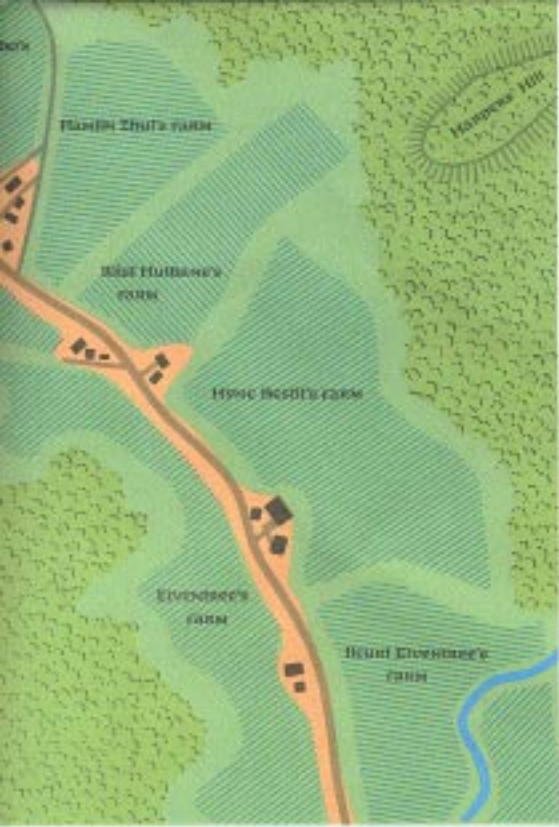
1. Harbor
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18. Yaho
19. Julie's
20. Wreig
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22. Dawn
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24. Wolf S
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33. Suth
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42. The ho
43. The D
44. Barra

City of Scardale

- Harborwatch Keep
- Anvil Bridge
- Lawnstar Bridge
- The Lap of Luck (temple to Tymora)
- Four Dolphins Fountain
- Whabenmouth Arms (burned-out inn)
- The Westway
- The Green Griffon (inn; currently used as soldiers' barracks)
- House of Swords (shrine to Tempus)
- Outing Fish (inn)
- Singing Siren (tavern; also known as the Merry Harpy)
- The house of Paerus (a now-deceased merchant)
- Northend Tower
- The Wash Rocks (or "Awash Rocks")
- Partially sunken, wrecked ship, set with catapults by Zhentish soldiers to command the nearby waters of the Reach
- The Talon (natural breakwater)
- Orgrim Numb's shop; footwear
- Thordim the grocer (second floor; residence of Alath Mhaerim, wizard)
- Ellel's Street
- Welgan's Way
- The Blackmarch
- Lawnstar Street
- Doullall Street
- Pulf Street
- The Stride (street)
- Abbath Street
- Curlin's Street
- The Flameway
- Copper Street
- The Anvil Run
- The Westmoot (intersection)
- Shawl Street
- South Street
- Markh Street
- Thindal Street
- The house of Belintar Sharnraven, ranger
- Rock Street
- Uglund Street
- Wall tower garrisoned by Cormyr
- Wall tower garrisoned by Sembia (encircled by Zhentilar soldiers)
- Wall tower garrisoned by Hills (encircled by Zhentilar soldiers)
- The house of Sashesh, lady merchant of Sembria representative; very rich, said to have magical guards and griffon steeds)
- The Dead House (burial crypt for the rich, 1000 gp each; proprietor is Luthi Ormar, merchant, who lives next door)
- Barrast Murtene, horse trainer & dealer



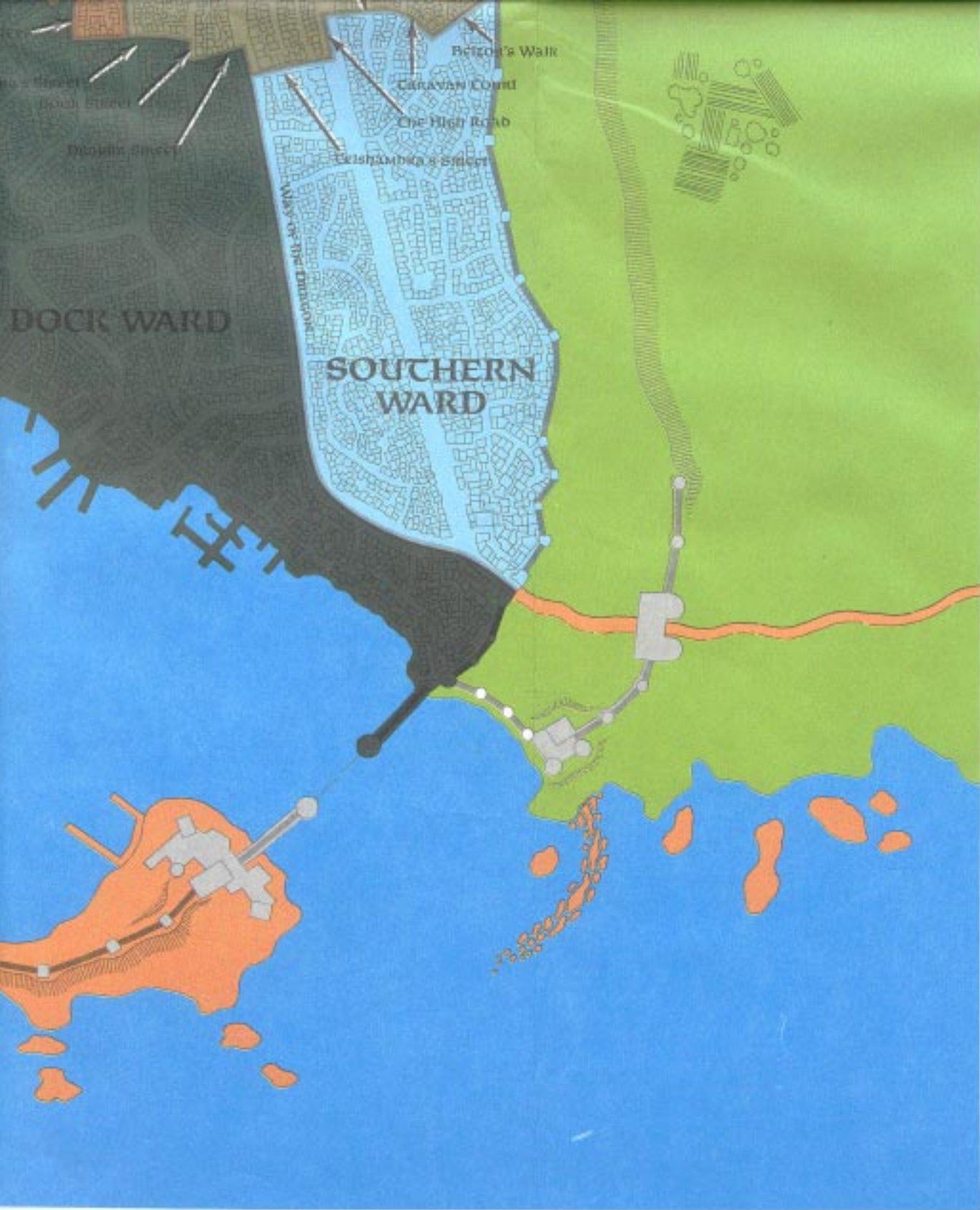




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WATERDEEP—CITY OF SPLENDORS



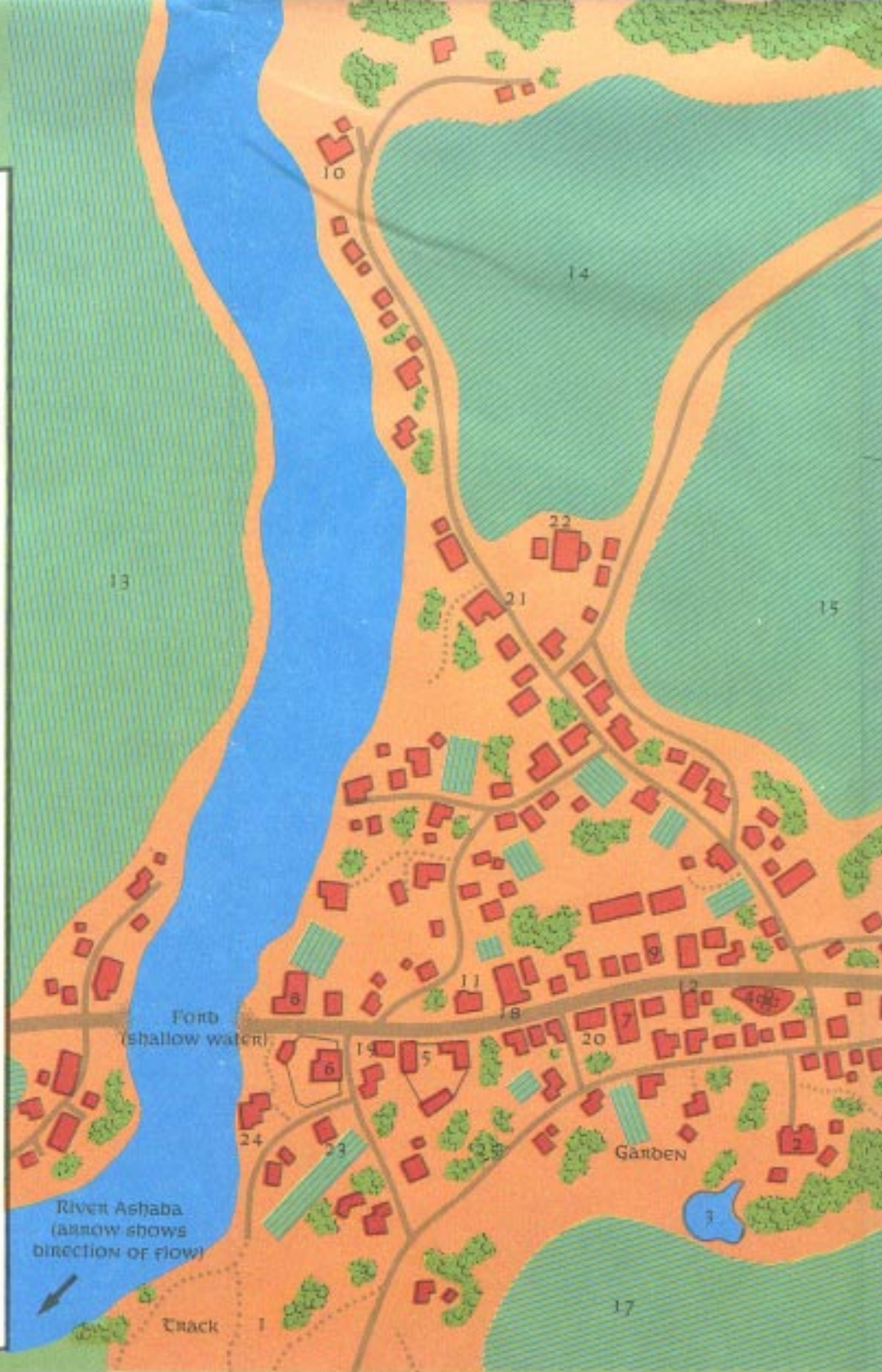


Village of Ash

1. COMMERCIAL BUILDING
2. HOUSE OF MISTLETOE
3. HERESY (treasure)
4. HORSE WATER AND...
5. ASHAB...
6. SHOP OF COUNCILLOR tenbeb
7. BRAUN LN, a local repairs
8. Lhuin's saddles, 12 soft
9. Soritar hp, N; wa
10. House hunter, fi
11. Waysit (hanira B councilor)
12. Waysit staff)
13. Farm of hp, CN)
14. Farm of hp, CN)
15. Farm of hp, NG)
16. Farm of hp, NG)
17. Farm of hp, NG)
18. Anho's & brewery
19. The Ve gambling
20. Multhi all goobs stolen me
21. Darbla councilor weapon re
22. House (for 20)
23. House local coun
24. Thotm
25. House NOW fled

Village of Ashabenford

COMMON Ground (usable by all for grazing, campsites, etc.)
House of Heresk Malorn, High Councillor (stele, 0 lvl, 10 hp, LN)
Heresk's Pool (rumored to contain great treasure)
Horsewater Pool (for common use, to drink and wash down travelers' horses)
ASHABENFORD ARMS, a good place to stay (Arbe! Hammerbayle, Ptr 4, 22 hp, LG)
Shop of Kaulvaerus (Ptr 1, 8 hp, LN, a local councillor); horses bought, sold, trained, & bred
Maunstar the Wheelwright (Ptr 1, 12 hp, local councillor); wagon building and repairs
Ruin's Fine Leathers (Ptr 1, 4 hp, NG); saddles, tack, boots & belts made, repaired, & dyed
Militar's House of Watchfulness (Ch 4, 15 hp); warehouse space for rent
House of Arlpatn (Ptr 2, 13 hp, NG); blacksmith, fisherman, and guide
Dayside shrine to Chauntea (staffed by Sura Barastan, Pr 4, 29 hp, NG, a local councillor)
Dayside shrine to Tymora (no clerical presence)
Farm of Tolbit Sarone (Ptr 1, 9 hp, CN)
Farm of Channas Hornweather (Ptr 3, 20 hp, CN)
Farm of Kuthe Memblann (Ptr 2, 14 hp, CN)
Farm of Ulb Riethass (Ptr 4, 36 hp, NG)
Farm of Tanlatha Tyrlian (secretly Wiz 2, 8 hp, NG)
Ulho's Fine Flasks (0 lvl, 6 hp, LG); winery and distillery
The Velvet Veil; tavern, dancing club, & gaming hall
Luthlimer the Merchant (Ch 7, 37 hp, CN); goods bought & sold (actually a fence for stolen merchandise)
Abbas the Smith (Ptr 6, 56 hp, NG, a local councillor); very skilled at metal forging, armor repair, etc.
House of the Riders (baritracks & stables for hire)
House of Thorm Ubler (0 lvl, 5 hp, LN, a local councillor)
Thorm Ubler's grist mill
House of Skori (a supporter of Lashan, a noble or killed, the house a burned ruin)






City tower with gate

1. Tantras Harbor, ballistae batteries guarding entrance, chain barrier across harbor mouth, catapults on seacoast towers
2. The Sea Tower; city's main fortress, armories, training area for troops
3. The Market; open-air market area, usually very crowded and busy
4. The Temple of Torin, atop the city's highest hill
5. The Great Bell, also called the Bell of Aylen 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, o lvl, 6 hp, NG)
8. Statue of Brandon Battlemaster, bronze rendering of a long-ago hero astride his horse, cloak streaming out behind him
9. The Roaring Lion Inn, normally the best in the city, currently an army barracks
10. Gulber'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 Lathanber, normally busy, currently all but deserted
13. Mulbiver the Shipwright, a master builder, currently very busy with preparations for war
14. Villas and mansions of the rich and noble
15. The House of Skilled Hands, newly built temple to Gond, not fully staffed

16. Bowbar's Wagonworks; construction and repair of wagons
17. The House of Twilight; brothel/night club
18. The Weeping Wyvern, a large and crowded inn, not yet taken over by soldiers
19. Warehouses, all well guarded by private mercenaries
20. Barracks, formerly privately owned buildings commandeered by the army for housing
21. Carntassa's Tower, the property of a 16th level wizard who seems to have disappeared
22. Halemar's Fine Blades; armorer and weaponsmith, very busy these days crafting materials for the army
23. The Tantran Guild of Merchant Masters; private club for citizens who own and run merchant fleets (but membership is open to anyone who pays 200 gp annual dues)
24. Saprach's Fine Wines, best selection of wine in the city; the proprietor is also a thief and a fence, and on the side specializes in quiet disposals of suddenly deceased persons
25. The House of Moonlight, temple to Selune; priests will heal anyone (even non-worshippers of Selune), but will not grant repeated requests
26. The Happy House of Splendor and Song, temple to Millil, the largest such building to be found north and east of the Inner Sea; thought by some to be a local contact place for The Harpers

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City wall and tower

27. The Silly Satyr, a tavern of (to put it mildly) very ill repute
28. The House of Hope, temple to Tymora, currently without a lot of material or spiritual resources
29. The Green Sirene, an inn favored by sailors—now taken over by the Tantran Navy, which uses it as a barracks and recruiting post
30. The Agate Anchor, a huge curio shop stocked with anything (nonmagical) under the sun (prop. Chulbos, Ftr 11, 74 hp, AC 0, LN; guards Nuathue, Ftr 4, 28 hp, and Alaphale, Ftr 5, 34 hp)
31. Shenble Street
32. Ember Lane
33. Bowshot Street
34. Stumble Street
35. Maristone Lane
36. Roel Street
37. Hammerwind Street
38. Mairse Run (street)
39. Whistleturn Way (street)
40. Chulpost Lane
41. Dragonleather Street
42. The Street of the Six
43. The Street of Shadows
44. Finliska Street
45. Blacklamp Alley (a frequent site of brawls and murders)



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The
**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.

All maps are full color, printed on a 36" by 57" sheet suitable for use in gaming or as a wall poster



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