



# The Waterdeep Wazoo

SUPREME IN SALE AND INFLUENCE THROUGHOUT THE CITY OF SPLENDORS

No. 121.972

| Established 1160 DR. |

TENTH DAY OF THE THIRD CHES, 30 CHES, 1469 DR.

Price: One Taol

**WEATHER SEER**  
Pleasant morning.  
Afternoon showers.  
Clear sky for the  
Greengrass festivities

## BLOOD IN THE STREETS



### VIOLENCE BETWEEN CRIMINAL ELEMENTS ESCALATES

Waterdeep's short peace is coming to an end. As the City Watch reports that incidences between Zhentarim and the Xanathar 'Guild' are coming to a head. The Watch has broken up several fights between the two gangs. City Watch guard Captain Staget has this to say: "The reasons why the Zhentarim and the Xanathar are currently fighting are being investigated. The Watch is putting ore officers in the districts that have the most trouble. We urge all citizens to please report any suspicious activity to your nearest Watch Post.

Normally above board this violence is a sea change for the Zhents. Until recently they have been known for providing legitimate private security and short-term loans to anyone who could pay. The Xanathar gang has plagued our city for generations - normally in the shadows. They consider themselves a 'guild' but they are not recognised officially as such. While the watch doesn't have any leads, the diligent reporters at the Wazoo have received some information that the Zhentarim attempted to merge with the Xanathar 'Guild' early this year.

## SOMETHING AWRY IN THE GUILD OF MAGISTS

Our contacts in the city's Honourable Guild of Magists and Protectors have let slip that the order ostensibly in place to protect us from magic is in dire need. Apprentices across the city have begun fumbling spells unleashing magical catastrophes in the process. So far the Guild has used it influence with the masked lords to cover up these

Incidents before anyone else finds out. Our contacts made it clear - wizards solve wizard's problems. We want to know who guards these self-appointed guards? For now, it's best to treat every wizard you meet with the greatest caution. You never know when they might lose control of their magic and turn your ears into scorpions.

## THE OPEN LORD PROCLAIMS

On the 24<sup>th</sup> day of Ches the Open Lord makes his 37<sup>th</sup> proclamation of law to appoint himself the Lord Protector of the ruined city of Neverwinter. He has no intention of stepping down as Open Lord and claims that Neverwinter and our great city of Waterdeep have always been close allies.

The legal descent of the Aglondar line of Neverwintian kings has never been verified and Lord Dagult's claim to the throne is being questioned by heraldic experts as we write. The open lord calls on all true hearted and generous citizens to support efforts to rebuild Neverwinter.

### WHAT DO WE THINK?

Its about time that Waterdeep showed the cities of the North what real work is. That city of pirates - Luskan - must never be allowed into the Lords Alliance. A rebuilt Neverwinter would give us a reliable trading partner further North. The Wazoo knows of no one more qualified than Lord Dagult Neverember, we wish him well.

## ADVERTISEMENTS

Seeking Magical Tomes and Lore? Book Wyrn's Treasure may have what you seek.

Friendly proprietor Rishal 'the Page-Turner' also will purchase rare volumes.

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Join the City Guard! Solve crimes, bust criminals, keep the blood off the streets. Be the Hero Waterdeep deserves and remember all City Guard get the Waterdeep Wazoo delivered to their door for free.

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Varkenbluff Museum will be displaying its latest exhibit - the relics of Murkmire. With a gala opening on the 4 Tarsakh by invitation only.

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Balthor's Rare and Wonderous Treasures is the place in Waterdeep to find collector's items such as coins, badges, uniforms, and regalia.

\*\*\*\*\*

WANTED: Expert in Woodcuts to work with the dedicated team at the Wazoo. Enquire at the corner of Immar St and Stallion St. Fair rates for fair work.



**HAVE YOU SEEN THIS MAN? HALASTER BLASTCLOAK HAS BEEN SEEN IN THE FIRST LEVEL OF UNDERMOUNTAIN AND IN SEVERAL DRINKING ESTABLISHMENTS OF THE DOCKS WARD BY RELIABLE SOURCES. APPROACH WITH EXTREME CAUTION AND IDEALY RUN IN THE OTHER DIRECTION AS FAST AS POSSIBLE**



## A Heist Campaign

The heist genre focusses on the planning, execution and aftermath of a significant robbery. So this campaign will no doubt involve a lot of robberies. Don't worry though, there will also be dungeon crawling, political intrigue and lots of monsters.

Some of the tropes of the genre include factions, grey morality, enemies that can be allies in the right circumstances, corrupt authorities, a home base, and missions that start off simply but get far more complicated as they go on.

WFRP 4e is a great game. It has a detailed skills system; gritty and unpredictable combat; rules for social situations; and a very flexible XP and progression. For all these reasons it makes a good vehicle for a heist campaign. All the rulebooks have been saved and shared to a google drive for player access ([Link in Discord.](#))

## The Setting

*"Undermountain? Ah, yes. A great place to have fun, the most famous battlefield in which to earn a reputation as a veteran adventurer... and the largest known mass grave in Faerun today."*

- Elminster of Shadowdale

Across Faerûn, the name "Waterdeep" evokes feelings of wonder, awe, and envy. Although it is not the largest city in the Realms, the City of Splendours is undoubtedly the most famous and most cosmopolitan metropolis on the continent of Faerûn. Having grown rich on a steady diet of trade and industry, this crossroads city combines the best aspects of many cultures into a marvellous shining jewel.

The City of Splendours lies in the shadow of Mount Waterdeep on the shore of the best natural harbour along the Sword Coast. Undermountain, the greatest





dungeon in all Faerûn, lies beneath the city's streets and sewers, and the untamed hinterlands of the Sword Coast beckon to those daring enough to seek their fortune.

Built on a plateau settled first by the elves of Illefarn and later honeycombed by the shield dwarves of Clan Melairkyn, the City of Splendours was founded by primitive Illuskan and Tethyrian settlers and heavily influenced by far wandering Chondathan merchants. Today, Waterdeep remains a predominantly human city, although representatives of nearly every intelligent race make their home within its walls.

Waterdeep is home to haughty nobles, diligent craftsmen, scheming merchants, daring sailors, and bold adventurers of every stripe. It has always been a centre of wealth and influence where those who dream of power, riches, or artistic fulfilment can come to realize their aspirations. It is also a city of fearsome dungeons and dangerous politics.

Undermountain promises untold riches and deadly monsters to those who dare its depths. Skullport, the Port of Shadow, beckons to those who seek illicit goods and dark dealings. Ancient feuds divide Waterdeep's guilds and noble houses, and many factions seek to topple the secretive Lords of Waterdeep. The Shadow Thieves of Amn plot to overthrow the Lords who once drove them out of the city. Spies and mercenaries such as the Zhentarim and the Harpers Guild spread rumours and steal closely held secrets, while agents of Skullport's Xanathar Guild prowl for slaves to abduct into the depths. All the while, the secretive Lords of Waterdeep strive to preserve the city's tolerant spirit, wise rule, and powerful magical tradition.

## Renaissance Technology

Waterdeep is technologically advanced for a fantasy city. Gunpowder weapons have started to spread amongst those brave enough to use them. Clockwork is understood by a select few and advanced technologies like the printing press, surgery and law are common within the city.

## The Golden Vault

The party's patron, at least to begin with is the mysterious Golden Vault. A secretive organization dedicated to correcting moral wrongs and keeping dangerous magical artifacts away from ill-intentioned individuals. It specialized in cases that were ignored by official authorities. According to rumours, the Golden Vault is associated with well-intentioned metallic dragons. They communicate through a magical music box opened using a golden key. Each of the party has been invited to undertake a mission for the Golden Vault because of their specialist skills.





## Gaedren Lamb

Each of the players has one thing in common. They have fallen afoul of a minor crimelord in the city called Gaedren Lamm. He is a money lender, a racketeer and he abducts orphans and street urchins. Forcing them to commit petty crimes to support him and his organisation he calls them his 'Little Lambs'.

Many criminal organisations have dealings with Lamm, though he seems to be unaligned to any of the major groups. Most upstanding citizens have never heard of him. His whereabouts are unknown, but it is important that each player considers how their character came to know Gaedren Lamm and how things ended with him. Perhaps they were one of his 'Little Lambs', or perhaps they owed him money or some other debt. They might be one of his rivals or perhaps even a victim of one of his many crimes.



## Character Roles

When considering what character you'll make and what your group will comprise, there are a few things to consider when building your party. There are four key roles for any heist crew. It would be great to have a character from each of these groups. The good news is that WFRP lets you change careers relatively easily. Don't worry if you don't have the skill in your career you can learn other skills by finding a suitable trainer in the city and spending a few extra XPs and a few silver shillings to get them to train you.

**The Grifter:** The person who does most of the conning, acting and people manipulating, using their silver tongue and various confidence tricks. Ideal careers for this role include the suave **Charlatan**, the talented **Entertainer** or a risk-taking **Priest of Tymora**.

Useful Skills: *Bribery, Charm, Consume Alcohol, Cool, Entertain, Gamble, Gossip, Leadership, and Perform*

**The Burglar:** The person who can get through any door (or window), can lift a purse or switch that jewellery for the fake without anyone noticing. The **Thief** is a natural career for this role, but surprisingly the **Bounty Hunter** and **Investigator** have many of the same skills required.

Useful Skills: *Athletics, Climb, Dodge, Perception, Pick Lock, Sleight of Hand, Stealth and Track*

**The Muscle:** The person who can deal with the guards (or the watch) and kick down a door. The Muscle understands weapons, can be a bodyguard for when things go wrong and also take the hits. While they should be able to fight in melee, some ranged skill would also be helpful. A **Soldier** will have the experience needed, while a **Protagonist** knows how to fight dirty, and a **Duellist** is fast enough to react when needed.

Useful Skills: *Athletics, Cool, Consume Alcohol, Drive, Endurance, Intimidate, Melee, Ranged and Ride.*

**The Tech:** The person who can help with the planning and equipment (magical and mundane) to support the heist. Generally the smartest of the group. For a mundane approach the **Engineer** understands blackpowder better than anyone else. While the **Wizard** can draw upon forces most don't understand to support the heist. The **Alchemist** is a specialist wizard who know magic as well as the ways of metal.

Useful Skills: *Channelling, Evaluate, Haggle, Language (Magick), Lore, Research, Set Trap and Trade.*



## Law and Order

Waterdeep's laws are necessarily extensive, covering a wide range of possible crimes and situations, as tends to be the case in a place where so many have lived and traded for so long. All laws are then interpreted and enforced by the Black Cloak Magistrates. They divide the various infractions as Crimes against Lords, Officials and Nobles; Crimes against the City; Crimes against the Gods and Crimes against Citizens.

Punishments include an Edict against the guilty; Damages payable to the victim; a fine to the city; imprisonment; hard labour; Flogging; Exile or Death.

It is death to impersonate a Lord; to murder any official or noble of the city; to conduct espionage for a foreign power; to poison a city well; or to murder a citizen without justification.

## Races

Waterdeep is a pretty cosmopolitan place. All sorts of races live within its walls but the most common (and those available as PC races) are Human, Elf, Dwarf and Halfling.

Elves and dwarves are generally longer lived and more skilled than humans but can't keep up with the ingenuity and fated nature of humanity. They have far fewer metacurrency points but start with higher ability stats.

Halflings are small and will take more damage from larger opponents but have several advantages.

## Gods

This campaign follows the cosmology and pantheon of the Forgotten Realms. The main gods (and those available as PC patrons) are detailed below. Their speciality priests, miracles, and blessings correspond to the WFRP gods in brackets. Otherwise they follow all the lore for the Forgotten Realms.

Chauntea - Fertility and Harvest (Rhya)

Ilmater - Sacrifice and healing (Shalya)

Kelemvor - Death, Rest and Dreams (Morr)

Lathander - Wisdom, Renewal and Rebirth (Myrmidia)

Meilikki - Nature and Beasts (Taal)

Mystra - Magic

Oghma - Knowledge (Verana)

Tempus - Battle and War (Ulric)

Tymora - Luck and Deception (Ranald)

Tyr - Law and Justice (Sigmar)

Mystra the goddess of magic doesn't grant blessings and miracles like the other gods. Instead, her priests learn petty and arcane spells like a wizard.

## Magic

*Thus comes the question: what is the Weave? It is an essential element of the universe. It runs through everything in unseen threads. It is what makes magic possible.*

*- Excerpt from Magic of the Weave - An Introduction*

The weave of magic is comprised of threads of magic that flow through all things. A magic user can see these threads and channel them to form magical effects called spells. Different threads of the weave have different colours and have an affinity to different styles or themes of magic.

There are eight different threads, Aqshy, Azyr, Chamon, Ghur, Ghyran, Hysh, Shyish, Ulgu.



Magic uses all the rules from the *Winds of Magic* supplement.

Unlike the regular WFPR 4e game, wizards in this game aren't restricted to one wind of magic only. They can learn any spell if they find a copy of it (or research the spell in their down time).

Spells still have the Lore effect and use ingredients relevant to their Lore.

There is only one *Channelling* skill and it applies to channelling any Lores.

Specialist wizards like Alchemists and Shadowmancers still exist and have their own unique skills and talents but can learn any spells like any other wizard.



## Languages

*Chondathan*: The common language of the Sword Coast, the Dragon Coast and the civilised north.

*Illuskan*: A regional language from the north of Waterdeep spoken in Luskan, and by the Uthgardt barbarians.

*Dethek*: A common dwarven runic language written and spoken by most dwarves.

*Espruar*: The most common elven language.

*Undercommon*: A trade tongue of underdark creatures.

*Thorass*: A classical ancient language often used for scholarly works.

*Auld Wyrnish*: The shared language of dragons.

*Jotun*: The language of giants, possibly the oldest language in existence.

*Thieves Cant*: A secret slang language used by thieves and other criminals.

*Drueidan*: A detailed trade language used by druids in particular the Emerald Enclave.

## Character Creation

Character creation follows the rules for new characters in the Character Chapter with the following adjustments.

You can freely choose your starting race and career.

Stats are determined by rolling 2d10 ten times and adding your racial modifiers. You can switch these amongst your stats as you like.

All characters will start with just 100 XP to customise your character as you like.

## The Campaign Starts

The campaign starts in the city of Waterdeep. You have found a small simple key that seems to be made of solid gold. along with a note that reads.

*"Yawning Portal. Tonight 8pm. Great opportunity"*

You've never seen the key before and you discovered it somewhere – in your pocket, by your bed, or in your shoe when you woke up this morning.







Punishment for a crime can include one or more of the following, based on the nature of the crime, who or what the crime is committed against, and the criminal record of the convicted:

- Death
- Exile (for a number of years or summers)
- Flogging (a set number of strokes)
- Hard labor (for a period of days, months, or years depending on the seriousness of the crime)

- Imprisonment in the dungeons of Castle Waterdeep (for a period of days or months depending on the seriousness of the crime)
- Fine (payable to the city; inability to pay the fine leads to imprisonment and/or hard labor)
- Damages (payable to the injured party or victim's kin; inability to pay damages leads to imprisonment and/or hard labor)
- Edict (forbidding the convicted from doing something; violation of an edict can result in imprisonment, hard labor, and/or a fine)

## I. Crimes against Lords, Officials, and Nobles

Assaulting or impersonating a Lord: death

Assaulting or impersonating an official or noble: flogging, imprisonment up to a tenday, and fine up to 500 gp

Blackmailing an official: flogging and exile up to 10 years

Bribery or attempted bribery of an official: exile up to 20 years and fine up to double the bribe amount

Murder of a Lord, official, or noble: death

Using magic to influence a Lord without consent: imprisonment up to a year, and fine or damages up to 1,000 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

## II. Crimes against the City

Arson: death or hard labor up to 1 year, with fines and/or damages covering the cost of repairs plus 2,000 gp

Brandishing weapons without due cause: imprisonment up to a tenday and/or fine up to 10 gp

Espionage: death or permanent exile

Fencing stolen goods: fine equal to the value of the stolen goods and edict

Forgery of an official document: flogging and exile for 10 summers

Hampering justice: fine up to 200 gp and hard labor up to a tenday

Littering: fine up to 2 gp and edict

Poisoning a city well: death

Theft: flogging followed by imprisonment up to a tenday, hard labor up to 1 year, or fine equal to the value of the stolen goods

Treason: death

Vandalism: imprisonment up to a tenday plus fine and/or damages covering the cost of repairs plus up to 100 gp

Using magic to influence an official without consent: fine or damages up to 1,000 gp and edict

## III. Crimes against the Gods

Assaulting a priest or lay worshiper: imprisonment up to a tenday and damages up to 500 gp

Disorderly conduct within a temple: fine up to 5 gp and edict.

Public blasphemy against a god or church: edict

Theft of temple goods or offerings: imprisonment up to a tenday and damages up to double the cost of the stolen items

Tomb-robbing: imprisonment up to a tenday and damages covering the cost of repairs plus 500 gp

## IV. Crimes against Citizens

Assaulting a citizen: imprisonment up to a tenday, flogging, and damages up to 1,000 gp

Blackmailing or intimidating a citizen: fine or damages up to 500 gp and edict

Burglary: imprisonment up to 3 months and damages equal to the value of the stolen goods plus 500 gp

Damaging property or livestock: damages covering the cost of repairs or replacement plus up to 500 gp

Disturbing the peace: fine up to 25 gp and edict

Murdering a citizen without justification: death or hard labor up to 10 years, and damages up to 1,000 gp paid to the victim's kin

Murdering a citizen with justification: exile up to 5 years or hard labor up to 3 years or damages up to 1,000 gp paid to the victim's kin

Robbery: hard labor up to 1 month and damages equal to the value of the stolen goods plus 500 gp

Slavery: flogging and hard labor up to 10 years

Using magic to influence a citizen without consent: fine or damages up to 1,000 gp and edict