Region Name: The Sword Coast and The North

Cities/Settlements/Towns:

Neverwinter

Baldur's Gate

Waterdeep

Silverymoon

Daggerford

Mirabar

Longsaddle

Mithral Hall

Amphail

Yartar

Leaders and Government Types:

Laeral Silverhand (Open Lord of Waterdeep)

Dagult Neverember (Lord Protector of Neverwinter)

Taern Hornblade (High Mage of Silverymoon)

Ulder Ravengard (Grand Duke of Baldur's Gate and Marshal of the Flaming Fist)

Morwen Daggerford (Duchess of Daggerford)

Selin Ramur (Marchion of Mirabar)

Dowell Harpell (of Longsaddle)

Dagnabbet Waybeard (Queen of Mithral Hall)

Lord Dauner Ilzimmer (of Amphail)

Nestra Ruthiol (Waterbaron of Yartar)

Cities/Settlements/Towns (Dwarfholds of the North):

Mithral Hall

Citadel Adbar

Citadel Felbarr

Gauntlgrym

Stoneshaft Hold – smaller populations

Ironmaster – smaller populations

Sundabar – lots of humans

Mirabar– lots of humans

Cities/Settlements/Towns (Island Kingdoms):

Evermeet

Whalebones

Ruathym

Moonshaes

Mintarn

Orlumbor - skilled shipwrights

Nelanther Isles

Lantan

Nimbral

Cities/Settlements/Towns (Independent Realms):

Candlekeep (Great library)

Darkhold (Imposing giant-scale castle)

Helm's Hold (Fortified abbey)

Elturgard (Realm of some security)

Hartsvale (Realm of some security)

Najara (Yuan-ti realm)

Uthgardt lands

Icewind Dale (Towns)

Trielta Hills (Quiet region)

Luskan (Cutthroat city)

Warlock's Crypt (Dominion of the great lich Larloch)

High Moor

Trollclaws

High Forest

Underdark Cities (Beneath the North):

Blingdenstone (Svirfneblin city)

Gracklstugh (Duergar city)

Menzoberranzan (Drow city)

Mantol-Derith (Trading post for Underdark merchants)

Regions:

Amn (Nation)

Calimshan (Southern Land)

Chult (Jungles)

Cities/Settlements/Towns (Amn):

Amn (Capital of Amn)

Leaders and Government Types (Amn):

Amn is led by representatives of five noble families.

The nation is wealthy but ruled ruthlessly by the wealthy elite.

The Council of Five controls Amn, but their ability to affect foreign policy is limited due to disagreements.

The use of arcane magic is illegal in Amn, with exceptions granted by the oligarchs.

Cities/Settlements/Towns (Calimshan):

Calimport (City)

Memnon (City)

Leaders and Government Types (Calimshan):

Human slaves overthrew the genie lords of Calimport and Memnon.

Calimshan is described as a chaotic place with wealth, political influence, and personal power.

Cities/Settlements/Towns (Chult):

Ruined Mezro (City)

Leaders and Government Types (Chult):

Ruined Mezro is described as waiting for explorers and displaced people to cleanse the city of its undead inhabitants and uncover hidden treasures.

Cities/Settlements/Towns (Dambrath):

Dambrath (Nation)

Leaders and Government Types (Dambrath):

Dambrath is ruled by nomadic clans of human horse riders who revere specific deities.

The Dambrathans have a history of domination by the Crinti, a ruling caste of half-drow.

The clans meet at the Hills of the Kings twice a year to update their totem sculptures.

Some Dambrathans seek lycanthropy as a means of showing reverence for their favored deity and heritage.

Cities/Settlements/Towns (Elfharrow):

Elfharrow (Region)

Leaders and Government Types (Elfharrow):

Elfharrow is inhabited by xenophobic elves who fiercely protect their cultivated herds of animals.

Travelers, especially uninvited guests, are discouraged from entering the region, often with lethal force.

Cities/Settlements/Towns (Halruaa):

Halruaa (Nation)

Leaders and Government Types (Halruaa):

Halruaa was believed to be destroyed in the Spellplague but has been largely restored.

Halruaan wizards used blue fire from Mystra's death to propel their nation safely into the realm of Abeir.

Halruaa is known for its skyships and waterborne cities.

Cities/Settlements/Towns (Lake of Steam):

The Lake of Steam is described as an inland sea with undrinkable waters.

The region around the Lake of Steam is known for city-states and minor baronies, including the Border Kingdoms.

Explorers and fortune seekers often invest wealth in building castles and communities that disappear within a generation or two.

Cities/Settlements/Towns (Luiren):

Luiren is the homeland of halflings.

It was lost to a great inundation of the sea during the Spellplague.

Travelers from the south report that some halfling communities have survived as island redoubts.

Cities/Settlements/Towns (Tethyr):

Tethyr is described as a feudal realm ruled by Queen Anais from its capital of Darromar.

The realm is divided into duchies, counties, and more.

The farmlands of Tethyr are abundant, and trade flows freely from the Western Heartlands.

The land has seen noble intrigue and royal murder.

Cities/Settlements/Towns (Aglarond):

Aglarond is a great peninsula extending into the Inner Sea.

It is inhabited by humans living in harmony with elf and half-elf neighbors.

Aglarond has a history of conflicts with Thay.

The nation is now ruled by a Simbarch Council.

Regions (Cold Lands):

The Cold Lands include Damara, Narfell, Sossal, and Vaasa.

They are located in the cold, dry environs of the northeast, near the Great Glacier.

Few outside the region have much interest in this area.

There are concerns about a resurgence of ancient evils in the region.

Regions (Heartlands):

The Heartlands encompass Cormyr, the Dalelands, the Moonsea, and Sembia.

Cormyr is a strong human kingdom known for its loyal army, magical defenders (War Wizards), and influential nobles.

Cormyr recently recovered from a war with Sembia and Netheril.

The kingdom is proud of its homeland and its honor but faces various dangers, including treacherous nobles and monsters.

The Queen, Raedra, has drawn back from plans to welcome towns beyond Cormyr's traditional borders.

Regions (Lands of Intrigue):

The Lands of Intrigue include Amn, Calimshan, and Tethyr, also known as the Empires of the Sands.

Amn is a wealthy nation ruled by representatives of five noble families, known for ruthless business practices and trade.

Arcane magic is illegal in Amn.

Calimshan is a southern land with a history of conflict and a focus on wealth and political influence.

Tethyr is a feudal realm ruled by Queen Anais from Darromar, with abundant farmlands and noble intrigue.

Regions (Old Empires):

The Old Empires include Chessenta, Mulhorand, and Unther.

Chessenta is a collection of city-states bound by common culture but fiercely competitive with each other.

Luthcheq worships the bizarre deity Entropy, Erebos is ruled by the red dragon Tchazzar the Undying, Heptios is a center of learning, Akanax dislikes Heptios, and Toreus is welcoming to visitors.

Airspur is a floating city that survived the Sundering.

Cormyr is considered a central human kingdom in Faerûn, known for its strength, nobles, and military.

The nation recently faced a war with Sembia and Netheril.

Regions (The Cold Lands):

Damara is ruled by King Yarin Frostmantle of the Dragonbane dynasty, but his tyranny and threats from demons are causing unrest.

In Narfell, skilled riders and archers are reclaiming their heritage as a nation of mages who treated with devils.

The Warlock Knights of Vaasa pose a threat to neighboring regions, with potential interest in Castle Perilous.

Sossal is a tiny nation that trades with neighbors but remains relatively isolated.

Regions (The Dalelands):

The Dalelands are inhabited by humans who desire peaceful lives free from the concerns of larger nations.

They coexist peacefully with the elves of Cormanthor.

Featherdale and Tasseldale have reasserted their independence and rejoined the Dales Council, along with other dale regions.

Dalesfolk value those who work for the common good, treating them as equals entitled to share in the rewards of their efforts.

Regions (The Horde Lands):

Formerly known as the Endless Wastes, this region is now called the Horde Lands after the Tuigan horde that once roared out of the east.

Some warriors from this region formed the nation of Yalmunnahar, while others continue to cling to their old ways.

Brave merchants still traverse the Golden Way to and from Kara-Tur, but their numbers have decreased.

Regions (Impiltur):

Impiltur is experiencing a resurgence in wealth and influence as the waters of the Sea of Fallen Stars rise.

There are whispers that a lost king from the old line may rise to restore Impiltur to its former greatness.

Impiltur is primarily inhabited by humans, with pockets of dwarves and halflings.

The nation is currently governed by a Grand Council, struggling to combat the presence of demons and demon worship within its borders.

Regions (The Moonsea):

The Moonsea region has a history of cities rising swiftly, relying on trade and mercenaries, only to overextend themselves and eventually fall.

Regions (Sembia):

Sembia, previously claimed by Netheril, has a history of mercenary work and adventuring among those without local families.

Veterans of the recent war are better trained for these endeavors, with some turning to banditry while others find opportunities for guard work.

Regions (Thay):

Thay, a magocracy, is ruled by the ancient lich Szass Tam and the Council of Zulkirs.

Szass Tam previously promoted undeath, but recent battles with the demon Eltab have prompted him to allow the living to advance within the Red Wizards.

Regions (Thesk):

Thesk is known as the Gateway to the East due to its location at the western terminus of the Golden Way, which leads to Kara-Tur.

Theskians are generally open-minded toward outsiders and readily trade with various groups, including ores and goblins who are peaceful but have no tolerance for violent or raiding humanoids.

Regions (Turmish):

Turmish is a nation of mercantile cities governed by the Assembly of Stars in a parliamentary democracy.

It has experienced a revival of fortunes due to the rising waters of the Inner Sea, which has restored lost trade.

Regions (Tymanther):

Tymanther, once part of the vanished nation of Unther, claimed territory in its absence.

When Unther unexpectedly returned, it went to war against Tymanther, reducing the realm to small tracts mainly along the coast.

Regions (Tymanther):

After the return of Unther to Faerûn, some dragonborn retreated to the Alamber Sea and Ash Lake regions.

These dragonborn have maintained their military tradition and are defending their smaller territory effectively, with the presence of a great beast guarding the harbor of Djerad Kethendi.

Some Tymanther's dragonborn have become mercenaries with strong reputations, sought after for their skills.

Regions (Unther):

Unther was trapped in another world and dominated by others until Gilgeam, a reincarnated god, led the people to regain their greatness.

They returned to Faerûn and are now in conflict with the dragonborn occupying their ancestral lands.

Gilgeam seeks to restore Unther to its former glory, which includes the destruction of Tymanther and a potential war with Mulhorand to reclaim lost lands.

Regions (Westgate):

Westgate is a city known for its shady dealings and employment opportunities for those seeking illicit work.

It's often compared to places like Arnn and Sembia, where wealth and bribery hold great influence.

The city's proximity to Cormyr makes it a breeding ground for Cormyr's enemies, including groups like the Fire Knives, a guild of thieves and assassins.

Kara-Tur:

Kara-Tur is a vast continent located far to the east, beyond the Hordelands.

It consists of empires like Shou Lung, Kozakura, Wa, and other lands.

Kara-Tur is seen as a mysterious and exotic place by the people of Faerûn.

It has its own pantheon of gods, unique creatures, and practices forms of magic not commonly found in the western lands.

Kara-Tur is known for its abundance of gold, jade, spices, silks, and other rare goods, as well as its unique cultural and supernatural elements.

Amphail:

Region: The North (Amn region)

Government Type: Controlled by noble families, part of the Lords' Alliance

City Size: Small town

Population: Just over seven hundred residents

Primary Industry: Horse ranching and related businesses, such as tack and feed

Political Influence: Despite its small size, it is considered an equal of cities like Neverwinter and Baldur's Gate within the Lords' Alliance due to its noble families' influence.

Baldur's Gate:

Region: Sword Coast

Government Type: Ruled by the Council of Four, with a single Grand Duke, and the Parliament of Peers.

City Size: Large city

Population: Tens of thousands

Primary Industry: Commerce and trade due to its ideal location for handling goods from the west, inland along the river, and up and down the coast.

Political Influence: A prominent city with significant political power in the Sword Coast region.

Government Structure:

Ruled by the Council of Four, with a single Grand Duke (Ulder Ravengard) empowered to break ties.

Ruined Cities:

Eaerlann

Illefarn

Athalantar

Phalorm

Netheril

***Haunghdannar.***

***Gharraghaur.***

***Besilmer.***

***Delzoun.***

Daggerford:

Region: Sword Coast

Government Type: Ruled by Lady Morwen Daggerford, with daily rulership overseen by the Council of Guilds.

City Size: Small walled town

Population: Approximately twelve hundred people

Primary Industry: Agriculture and pastoral activities, with a focus on protecting nearby hamlets and farms.

Political Influence: Lady Morwen Daggerford leads the town, and the Daggerford family has ancient authority in the region, with some seeing Daggerford as a potential beacon of peace, wealth, and influence.

Town Overview:

Daggerford is a small, walled town located on the floodplains of the Delimbiyr River.

The town is dominated by Lady Morwen Daggerford's keep, and its authority dates back to the ancient Kingdom of Man, succeeding Phalorm in the region.

It is considered a pastoral haven with sprawling hills and peaceful vistas, but it can be threatened by occasional orc or goblin raids.

Frequent caravans pass through Daggerford on their way to Waterdeep or Baldur's Gate, offering news and trade opportunities.

Inns and locals' homes provide lodging for travelers, with opportunities for warriors to earn coin by training the local militia or accompanying the town guard on patrols.

Government Structure:

Lady Morwen Daggerford is the ruler of Daggerford.

Daily governance is overseen by the Council of Guilds, consisting of the heads of the town's trade groups. These guildmasters attempt to imitate the style of the Lords of Waterdeep by wearing robes and masks to council meetings, though their true influence may be limited.

Longsaddle:

Region: North, along the Long Road between Triboar and Mirabar

Government Type: Governed by the Harpell family of wizards

Settlement Type: Hamlet

Population: Small, primarily consisting of the Harpell family and their staff

Town Overview:

Longsaddle is a small hamlet located along the Long Road, approximately halfway between Triboar and Mirabar in the North.

The settlement is primarily composed of a row of buildings along the Long Road.

A path from the Long Road leads to the Ivy Mansion, the home of the Harpell family of wizards.

Longsaddle was founded by the Harpell family over four centuries ago, and the family has a reputation for both eccentric behavior and formidable magical abilities.

The Harpells have a history of dealing with disturbances in unusual ways, such as turning rival Malarite sects into rabbits when their squabbles disrupted the town.

Government Structure:

Longsaddle is governed by the Harpell family of wizards, who have maintained control over the town for centuries.

The Harpells are known for their eccentric behavior and powerful magical abilities, making them one of the most potent gatherings of mages in the North.

Longsaddle is a unique and somewhat eccentric settlement known for its connection to the Harpell family of wizards. While it may be small in size, it holds a significant place in the region due to the magical prowess and idiosyncrasies of its ruling family.

Mirabar:

Region: The North

Government Type: Ruled by a council of guildmasters

Settlement Type: City

Population: Predominantly human, with some dwarves, gnomes, halflings, and a dwarven undercity

Town Overview:

Mirabar is a human city located in the North, situated atop extensive dwarven caverns.

The city's population is predominantly human, with a mix of dwarves, gnomes, halflings, and other races.

The uppermost level of the city's undercity is mostly inhabited by dwarves, with some humans residing there as well.

The mixing of races in Mirabar is driven by factors such as trade, individual preference, and skills.

Many citizens of Mirabar, regardless of race, hold deep reverence for Moradin and the dwarven gods, reflecting the city's dwarven influence in spirit and ethics.

Mirabar has a strong tradition of mining, smelting, and blacksmithing, and the city's craftsmen continually strive to increase their production and craftsmanship.

Jewelers and enamelers in Mirabar study ways to blend dwarven, human, and elven design techniques, reminiscent of the ancient Phalorm culture.

Government Structure:

Mirabar is governed by a council of guildmasters who oversee the city's administration and decision-making processes.

The guildmasters represent various trades and industries within the city, ensuring that the interests of different sectors are considered.

Mirabar is a city that straddles the worlds of humans and dwarves, with a rich tradition of craftsmanship and a strong sense of cultural heritage. The blending of races and the city's focus on trade and craftsmanship make it a unique and vibrant place in the North.

Neverwinter:

Region: The Sword Coast and the North

Government Type: Ruled by Lord Protector Dagult Neverember

Settlement Type: City

Population: Growing and dynamic, with many newcomers and adventurers

Town Overview:

Neverwinter recently emerged from a period of destruction and danger, and it is now a thriving and rejuvenated city.

The city has successfully overcome past threats, such as orc attacks and the sealing of the Chasm, thanks to powerful magic.

Trade has been reestablished with nearby realms, including Waterdeep and locations to the south, resulting in a bustling economy.

Adventurers are drawn to Neverwinter, seeking work, treasures, and opportunities to clear dangerous areas within the city.

The restoration of Gauntlgrym nearby offers the city a potential ally and a source of armor and weapons.

Neverwinter is experiencing a resurgence in commerce and craftsmanship, with talented craftspersons returning to ply their trades.

Lord Protector Dagult Neverember hopes to restore the city to its former glory as the "City of Skilled Hands."

Opposition to Neverember's rule still exists, but it is gradually waning as residents focus on rebuilding the city.

Many newcomers have arrived in Neverwinter, eager to work and help enrich the city's future.

Some challenges remain, including theft, occasional food shortages, and the need to address the cataclysmic events that created the Chasm.

The city offers vast opportunities for traders, especially those who can provide grains and vegetables needed by the growing population.

Neverwinter has undergone a remarkable transformation from a city plagued by adversity to a vibrant and hopeful place on the rise. Its revival attracts adventurers, entrepreneurs, and those seeking to be part of a brighter future for the city.

Silverymoon:

Region: The Silver Marches of Luruar

Government Type: Previously a powerful and influential member of the Lords' Alliance, now seeking to rebuild and recover from the recent war

Settlement Type: City

Population: Diverse, with primarily "goodly" races, including humans, dwarves, gnomes, elves, halflings, and half-elves

City Overview:

Silverymoon is known as the "Gem of the North" and is considered an ideal city where various races coexist for mutual benefit and harmony.

The city's population is primarily composed of races known for their goodness, but Silverymoon is open to all races, except drow and orcs who prove hostile.

The city's architecture features sweeping curves, soaring towers, and living structures integrated with nature, reminiscent of ancient elven cities.

Silverymoon is often likened to the legendary Myth Drannor of the North.

The recent war and the dissolution of the Silver Marches took a toll on Silverymoon's prestige, as it faced accusations of inadequate support for neighboring cities like Sundabar.

Alustriel Silverhand, the former High Lady of the city and a prominent figure in the Lords' Alliance, played a crucial role in its leadership.

Taern Hornblade succeeded Alustriel but hasn't been as influential in the Lords' Alliance, as his respect and affection have shifted to Laeral Silverhand, who is now the Open Lord of Waterdeep.

Silverymoon is an enchanting city known for its beauty, diversity, and commitment to fostering peace among its residents.

Yartar:

Region: Near the fork of the Rivers Surbrin and Dessarin, along the Evermoor Way

Government Type: Ruled by a Waterbaron elected for life

Settlement Type: Fortified town

Population: Diverse, primarily involved in fishing and barge building

City Overview:

Yartar is situated at the confluence of the Rivers Surbrin and Dessarin, making it strategically important for trade and commerce in the North.

The town is known for its barge-building industry, and many river barges in the region are constructed or launched in Yartar.

Yartar hosts annual fairs, which contribute to its economic activity and reputation as a trading hub.

The current Waterbaron of Yartar is Nestra Ruthiol, a calculating and hot-tempered woman who has faced accusations related to a murder in the past. However, she was later cleared of the charges.

Yartar's internal squabbles and conflicts among its leaders have prevented it from achieving more prominence in the North.

If Yartar can resolve its internal issues and maximize its position along major trade routes, it has the potential to grow in size, wealth, and influence.

The town's primary industries include fishing, with a focus on river life such as crabs and eels, and barge building, which plays a significant role in regional commerce.

Yartar's location and economic activities make it an important town for trade in the region, although its internal disputes have hindered its rise to greater prominence.

\*\*Citadel Adbar:\*\*

- Location: In the Ice Mountains, near the Cold Wood, in the extreme north of Faerûn

- Government Type: Ruled by a dwarven king

- Settlement Type: Fortress

- Population: Dwarves primarily, known for their mining and craftsmanship

\*\*City Overview:\*\*

- Citadel Adbar is an eternal fortress located in the Ice Mountains, serving as the last great remnant of the Northkingdom and a symbol of pride for the dwarves of the region.

- The citadel appears more like a mountain carved to suit dwarven purposes than a typical castle or human city. It features two towering structures, dragonspikes for defense against large creatures, and a central foundry with a prominent chimney.

- Adbar has stood unconquered for nearly eighteen centuries, even during the fall of Delzoun, and is known for its unyielding defense against various threats.

- The fortress has been a bastion of hope, glory, and trade for the dwarves and is often seen as a living monument of the Northkingdom.

- Recent ore wars and leadership changes have taken a toll on Adbar, with King Harnoth assuming rule after the death of his father and elder brother.

- The Knights of the Mithral Shield, once a great order, have dwindled in numbers due to ill-advised assaults against the ores.

- Adbar's Iron Guard remains strong, but the losses incurred during the wars have potentially led to a shift in recruitment, with more smiths joining out of duty rather than a desire for battle.

- The citadel's internal layout includes traps, deadfalls, and hazards designed to deter intruders. Visitors are advised to have a guide for safe navigation.

- Miles of dwarf-sized caverns beneath the citadel, remnants of early mining efforts, have become a confusing maze that even non-dwarf visitors find challenging to navigate.

- The great ore mines, forbidden to outsiders except during emergencies, provide the city with vital resources and are constantly worked by crews of engineers and laborers.

- Adbar is connected to other dwarven cities through underground tunnels, including routes to Mithral Hall, Mirabar, Ascore, and Citadel Felbarr.

- All roads leading to Adbar converge at the Caravan Door, a pair of iron doors that have never been breached, symbolizing the fortress's impregnability.

Citadel Adbar stands as a testament to dwarven resilience and the enduring strength of the dwarven people in the face of adversity.

Citadel Felbarr:

Location: Located in the Ice Mountains, in the extreme north of Faerûn

Government Type: Dual monarchy, ruled by King Morinn and Queen Tithmel

Settlement Type: Fortress, primarily inhabited by dwarves

City Overview:

Citadel Felbarr is one of the oldest and grandest of the Delzoun holds, with a history spanning over three thousand years. It was initially built with great wealth obtained through trade with Netheril and other human settlements in the region.

The city was founded primarily for mining purposes, but with the decline of trade along the Lowroad and diminishing resources, the dwarves eventually abandoned it.

Silverymoon occupied the fortress shortly after the dwarves' departure, but it was later seized by orcs following a lengthy siege.

In 1367 DR, King Emerus Warcrown led a force of dwarves to reclaim Citadel Felbarr from the orcs after another orc tribe assaulted the citadel, taking advantage of the weakened garrison. The citadel was subsequently restored.

In recent times, Citadel Felbarr has faced numerous conflicts and changes in leadership, with King Emerus Warcrown being mortally wounded in the battle to retake Gauntlgrym. He was succeeded by King Morinn and Queen Tithmel, who rule the city together.

The city is primarily located underground, with intricate tunnels and passages. Accurate maps of the city's interior are not widely available to prevent potential attackers from gaining information.

Felbarrans have mixed feelings about the dissolution of the Silver Marches. While they remain open to trade and aiding other dwarven kingdoms, there is skepticism about forming alliances with non-dwarven races, particularly humans.

Visitors to Citadel Felbarr see a raised road winding through rocky terrain, guarded by barbicans known as the Hammer and the Anvil, as well as the North Vigil and South Vigil fortifications.

The Rune Gate marks the entrance into Felbarr but is rarely used by outsiders.

Citadel Felbarr, with its rich history and enduring resilience, remains a symbol of dwarven strength in the face of adversity. The city's current rulers, King Morinn and Queen Tithmel, navigate the challenges of leadership in a post-conflict era while maintaining the city's deep dwarven traditions and isolationism.

\*\*Gauntlgrym:\*\*

- Location: Located deep underground in the North, Gauntlgrym has a complex and contradictory history, with varying accounts depending on the storyteller.

- Initial Purpose: Gauntlgrym began as a dwarven mine, delved during the earliest days of Old Delzoun. The dwarves abandoned it when they discovered a powerful being of flame deep within the mine.

- City Creation: The city of Gauntlgrym was later established by dwarves who successfully harnessed the primal power of fire in the depths, creating the Great Forge that made the city possible. This happened after humans pleaded with the Delzoun dwarves to build a city in Gauntlgrym.

- Rediscovery: The city remained hidden for centuries until the ghosts of its former inhabitants began calling to living dwarves to seek it out. Adventurers and delvers subsequently tried to locate the ancient city, but the ore wars redirected the dwarves' attention to the existing dwarven holds.

- Bruenor's Quest: King Bruenor Battlehammer of Mithral Hall led the dwarves in a quest to reclaim Gauntlgrym after the ore wars ended. Fierce fighting ensued to drive out the creatures that had occupied the city from below.

- Leadership: King Bruenor proclaimed King Emerus Warcrown of Citadel Felbarr as the second king of Gauntlgrym before Emerus's death. Following Emerus's passing, Bruenor assumed the rule of Gauntlgrym.

- Future Ambitions: Some speculate that Bruenor may have ambitions to restore the empire of Delzoun with the support of dwarves from various northern realms. However, his true intentions and goals for Gauntlgrym remain uncertain.

Gauntlgrym's history is shrouded in mystery and legend, and its recent rediscovery and the changes in leadership have raised questions about its future role in the North. The challenges of ruling such a significant dwarven city are immense, and the path ahead is uncertain.

\*\*Ironmaster:\*\*

\*Demographics:\*

- Ironmaster is a dwarven city located in a remote vale surrounded by hills and mountains.

- The dwarves of Ironmaster are known for their insular nature and are unwelcoming to outsiders.

- The city's population is primarily composed of dwarves who value their privacy and isolation.

- The dwarves of Ironmaster are skilled miners and blacksmiths, with extensive knowledge of working with metals, particularly iron and adamantine.

- The city's location near the Shaengarne River provides it with access to water resources and hydroelectric power.

\*Economics:\*

- Ironmaster's economy relies heavily on mining and metalworking. The dwarves extract iron and other valuable minerals from the hills surrounding their valley.

- Extensive iron deposits in the region have allowed Ironmaster to become a major producer of iron and steel.

- Ironmaster has access to adamantine, a rare and valuable metal, which is used for crafting special weapons and armor. The city trades with humans from the distant island of Tuern for raw adamantine.

- The dwarves of Ironmaster are skilled craftsmen, producing high-quality weapons, armor, and other metal goods, which are traded within the city and possibly beyond.

- Despite their isolation, the dwarves of Ironmaster have established trade links with the humans of Tuern, exchanging raw adamantine for finished works of adamantine, possibly including weapons and armor.

\*Politics:\*

- Ironmaster's political structure is not extensively detailed, but it is known that the city's leadership values secrecy and isolation.

- The dwarves of Ironmaster maintain a strong military presence to defend their territory, particularly in their ongoing conflict with the duergar, with whom they compete for control of tunnel territory.

- The city's leader, Clanmaster Ilgostrogue Sstar, had ambitions of creating a dwarven empire and led his followers to settle in the valley where Ironmaster now stands.

- The city's ongoing war with the duergar adds to its need for military strength and tunnel-fighting tactics.

- The dwarves of Ironmaster are secretive about their resources, particularly their access to adamantine, which they trade with humans from Tuern.

Ironmaster is a secretive and insular dwarven city known for its isolation, mining expertise, and skilled metalworking. The city's economy revolves around the extraction of iron and adamantine, as well as the production of high-quality metal goods. The dwarves of Ironmaster are engaged in a long-standing conflict with the duergar and maintain a strong military presence to defend their territory. Mithra! Hall's numbers

are sorely diminished at present, and it remains to be

seen whether its fortunes will follow suit.

\*\*Sundabar:\*\*

\*Demographics:\*

- Sundabar was originally a dwarven settlement known as Sundbarr, founded around a volcanic rift known as the Everfire.

- Over time, humans settled on the surface above Sundbarr, forming a partnership with the dwarves.

- The city's leadership included a Forgemaster who oversaw the Everfire's use for smithing and a Ruling Master who represented the human guilds and merchants.

- The human population of Sundabar grew while the dwarven population declined, leading to the rise of human rulership.

- Sundabar fell to an orc horde during the recent war, resulting in the death of King Firehelm and the destruction of the surface city.

- Dwarves from the undercity emerged to retake Sundabar from the orcs, and the city is now entirely dwarven. The human population has been wiped out.

\*Economics:\*

- Sundabar's original economy was built on the use of the Everfire, a mystical source of endless heat for the city's smithies and foundries, allowing for the production of high-quality metal goods.

- The city was renowned for its skilled blacksmiths and the production of wonders.

- Sundabar's surface city was engaged in trade, and it was known for its commerce and wealth.

- Since the fall of the surface city, trade has declined, and Sundabar prefers to engage in trade primarily with other dwarven cities through the Underdark.

- The city's wealth remains intact, and it is considered one of the wealthiest cities in the North.

\*Politics:\*

- Sundabar's political history includes both dwarven and human leadership, with kingship established by human rulers.

- King Firehelm was the king of Sundabar during the recent war, but he did not survive the conflict.

- After retaking the city from the orcs, the Forgemaster of Sundabar, known as Flamestoker, is reluctant to establish kingship among the dwarves.

- Sundabar withdrew from the Lords' Alliance and formal ties with human realms in the North following the war, maintaining only trade relations.

- The city's mistrust of outsiders, particularly humans, has increased, and they view other human realms as not offering sufficient aid during the war.

Sundabar has undergone significant changes in its demographics, economics, and politics due to the recent war. The city is now entirely dwarven, with the human population wiped out. Trade has declined, and Sundabar primarily engages in commerce with other dwarven cities. The city's leadership remains reluctant to establish kingship, and its relations with human realms have soured, leading to a withdrawal from formal alliances. Despite its current state, Sundabar remains one of the wealthiest cities in the North.

\*\*Thornhold:\*\*

\*Demographics:\*

- Thornhold, originally the keep of a Margaster family warlord, was captured by a paladin during the Second Troll War.

- The Knights of Samular, a Tyrran paladin order founded by Samular Caradoon, used Thornhold as their base while the hold remained the property of the Margaster family.

- Thornhold has a network of caverns that connect to the Stoneshaft clanhold, making it the home of the Stoneshaft clan of dwarves.

- The Stoneshaft dwarves refer to Thornhold as Stoneshaft Hold when speaking among themselves.

- The dwarves of Thornhold are secretive and closely guard their home against potential threats from the Margaster family.

- Humans are generally unaware of the caverns below Thornhold that lead to the Stoneshaft clanhold.

\*Economics:\*

- Thornhold was once a profitable stopover for travelers and caravans traveling north along the High Road.

- Due to the expansion of the Mere of Dead Men during the Spellplague, travel along the High Road was severely limited, leading to isolation for the Stoneshaft dwarves.

- The Stoneshaft dwarves are skilled metalworkers and craft fine metal and gemwork, often worn as personal adornment.

\*Politics:\*

- The Margasters of Waterdeep still believe they have a right to Thornhold, which sits on the reestablished High Road leading to Neverwinter.

- The Knights of Samular have an interest in restoring their outpost at Thornhold as a prelude to expeditions into the Mere of Dead Men.

- Stoneshaft dwarves fear an assault on Thornhold by powerful Waterdeep nobles and have been preparing for siege by gathering supplies and reinforcing defenses.

- They are cautious about interacting with outsiders, fearing kidnapping or torture by agents of the Margasters seeking information about their defenses.

\*Culture:\*

- Stoneshaft dwarves have an interest in Waterdeep's culture, including clothing, fashion, music, jokes, news, rumors, household goods, and tools.

- They prefer bludgeoning weapons like maces and morningstars, plain armor with full-face helms for anonymity, and spicy foods.

Thornhold is a complex settlement with a rich history, and it currently serves as the home of the secretive Stoneshaft clan of dwarves. The dwarves are cautious about their interactions with outsiders and have been preparing for potential conflicts with powerful forces, such as the Margaster family from Waterdeep. Despite their isolation, they maintain an interest in Waterdeep's culture and are skilled artisans in metalwork and gemcraft.

\*\*Mintarn:\*\*

\*Demographics:\*

- Mintarn is an island kingdom that has long been a neutral ground for various factions and forces along the Sword Coast.

- It is home to a diverse population, including mercenaries, traders, and various travelers who appreciate its open and welcoming atmosphere.

\*Economics:\*

- Mintarn experienced prosperity with investments from Dagult Neverember, who created a ship-building company and hired mercenaries from Mintarn for Waterdeep's navy and Neverwinter's defense.

- The White Sails company, in which Dagult Neverember invested, became a prominent supplier of mercenary ships and soldiers.

- The people of Mintarn made annual tributes to the red dragon Hoondarrh, who had slumbered for decades but awoke demanding more treasure.

- Recent events, including the removal of Neverember as Open Lord of Waterdeep and the decision to reestablish Waterdeep's navy, have disrupted Mintarn's economy and led to uncertainty.

\*Politics:\*

- Mintarn is ruled by a series of tyrants who emerge every five or six years, with the goal of preserving the island's status as a neutral ground and free port.

- The recent tyrant, Bloeth Embuirhan, presided over Mintarn during a period of prosperity but may no longer be in power.

\*Culture:\*

- Despite its open harbors and welcoming atmosphere, Mintarn has a loosely settled island with open spaces and farmland.

- It offers cozy inns and unique local products, such as brilliant green wine.

\*Miscellaneous:\*

- Hoondarrh, known as the Red Rage of Mintarn, awoke from slumber and demanded more treasure from the people of Mintarn, causing panic and uncertainty.

- There is talk of hiring adventurers to slay Hoondarrh, but the dragon's hoard is believed to be massive, making the task daunting.

- The departure of Mintarn's mercenaries following Neverember's removal from power in Waterdeep has left the island in a difficult position, with a disrupted economy and limited options.

Mintarn, once a prosperous island, now faces uncertainty and challenges due to Hoondarrh's demands and the changing political landscape in Waterdeep. The island's future remains uncertain, and its people are grappling with economic difficulties and the need to adapt to new circumstances.

\*\*Moonshaes Islands Overview:\*\*

\*Alaron:\*

- Alaron is the largest and most populous island in the Moonshaes.

- It is home to Caer Callidyr, a Ffolk stronghold, located north of Dornall Forest.

- Dornall Forest is a perilous place with goblins, worgs, and fey creatures, and it poses a threat to travelers.

- The Rookoath dwarves of the Fairheight range, with the aid of Clan Rustfire and adventurers from Callidyr, have been fighting against local ores and their shadow dragon master.

- High King Derid hopes to forge an alliance with the dwarves, but they have so far declined his offer.

- Kythyss, a port town on Alaron, has been hiring mercenaries to protect caravans running north to Callidyr.

\*Gwynneth:\*

- Gwynneth is an island that has become increasingly fey and mysterious over time.

- It is home to the elven realm of Sarifal, ruled by High Lady Ordalf, as well as the mountain kingdom of Synnoria, home to the Llewyr elves.

- Gwynneth also has small shield dwarf settlements and the ruins of Caer Corwell.

- High King Derid seeks to reclaim and rebuild Caer Corwell as an embassy but has not yet gained Lady Ordalf's consent.

- Myrloch Vale, a lush valley in the mountains, is home to druid circles allied with the elves and fey creatures.

- Prince Araithe, High Lady Ordalf's son, leads the struggle against the darker fey of Winterglen and may allow adventurers to assist in exchange for aid against the foes.

\*Korinn Archipelago:\*

- The Korinn Archipelago consists of rocky, rainy, and windswept islands populated mostly by Northlanders.

- These islands are home to separate settlements, each functioning as a mini-kingdom.

- Westhaven on Pandira serves as a neutral ground where Northlanders from various islands can come to port and resupply.

\*Moray:\*

- Moray is a land in conflict, with Ffolk struggling to keep the port town of Caer Moray open.

- Threats in Moray include the Black Blood tribe of Malar-worshiping werefolk, giants in the Trollclaw Range, and ogres and ores in the Orcskill Mountains.

- The Ffolk of Moray are loyal to High King Kendrick and hope for a unified Moonshaes under his banner.

\*Norland:\*

- Norland is located north of Moray and serves as the stronghold of the Northlanders in the Isles.

- The Noris were recently led by the Storm Maiden, a woman who gained great influence among them but eventually disappeared after a quest to control the Sea of Swords.

- King Rault the Wise faces succession challenges after losing his son and grandson in battles against the Storm Maiden.

- His granddaughter is wise and capable, but societal norms and recent events make it unlikely for her to ascend to the throne.

Oman's Isle:

Demographics: Currently controlled by giants, especially fomorians. The local population has likely been displaced or enslaved by these giants.

Economics: The island's economic activity seems to have been disrupted due to the giant occupation. It's unclear what resources or trade opportunities remain.

Politics: The giants, particularly fomorians, hold control over the island. There is likely no central governance or organized political structure at present.

Snowdown:

Demographics: Ruled by Lady Erliza, who appears to be an oppressive ruler. The local Ffolk population is subjected to harsh rule and exploitation.

Economics: The island's resources have been heavily exploited, and its exports are diminishing. The Ffolk may be experiencing economic hardships.

Politics: Lady Erliza maintains her rule through ruthless suppression of rebellions. There might be growing unrest among the Ffolk, supported by Alaron.

Northlander Isles:

Demographics: Inhabitants are hardy Northlanders who thrive in the harsh conditions of the northern islands. They have a warrior culture and value combat and sailing skills.

Economics: Trade is likely based on resources from the sea, including fishing and raiding. The islands may not have abundant resources beyond sustenance.

Politics: The Northlanders are known for their warrior culture and honor Valkur, a hero-god. They are prone to conflict, especially against outsiders.

Gundarlun:

Demographics: Residents are more peaceful compared to other Northlander communities. They are more inclined towards trade and commerce.

Economics: Gundarlun is known for providing safe harbor and supplies. Trade and services for visiting ships may be a significant part of their economy.

Politics: Gundarlun's political structure may involve multiple settlements paying homage to a central authority in Gundbarg.

Purple Rocks:

Demographics: The Purple Rocks is inhabited by the Rocklanders, who are known for their hospitality, but some strange occurrences have been noted, like the absence of certain age groups.

Economics: The Purple Rocks provide shelter during storms, and its inhabitants seem to excel at ship repairs and hospitality.

Politics: The island has a mysterious aura with unexplained phenomena, including the absence of certain demographics.

Ruathym:

Demographics: Inhabited by warlike Northlanders who claim the island as their ancestral homeland. They are known for their martial culture.

Economics: Trade can occasionally occur at the capital city of Ruathym. The island may have valuable resources, but trade is risky due to potential conflicts.

Politics: Ruathym has a history of engaging in conflicts and may consider ruling over other Northlanders and coastal cities as their birthright. The island may not have a centralized political structure.

Tuern:

Demographics: Inhabitants are violent raiders and pillagers who seek to enslave outsiders. They distrust magic and offer tribute to red dragons and giants.

Economics: The economy may be based on raiding and pillaging, with tribute paid to powerful creatures like red dragons and giants. Slave trade could also be prevalent.

Politics: Tuern has five kings, with a High King supposedly ruling from the capital, Uttersea. The island is likely characterized by a lack of centralized governance and a brutal culture.

The Whalebones:

Demographics: The islands are inhabited by numerous self-proclaimed kings and their followers. Conflict and skirmishes are common.

Economics: The islands' main commodity is whale ivory, fiercely defended by the inhabitants. Trade and interaction with outsiders may be challenging.

Politics: Each island may have its own self-proclaimed king, and the lack of centralized authority leads to frequent battles among the islands.

Orlumbor:

Demographics: The island is home to skilled shipwrights and dockworkers who excel in shipbuilding and repair.

Economics: Orlumbor's economy relies heavily on shipbuilding, with the island supplying ships to city-states along the Sword Coast.

Politics: The island has historically been a valuable asset to Waterdeep, supplying its navy. It has managed to avoid being claimed by other city-states due to its vital role in shipbuilding.

Lantan:

Demographics: Lantan was known for its skilled artisans, inventors, and craftsmen who focused on mechanical inventions rather than relying heavily on magic.

Economics: The Lantanese had a thriving industry centered around mechanical wonders and inventions. Their economy was driven by the creation and trade of various mechanical devices.

Politics: Lantan worshipped the god Gond and had a society deeply involved in the development of mechanical technology. However, when the island was transported to another world, they faced challenges, and upon their return, they are guarded and seeking raw materials in trade. The political situation after their return is uncertain.

Nelanther Isles:

Demographics: The Nelanther Isles are inhabited by a diverse range of seafaring or sea-dwelling creatures, including lizardfolk, minotaurs, ores, ogres, humans, and others.

Economics: The islands are home to pirates and raiders who make a living by attacking ships and each other. The economy is driven by piracy and the spoils of raiding.

Politics: The Nelanther Isles are lawless and anarchic, with various tribes and groups of pirates engaging in constant conflict and rivalry. Alliances are short-lived, and loyalty is scarce among these pirates.

Nimbral:

Demographics: Nimbral is known for its mysterious lords, archmages, master illusionists, and the Knights of Nimbral, who ride hippogriffs.

Economics: Nimbral has a secretive and isolated society. Their main source of income is believed to be piracy, as the Knights of Nimbral are known to prey on ships that approach the island.

Politics: Nimbral is ruled by the enigmatic lords, who are master illusionists. They appoint heralds to proclaim laws and maintain a society shrouded in mystery. The island is known for its deceptive and illusion-based magic.

Evermeet:

Demographics: Evermeet is primarily inhabited by elves of various subraces. It is a legendary elven homeland known for its natural beauty and magical allure.

Economics: The economy of Evermeet is not explicitly mentioned in the text, but it is known as a sanctuary for elves seeking solace, a place of natural beauty, and a connection to the Feywild.

Politics: Evermeet's history is steeped in elven lore and legends. It was originally created by High Mages and has been protected by powerful magic and divine forces. In recent times, it became unmoored from the world and found itself in the Feywild. After a period of isolation, it returned to the world, and ships from Evermeet dock in Sword Coast ports.

Fort Tamai:

Demographics: Fort Tamai is located near Boareskyr Bridge and serves as a campground for caravans and a resting place for travelers. It is guarded by a mix of Companions of Elturgard, paladins devoted to gods like Tyr, Torm, Helm, and Amaunator.

Economics: The area around Fort Tamai is primarily used as a stopping point for caravans and pilgrims. While the economics of the fort are not explicitly mentioned, it is a strategic location for guarding Boareskyr Bridge and the road.

Politics: The leadership in Elturgard, particularly the High Observer, oversees the activities around Fort Tamai. The Companions of Elturgard stationed there are responsible for maintaining security and overseeing the caravan grounds.

Candlekeep:

Demographics: Candlekeep is a renowned library located on a volcanic crag near the coastline. The central tower and surrounding structures house scholars known as the Avowed, who protect and curate the vast collection of books and knowledge.

Economics: While Candlekeep is not primarily an economic center, it is famous for its vast repository of knowledge and writings. Scholars and sages come from far and wide to study within its walls, making it a hub of intellectual and scholarly activity.

Politics: Candlekeep is governed by the Avowed, who are responsible for managing and safeguarding its vast library. Access to the library and its secrets is carefully controlled, and the Avowed are wary of outsiders seeking entry.

Elturgard

Demographics:

Elturgard is primarily a human nation, and its population is predominantly composed of humans. The people of Elturgard are known for their strong faith in the gods and their commitment to justice. Many aspire to join the ranks of the Companions or the Hellriders, which are prestigious orders of paladins and warriors dedicated to upholding righteousness.

While humans make up the majority of the population, there may be some diversity due to the presence of travelers, immigrants, and other races. However, humans are the driving force behind the nation's culture and society.

Economics:

Elturgard's economy is likely based on a combination of agriculture, trade, and craftsmanship. Given its strong devotion to the gods, temples and religious institutions play a significant role in the nation's economy. The Companions and Hellriders may receive support from the state or contribute to the nation's defense.

Trade routes, especially those involving the nearby city of Baldur's Gate, could be vital to the nation's economic prosperity. Agriculture and the production of essential goods would also contribute to the economy.

Politics:

Elturgard is a theocracy, meaning that its political structure is closely intertwined with its religious institutions. The nation's leaders are likely high-ranking members of the clergy or paladin orders, and they derive their authority from their perceived divine mandate.

The nation's ruling body may be a council or a single individual, such as a High Observer or a similar religious or political leader. The policies and decisions of the government are likely influenced by the teachings and values of the faiths revered in Elturgard, emphasizing justice, righteousness, and the will of the gods.

Elturgard may have diplomatic relations with neighboring regions, especially with the city of Baldur's Gate and other nearby nations. These relations would be influenced by the nation's commitment to justice and its dedication to fighting evil and maintaining order.

Overall, Elturgard's demographics, economics, and politics are shaped by its strong religious foundations, its devotion to the gods, and its commitment to upholding justice and righteousness in the world.

\*\*Elturel\*\*:

\* \*\*Demographics\*\*: Elturel is a prosperous city in Elturgard, situated on a hill overlooking the River Chionthar. The city has a well-organized defense system, primarily due to the efforts of the Hellriders, a group of paladins who patrol the roads and river paths around Elturel. The population includes a mix of citizens and visitors, with many people seeking safety in the city. Elturel is home to a noble class living near the central garden atop the hill, while the town below consists of tall, narrow homes for the common folk.

\* \*\*Economics\*\*: Elturel plays a significant role in trade as a major location along the Western Heartlands trade route. The city's prosperity is tied to its safety, which is maintained by the Hellriders. The constant illumination from the Companion can be challenging for newcomers to adjust to, but the city remains relatively safe, with fewer nighttime activities compared to other cities. Elturel's economy benefits from trade, inns, and artisan activities.

\* \*\*Politics\*\*: Elturel's political center is the High Hall, situated on a cliff-sided tor in the city's center. This castle houses the High Observer and the city's bureaucracy. The High Observer holds a position of authority and influence in Elturgard. The Hellriders, with their dedication to justice and the gods, are a prominent part of Elturel's political and social landscape. The city's strong ties to the faith and the Creed contribute to its political stability and sense of righteousness.

\*\*Other Communities\*\*:

\* \*\*Berdusk\*\*: Berdusk is known for its population of artisans and strong ties to the faith. Some of its native nobility have made significant contributions to Elturgard's religious leadership. However, there are concerns about "false piety" among some Berduskans, where individuals pretend to be more devout than they are. This has given rise to the saying "as holy as a Berduskan priest." Despite this, Berdusk plays a crucial role in Elturgard's prosperity.

\* \*\*Scornubel\*\*: Scornubel is a major trading city, often referred to as the "City of Caravans." It serves as a trading nexus for the Kingdom of Two Suns. While it contributes to the nation's prosperity, it also attracts a fair share of troublemakers and outlanders, creating some challenges for the High Observer. The city is known for its merchant-princes and rumors of a thieves' guild.

\* \*\*Soubar\*\*: Soubar is a smaller walled town with supporting farmsteads along the road. It is known for the Black Abbey, once a monastery to Bane and now being rebuilt by priests of Bane. The reconstruction has brought wealth, trade, and skilled laborers to Soubar, though it raises concerns among some about having a temple to Bane in Elturgard. The priests have pledged to aid in Soubar's defense against threats, providing some assurance to the residents.

\*\*Evereska\*\*:

\* \*\*Demographics\*\*: Evereska is a hidden elven city located in the Greycloak Hills. It is a secluded and secretive place, with limited access for outsiders. The closest most non-elves can get to Evereska is the Halfway Inn, a small compound with an inn, stables, and other outbuildings. The village surrounding the inn is inhabited by hunters, trappers, gold prospectors, gem seekers, smallholders, and their families. Some elf artisans occasionally come to the Halfway Inn to sell their goods, but the majority of the population remains within the hidden city.

\* \*\*Economics\*\*: Evereska is largely self-sufficient, with its citizens engaging in various activities such as hunting, trapping, and farming. Trade is limited, and the Halfway Inn serves as a meeting point where some trade occurs between Evereska's residents and outsiders. Artisans from Evereska may send agents to deal with traders, but the city itself is not known as a trading post. There are no elaborate marketplaces or trading hubs within Evereska.

\* \*\*Politics\*\*: Evereska is governed by its elder elves, who maintain a strict policy of secrecy and isolation from outsiders. No one is allowed to enter the city without an invitation from the eldest among them. The guardians of Evereska, mounted on giant eagles, ensure the city's safety and protect it from unwanted intruders. Recent events, such as the fall of Myth Drannor, have led to an influx of new residents, including Cormanthan elves. While these newcomers have been welcomed, there are concerns among some of the older inhabitants about maintaining the city's peace and balance. Tensions exist between those who appreciate Evereska's seclusion and newcomers who view it as prejudice or cowardice.

Evereska's beauty and natural surroundings play a significant role in its way of life, with clusters of buildings scattered throughout the valley, separated by clearings, meadows, and woodland groves. Despite differences and tensions, Evereska remains a tranquil and hidden sanctuary for elves.

\*\*Hartsvale\*\*:

\* \*\*Demographics\*\*: Hartsvale is a beautiful and fertile mountain valley located in the northern regions, where the Ice Spire Mountains meet the High Ice. The Clear Whirl River flows through the valley, providing rich soil for agriculture. The valley is home to both humans and giants, with a history of conflict between them. However, they have reached an accord, and giants now live peacefully, although distantly, from human lands. Giants' works, such as titanic menhirs, mark the boundaries.

\* \*\*Economics\*\*: The valley is primarily self-sufficient, with agriculture, hunting, and herding sustaining the population. Trade with outsiders is limited, and most merchants who come to Hartsvale prefer to trade in Stagwick, a small community on the east bank of the Clear Whirl River. Outland merchants often sell their goods in Stagwick rather than venturing deeper into the valley. Some merchants do undertake the journey to the fiefdoms of the earls, where they receive higher pay for their services.

\* \*\*Politics\*\*: Hartsvale is ruled by House Hartwick, a royal line supposedly descended from Hartkiller, the giant hero who united the human tribes and claimed the valley for his descendants. King Grauman, known as the Good King, currently sits on the Alabaster Throne in Castle Hartwick. His son and heir, Taumarik, has recently returned from a journey and married the sorceress Ylienna of Silverymoon. However, there is some distrust among the earls towards Ylienna, referring to her as an "out-vale witch-bride." This tension exists within the court, and Taumarik is gradually taking on more responsibilities as his father's years advance.

\* \*\*Dangers\*\*: Despite its beauty, Hartsvale is not without its dangers. The surrounding mountains and giant territories are perilous, and merchants who trade with the valley, known as "goats of coin," navigate treacherous mountain passes and endure harsh weather conditions. The valley itself is still somewhat frontier-like, with scattered settlements, wild beasts, and marauding ogres. Fell beasts and monsters are known to inhabit the area, making it a challenging environment.

\* \*\*Stagwick\*\*: Stagwick is a small community on the east bank of the Clear Whirl River, between two branches of the river. Its economy relies on farming, fishing, herding, and craftsmanship. Many outland merchants choose to trade in Stagwick rather than journeying deeper into Hartsvale. About a third of the merchants who come to Hartsvale venture out to the fiefdoms of the earls, who offer higher pay to encourage this behavior.

\*\*Helm's Hold\*\*:

\* \*\*Demographics\*\*: Helm's Hold has a long history of being a place of watchfulness and protection. Founded by the Company of Crazed Venturers, it has served as a safe haven for travelers for generations. Despite Helm's silence during dark times, the hold continued to offer refuge to those in need. However, it faced corruption in the form of predatory creatures and malefactors who experimented on the afflicted. Eventually, the leadership itself was corrupted by a shapeshifting succubus, leading to a battle for the hold and its cleansing with the help of adventurers from Neverwinter.

\* \*\*Places and People\*\*: Helm's Hold is a relatively small settlement with streets encircling a central marketplace. The Heartward, the marketplace's central feature, includes rows of stalls and a temple to Lady Firehair called the Heartward Hall. The town hall, where the Speakers of Helm's Hold meet, is not far from the marketplace. The Speakers, led by Chief Speaker Amarandine Wanderfoot, work with the Holy Watcher to govern the hold. The Venturer's Rest is a popular stopping point for adventurers and locals alike, with the recently renamed Old Dirty Dwarf now owned by Chauntean paladin Dame Kharissa Anuvien, who also serves as a Speaker. Dominating the skyline is the Cathedral of Helm, which serves as both a temple and a fortification. It houses an orphanage, wards for the sick and injured, and a new addition for the mad and deformed brought up from the catacombs.

\* \*\*Economy\*\*: The settlement enjoys prosperity, thanks in part to its role as a stopping point for adventurers. The Venturer's Rest, in particular, attracts travelers who share tales of their adventures.

\* \*\*Challenges\*\*: Helm's Hold faces various challenges, including threats from Neverwinter Wood, which has become more dangerous recently. Rumors of maddened treants and Uthgardt barbarian raids in the nearby trails pose threats. Additionally, the Holy Watcher has had premonitions of an unspeakable threat rising from the depths beneath the hold, prompting increased guard patrols and the potential hiring of adventurers to explore the tunnels under the hold for clues.

\*\*Secomber\*\*:

\* \*\*Demographics\*\*: Secomber is a small town located just off the High Moor on the north bank of the Delimbiyr River near the Unicorn Run. It sits on the border between the North and the settlements of the Western Heartlands. The town was built over the ruins of Hastarl, the capital of the ancient kingdom of Athalantar. The town's population includes fishers, farmers, and locals who engage in hunting, fishing, and guiding travelers through the area. Skilled guides who are familiar with the High Moor and its dangers are common, and they often offer their services to travelers. Local stonecutters, primarily from a small dwarven clan, extract pink granite from the rock walls on the northern edge of the moor.

\* \*\*Economy\*\*: Secomber's economy revolves around agriculture, fishing, and guiding services for travelers exploring the High Moor. Local stonecutters contribute to the economy by extracting pink granite from nearby rock walls.

\* \*\*Rhymanthiin\*\*: There are persistent stories about the existence of an ancient city called Rhymanthiin, also known as "The Hidden City of Hope," which is said to have been restored from the ruins of Faer'tel'miir, an ancient city of Miyeritar. Rhymanthiin is believed to be located on the High Moor and hidden by magic or some other artifice. According to these tales, only those who are worthy and free of malice in their hearts can reach the city, while others will be unable to find their way to it. However, these stories are shrouded in mystery, and few claim to have seen the city, making it an enigmatic and elusive place.

\*\*Hardbuckler\*\*:

- \*\*Demographics\*\*: Hardbuckler is a walled settlement located at the southern edge of the Trielta Hills. It is primarily inhabited by gnomes, with some humans, halflings, and half-elves also residing there. The town is known for its impressive defenses, including several batteries of ballistae that deter bandits, raiders, and occasional orc bands from laying claim to its wealth.

- \*\*Layout\*\*: Hardbuckler features a unique layout. It doesn't have the typical street network seen in most large settlements. Instead, it has a single street running inside the circular town wall and another pair of straight roads that intersect at a crossroads marketplace in the town center. Larger buildings for taller folk line these streets, while the rest of the town consists of narrow paths between smaller buildings, the homes of the town's gnomes.

- \*\*Underground Living\*\*: Many of the smaller gnome homes in Hardbuckler have extensive cellars beneath them. These cellars are used for various purposes, including workshops for artisans, rented spaces for travelers, and storage. Gnomes rent out extra cellar space to travelers, offering comfortable accommodations that include well-heated chambers with generous hearths.

- \*\*Economy\*\*: Hardbuckler's economy thrives on agriculture, fishing, and guiding services for travelers exploring the High Moor. The town's stonecutters extract pink granite from nearby rock walls, which is used for construction and storage crates.

- \*\*Wizard Protection\*\*: The town has a resident wizard, Daelia Inchtarwurn, who provides magical security for stored items in the town's cellars. Only she is allowed to lay wards and protections on goods destined for the cellars, ensuring their safety.

- \*\*Inns and Taverns\*\*: Hardbuckler has a few underground inns that cater to larger folk. Some of these establishments have larger dwelling-tunnels that provide ample space for big'uns. Notable inns include the Merry Mine-Lass, the Pipe and Hearthstone, and the Giants' Respite.

- \*\*Defense\*\*: While Hardbuckler enjoys relative peace and security, recent letters suggest that the town might face threats from Najaran raiders in the north. This has prompted concerns about the need for a more active defense to protect their homeland.

\*\*Rural Settlements\*\*:

- In the Trielta Hills, most of the outlying settlements consist of a dozen or two dozen halfling or gnome families living in homes molded into the rolling hills.

- The valleys serve as agricultural land, while the slopes are used for growing vine crops or grazing herds of sheep and goats.

- Communities in the Trielta Hills are typically mixed, with both halflings and gnomes residing together. Halfling families often focus on agriculture, while gnomes are primarily miners.

- Each community has a sheriff responsible for maintaining peace and leading defense. The role of sheriff is often fulfilled by halflings.

- Some communities mark the former locations of abandoned mines, and these surface entrances are converted into comfortable homes with built-in tunnels.

- Rural settlements are self-sustaining, and amity is highly valued among the inhabitants. Disputes are typically resolved through peaceful accord.

- While the Trielta Hills are not known for dangerous creatures, recent reports suggest that Najaran raiders are becoming more common in the area, potentially leading to increased defenses and vigilance among the locals.

UTHGARDT LANDS:

Demographics: Spread across the North, nomadic Uthgardt tribes consist of bands led by family matriarchs or patriarchs.

Economics: Reliant on hunting, herding, and occasional raiding. Value personal skill and courage over material wealth.

Politics: Fiercely independent, with limited centralized authority. Worship Uthgar and tribal deities, each with distinct practices.

LUSKAN:

Demographics: A city on the River Mirar, inhabited by a diverse population, including pirates and the Arcane Brotherhood.

Economics: Thriving trade through the port, including weapons, tools, and ambergris. Fishing and piracy are also vital industries.

Politics: Ruled by five High Captains, each leading one of the city's Ships. Ships have authority in various domains, such as docks, fishing, piracy, and guard duty.

THE SHIPS OF LUSKAN:

First Ship Kurth: The largest and most influential, controlling the city's docks and trade, including weapons and ambergris.

Second Ship Baram: Manages Luskan's fishing industry, providing essential food for the city.

Third Ship Suljack: Specializes in piracy and raiding activities, holding sway over such endeavors.

Fourth Ship Taerl: Recently elevated from Fifth Ship, accepts profitable opportunities and delegates menial tasks.

Fifth Ship Rethnor: Engages primarily in guard duty but is involved in less lucrative activities, with a reputation for street violence.

The Ships are vital to Luskan's society and economy, with each Ship playing a distinct role in the city's governance and operations. While they are known for piracy and raiding, they also manage essential aspects of the city's life, from trade to food production.

\*\*ICEWIND DALE:\*\*

Demographics: A frozen tundra region in the far north, populated by a mix of people seeking a challenging life.

Economics: Primarily reliant on fishing, particularly the knucklehead trout, and trade. Scrimshaw crafting and ivory-like bone tools are also essential industries.

Politics: The region is home to Ten-Towns, a grouping of communities around three frozen lakes: Maer Dualdon, Lac Dinneshere, and Redwaters. Bryn Shander is the largest and most fortified town, known for its trade, safety from barbarian raids, and relatively warm welcome. Cooperation among towns is crucial for survival in this harsh environment, where independent endeavors often fail.

\*\*TEN-TOWNS:\*\*

- \*\*Bryn Shander:\*\* The largest, most populous, and most fortified of the Ten-Towns. Thrives on trade and offers safety from threats.

- \*\*Fishing Industry:\*\* All Ten-Towns rely on knucklehead trout fishing, with the ivory-like bones used for scrimshaw and toolmaking.

- \*\*Cooperation:\*\* Essential for survival, as the harsh environment and dangers of the tundra make self-reliance difficult.

- \*\*Targos:\*\* Growing rapidly and showing promise in terms of opportunities.

Icewind Dale is a challenging and unforgiving land where survival depends on cooperation and adapting to its harsh conditions. The region's economy revolves around fishing and trade, with Bryn Shander as a central hub for commerce and safety.