

THE SWORD COAST

GEOGRAPHY

The Sword Coast is on the western coast of the continent of Faerun. It runs 1400 miles north to south, and 600 miles east. The Spine of the World Mountains borders the north. The deadly and unnatural Anauroch desert borders the east. The coastline is jagged and treacherous with few safe harbors.

The three main cities (and ports) along the coast are Baldur's Gate in the south, then Waterdeep, and Neverwinter in the north. These cities are populated with every race but are primarily human.

Neverwinter, the Jewel of the North, gets its name from the fact the land, water, and port never freeze, despite being so far north.

Waterdeep, the City of Spondors, is home to 100,000 citizens and 200,000 secrets. The city is led by a secret group of masked lords. One lord acts as a known "Open Lord" and is assisted by an Arch-Mage, called the Blackstaff.

RACES

The Dwarven kingdoms exist under the mountains and hills to the north and east. The Elven forests are spread throughout the midlands. The Halfling villages are sprinkled in the fields and rolling hills to the south. Few Gnome settlements exist. No known Half-Orc settlements exist and, represent about 1% of any town. Dragonborn or Teiflings are exceedingly rare. Most small towns have never seen or heard of any, and any large city will have maybe 2 or 3 in the entire city.

FACTIONS

Many groups and factions exist in the realms. Most operate secretly, but a few are open about their activities. Some may be just myth

The Lord's Alliance – A treaty between eleven governments, includes: Neverwinter, Waterdeep, Baldur's Gate, and Silverymoon.

Order of the Gauntlet – Open group formed to combat all evil. Devoted to Helm, Torm, and Tyr

The Harpers – Secretive group who work to promote good and maintain a balance of power.

The Zhentarim – Very secretive group which strives for power, glory, and money by any means.

The Emerald Enclave – Rumored group devoted to preserving nature & balancing good & evil.

The Red Wizards of Thay – Hated group seeking all magical power.

Theives' Guild – Every major town has a hidden thieves' guild.

MONEY

There are five basic coins in the realms minted with different designs and local names. The base coin, gold, equals about \$10.

Copper (cp) – equal to 10 cents,
100 copper = 1 gold

Silver (sp) – equal to a dollar,
10 silver = 1 gold

Electrum (ep) – equal to 5 dollars,
2 electrum = 1 gold

Gold (gp) – equal to 10 dollars,
1 gold = 1 gold (duh.)

Platinum (pp) – equal to \$100.
1 platinum = 10 gold

RELIGION

In the human pantheon, over 50 gods rule the various dominions. Another 50 are worshipped by the other races. Here are but a few. Gods in italics are considered evil

Amaunator – God of the Sun & Law. Symbol – Golden Sun

Auril – Goddess of Winter
Revered in the North. Snowflake.

Bane – God of Tyranny. Ruler of Might. Symbol – Black Hand

Bhaal – God of Murder
Symbol – Skull ringed by blood

Helm – God of Vigilance, Guards
Symbol – Iron gauntlet with eye

Myrkul – God of Death
Symbol – Skull in a black triangle

Mystra – Goddess of Magic
Symbol – Seven stars in a circle

Oghma – God of Knowledge
Symbol – a Blank scroll

Selune – Goddess of the Moon
Symbol – Eyes ringed by stars

Shar – Goddess of Night/Loss
Symbol – Black disk with purple

Sune – Goddess of Love/Beauty
Symbol – Red haired beauty

Talos – God of Destruction, Chaos
Banned in Waterdeep
Symbol – 3 lightning bolts

Torm – God of War
Symbol – Upright Flaming Sword

Tyr – God of Justice
Symbol – White right gauntlet

Tyr – God of Justice
Symbol – Scale on a hammer.

TIME

In some ways time is the same as Earth, and different in other ways

60 minutes = 1 hour

24 hours = 1 day

365 days = 1 year

12 months = 1 year

30 days = 1 month

Plus 5 holiday feast days

Every 4 years is an extra “leap holiday”. The next will be in 1480

CALENDAR

| | Name | Common |
|----|-----------------------------------|-----------------|
| 1 | Hammer | Deepwinter |
| | <i>Holiday: Midwinter</i> | |
| 2 | Alturiak | Claw of Winter |
| 3 | Ches | Claw of Sunsets |
| 4 | Tarsahk | Claw of Storm |
| | <i>Holiday: Greengrass</i> | |
| 5 | Mirtul | The Melting |
| 6 | Kythorn | Time of Flower |
| 7 | Flamerule | Summertide |
| | <i>Holiday: Midsummer</i> | |
| | <i>Leap Holiday: Shieldmeet</i> | |
| 8 | Eleasis | Highsun |
| 9 | Elient | The Fading |
| | <i>Holiday: Highharvestide</i> | |
| 10 | Marpenoth | Leaffall |
| 11 | Uktar | The Rotting |
| | <i>Holiday: Feast of the Moon</i> | |
| 12 | Nightal | Drawing Down |

These months correspond to our months; Hammer is January, etc. A month is divided into 3 weeks which are 10 days long. The five holidays are not part of any month and are held after the end of the month. Shieldmeet occurs every 4 years, where leaders of state meet. The next will be in 1480 DR.

In addition, the seasons change on the following days:

| | |
|------------|-----------------|
| 19 Ches | Spring Equinox |
| 20 Kythorn | Summer Solstice |
| 21 Eleint | Autumn Equinox |
| 20 Nightal | Winter Solstice |

TODAY

Today is 20 Tarsahk, 1479 DR,
The Year of the Ageless One.

It is a tenday before the festival of Greengrass, the Feast of Spring.

Greengrass is one of the biggest festivals of the year, second only to Highharvestide. But, there is little to celebrate here in the town of Phandalin. The winter has been harsh and snow still dots the ground. Goblin raids and a gang of resident bandits plague the town and yet the town leader has done nothing to stop them.

YEARS

Years are usually measured from an important event called the Dale Reckoning (DR). This event occurred almost 1500 years ago, when the races of man and elves declared peace & pledged alliance in the Dalelands to the East.

Each year is also named. Where these names come from no one knows, but the names have existed for a thousand years and prophesize up to the year 1600.

FIFTEEN YEAR ROLL

| | |
|------|----------------------------|
| 1470 | Year of the Second Circle |
| 1471 | “ “ the Plagued Lords |
| 1472 | “ “ the Third Circle |
| 1473 | “ “ the Heretic’s Rampage |
| 1474 | “ “ the Forth Circle |
| 1475 | “ “ the Final Stand |
| 1476 | “ “ the Fifth Circle |
| 1477 | “ “ the Purloined Statue |
| 1478 | “ “ the Dark Circle |
| 1479 | “ “ the Ageless One |
| 1480 | “ “ Deep Water Drifting |
| 1481 | “ “ the Grinning Halfling |
| 1482 | “ “ the Narthex Murders |
| 1483 | “ “ the Tasked Weasel |
| 1484 | “ “ the Awakened Sleeper |

HISTORY

87 DR Year of the Hoar Frost
City of Neverwinter is founded

882 DR Year of the Curse
The city of Waterdeep is founded.

1032 Year of the Nightmaidens
Waterdeep is saved by unseating its warlord and creating the ruling class of the Lords of Waterdeep.

1358 The Year of Shadows
Also called the Time of Troubles. Legend states that the gods were forced to walk the earth in mortal form and wage battle. Chaos ruled and some gods were even killed.

1385 The Year of Blue Fire
The elves claim that Mystra the goddess of magic is killed by Cyric the god-prince of lies. All magic becomes corrupted in what is called the Spellplague. Most wizards go insane or are killed.

1451 Year of Knowledge
Unearthed. Mt. Hotenow erupts. Many blame the dwarves, looking for lost gold and dwarven cities. Half of Neverwinter & many villages, including Thundertree are destroyed.

1461 Year of Three Goddesses
Blessing. Dagult Neverember, through political wrangling and marrying into a noble family, becomes Open Lord of Waterdeep

1464 Year of the Six-Armed Elf.
The wizard, Ashemmon, dies and his heir, Samark Dhanzscu, becomes the sixth Blackstaff (Arch-Mage) of Waterdeep.

1467 Year of the Three Heroes
United. Dagualt Neverember also claims lordship in Neverwinter. He begins rebuilding that city using mysteriously gained money. Meanwhile, Waterdeep stagnates.