

1 Introduction to the Realms

1.1 The Forgotten Realms

Created by Ed Greenwood in 1967, the Forgotten Realms is an entire universe with a diverse range of landscapes, cultures, political structures, and intricate connections to various planes of existence, including the Material, Elemental, Celestial, and Shadow realms.

1.2 Toril

Toril is a vast world of magic and mystery and the primary setting within the Forgotten Realms. For residents of Waterdeep, where our adventure starts, not much is known about life outside of the Sword Coast and the North, any news of happenings outside of Faerûn is considered rumor at best.

1.3 Faerûn

Faerûn, the central continent of Toril, is home to humans, elves, dwarves, halflings, and various other races as well as a variety of cultures and nations.

Wars have been fought, cataclysm has been faced, and the gods have walked on this landmass.

1.4 The Sword Coast

The Sword Coast is a narrow band of land along the Sea of Swords between Neverwinter in the north and Baldur's Gate in the south.

Many communities in this region, such as Waterdeep, Neverwinter, Silverymoon, Baldur's Gate, and Daggerford, are members of the Lords' Alliance which affords them bountiful trade and relative internal peace.

1.5 Waterdeep

Waterdeep, rising from its deep harbor and ringing a great mountain, is the pinnacle of society for all of Faern and the setting for your characters' first adventures. This is a city of gallivanting nobles, hard-working citizens, and adventurers looking for their next lead.

1.6 The Yawning Portal

This infamous tavern in Waterdeep is more than a place to enjoy a meal or drink; it's a gateway to adventure. The Yawning Portal's main feature is a vast pit leading to the Undermountain, a treacherous dungeon that has drawn countless explorers. The tavern itself has become a hub for adventurers, a place where tales are told, and expeditions are launched.