WATERDEEP

City of Splendors

Circa 1371 DR

N

W E

S

TO:
THE KRYPTA ROAD (west)

TO:
THE LONG ROAD (east)
Ashabenford (40mi, via the Long Road)
Arrabett (77mi, via the Long Road)
Baldur's Gate (200mi, via the Long Road)
Telflamm (400mi, via the Long Road)
Longsaddle (450mi, via the Long Road)
Neverwinter (500mi, via the Long Road)
Gravenhurst (600mi, via the Dwarven Way from Tribarr)
Silverymoon (1,000mi+, via Daggerford)
Leilon (1,000mi)
Yartar (1,000mi+)
Eastern Heartlands
Eastern Wilderlands

TROLLPORT

THE TROLL GATE

TROLLTOWER

OUTER NORTH TROLLWALL

ARMOURY

UPPER DOWNS

NORTHGATE TOWER

THE NORTH GATE

UPPER TOWERS

ENDCLIFF PORT

WEST WALL

THE MUD FLATS

SEAWATCH TOWER

NORTH TROLLWALL

HARBORWATCH TOWER

SEAGATE TOWER
"The Westwatch"

THE FIELD OF TRIUMPH

THE STREET OF THE SINGING DOLPHIN

MENDEVER STREET

SUL STREET

SHIELD STREET

COPPER STREET

THE HIGH ROAD

JULTHOON STREET

TRADER'S WAY

THE MARKET

BAZAAR STREET

MOLDOY MOUNT WALK

MOUNT WALL

THE STREET OF SILVER

THE STREET OF SILKS

THE STREET OF THE SWORD

WARRIOR'S WAY

THE STREET OF BELLS

MOUNTAIN TOWER

PIERGEIRON'S PALACE

ANGHARRON'S TOWER

PEAKTOP ARMS

MOUNT WATERDEEP

WATERDEEP WAY

WATERDEEP CASTLE

THE HIGH ROAD

THE RIVER GATE

RIVER STREET

TROLLWALL

THE WAY OF THE DRAGON

THE HIGH ROAD

THE WAYFARER'S TOWER

NAVAL HARBOR

SMUGGLER'S RARE TOWER

STORMHAVEN ISLAND

UMBERLEE'S CACHE

GREAT HARBOR

BOATSCRAPE COVE

T'QUESSION

OUTER FORT

THARQUALNAAR

INNER FORT

DEEPWATER BEACH

DEEPWATER ISLE

DEEPWATER WALL

THE SEA STACKS

WAYNDOT

THE SOUTH GATE

SOUTHPORT KEEP

THE TRADE WAY

TO:
The Kryptag (Calgeon Gambling House chain) (1mi, via Dock Street)
Candlebridge (over the E. Dessarin) (16mi)
Daggerford (via the Trade Way) (100mi+)
Nevarsten (140mi, via the Trade Way)
Llewllwellyn (180mi, via the Dark Trail)
Mirabar (via the Dwarven Way Trail)
Gauntlgrym (1,000mi+)
The Bay Inn (250mi)
Baldur's Gate (400mi)
Amkhet (1,000mi+)

EAST TOWER TOWN

SOUTHWEST TOWER

MOLDAVAR WALK

LEGEND

- Water, shallow (0-75')
- Water, moderate (75-150')
- Water, deep (>150')
- Sand/Mud Beach
- Gravel/Stone Beach
- Solid Rock Surface
- Grassland, landscaped
- Grassland, wild
- Packed Dirt/Gravel
- Dirt/Clay Courtyard
- Paved Street (main avenue)
- Cobblestone Street (secondary avenue)
- Corduroy Log Road (lesser avenue)
- Surface Vegetation & Trees
- Elevation Contour (100' per contour)
- Escarpment (10-50' elevation, usually grassy) +10-50'
- Cliff (50-100' elevation, usually rocky) +50-100'
- Walls, Guard Towers, & Thick Stone Structures (walls >5' thick)
- Buildings, Towers, Wood or Stone Structures (walls <5' thick)
- Underground Tunnel & Entrance
- Sewer Tunnel with Junction Room & Surface Shaft
- unused
- unused
- 16mm vertical, double lines 2mm up

1 cm = 100 ft
1 mm = 10 ft

Map created by Elliott Zastrow (efzastrow@gmail.com) from many different sources. This map may be freely distributed and used for recreational gaming as long as it is not modified without consent of the author. Waterdeep, the City of Splendors, and most character and location names and descriptions contained in this map were taken from works published by Wizards of the Coast, Inc. Please direct any comments, questions, or errata flawed to the author via email.