

THE SWORD COAST CODEX

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 border 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.

Waterdeep, the City of Splendors. Home to 100,000 citizens and 200,000 plots. Led by a group of masked lords, one lord is known as "Open Lord" & is aided by an Arch-Mage, called the Blackstaff

Baldur's Gate has more people per square inch than any city. Run by 4 "Dukes" and protected by the Flaming Fist mercenary group, the city has never fallen.

RACES

The Dwarven kingdoms exist under the mountains and hills to the north and east. The Forest cities of the Elves are spread throughout the midlands. Halfling villages are sprinkled in the fields and rolling hills to the south. Few Gnome settlements exist. There is no Half-Orc society, forced to live on the outskirts of civilization. Dragonborn and Tiefling races are shrouded in myth. Dragonborn live alone, while Tieflings create small areas (or even one house) within a town in which to live.

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.

Force Grey – Recently formed group which protects Waterdeep.

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

Tempus – God of War
Symbol – Upright Flaming Sword

Torm – God of Courage, Truth
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

10 days = 1 week (Ten-Day)

30 days = 1 month

Plus 5 holiday feast days

Every 4 years is an extra "leap holiday". The next will be in 1492

CALENDAR

	Name	Common
1	Hammer	Deepwinter
	<i>Holiday: Midwinter</i>	
2	Alturiak	Claw of Winter
3	Ches	Claw of Sunsets
4	Tarsakh	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	Eleint	The Fading
	<i>Holiday: Highharvestide</i>	
10	Marpenoth	Leaffall
11	Uktar	The Rotting
	<i>Holiday: Feast of the Moon</i>	
12	Nightal	Drawing Down

Each month is referred to by two names: Its proper name whose meanings have been lost to time and the common name which is how the general populace refers to them. Each month correspond to our months; Hammer is January, Alturiak is February, etc. Instead of a 7-day week, each month is divided into (3) 10-day long units called a Ten-Day. The 5 holidays are not part of any month and are held after the end of the month. Shieldmeet occurs every 4 years, and is a day when all the leaders of the Lord's Alliance meet. The next will occur in 1492 DR.

SEASONS

In addition, the year is divided into four seasons which change on the equinoxes or solstices.

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

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 men and elves declared peace & pledged alliance in the Dalelands to the East.

Each year is named. Although few remember, these names come from the great prophet, Alaundo. Many debate their meanings but the names have existed for over a thousand years and prophesize up to the year 1600.

TWENTY-ONE YEAR ROLL

1477	Year of 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
1485	" " Iron Dwarfs Vengeance
1486	" " Nether Mountain Scrolls
1487	" " Rune Lords Triumphant
1488	" " Dwarvenkind Reborn
1489	" " the Warrior Princess
1490	" " Star Walker's Return
1491	" " the Scarlet Witch
1492	" " Three Ships Sailing
1493	" " the Purple Dragons
1494	" " Twelve Warnings
1495	" " the Tyrant's Pawn
1496	" " the Duplicitous Courtier
1497	" " the Palls Purple

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*
The Lords of Waterdeep, the city's ruling class, is established.

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.

1370 *Year of the Tankard*
Khelben Arunsun, first Blackstaff of Waterdeep, & his wife, Laeral Silverhand, split from the Harpers and form the original Moonstars.

1385 *The Year of Blue Fire*
Mystra, the goddess of magic, is killed by Cyric, the god-prince of lies. The resulting "Spellplague" corrupts all magic. Most wizards go insane or are killed.

1451 *Year Knowledge Unearthed*
Mt. Hotenow erupts. Half of Neverwinter & many villages are destroyed.

1479 *Year of the Ageless One*
The Blackstaff of Waterdeep is murdered. Heroes rescue the new Blackstaff, Vajra Safahr. Mystra returns, ending the Spellplague

1484 *Year of Awakened Sleeper*
Many gods (good & evil) elect mortal "Chosen" to battle for power. Wars and disasters plague the lands for years. Start of the Second Sundering.

1489 *Year of the Warrior Princess*
Open Lord of Waterdeep, Dagult Neverember is ousted and moves to Neverwinter. Laeral Silverhand is voted Open Lord of Waterdeep.