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away is the smell of manure, which in the summer months hangs thick over the town. It is that manure that helps to feed the true business of Amphall: feeding Waterdeep with the produce from the many farms that surround the town.

Because so many of Amphall's farms are owned by House Ammakyl, members of that noble family are by far the most enriched by the commerce there. They consider themselves good landlords to the folk that farm their lands, and are sure to bring any threats to honest, hard-working commoners to the attention of both the Lord Warden and the Lords of Waterdeep. Anything that threatens farming in Amphall threatens the City of Splendors directly, and such situations are dealt with swiftly and surely by the city's Guard. As a result, even the most rebellious nobles are careful not to tread too heavily on Ammakyl turf in Amphall, as a house that does so might swiftly find its favorite foods suddenly difficult to procure for a revel or some other event where the family's status is at risk.

#### BALDUR'S GATE

On the Coast Way, some forty miles upstream along the River Chionbar from the Sword Coast, lies the bustling city of Baldur's Gate. Home to tens of thousands, the harbor city has poor soil, but its sheltered bay, well away from the tides that batter the coast, make it an ideal location for trading goods from locations to the west in the Sea of Swords, inland along the river, and up and down the coast. Baldur's Gate is a place of commerce, and the city enjoys great success handling the coins of other powers and making them its own.

Sadly, Baldur's Gate has a storied connection with the dark god, Bhaal. Just a few years ago, the city saw the terrifying return of the Lord of Murder. Following a number of deaths, one of the city's dukes, Torin Silvershield, was revealed as the Chosen of Bhaal, and underwent a monstrous transformation, turning many citizens into bloodthirsty killers and inspiring a riot and much death before finally being put down by brave adventurers. Even now, murderous echoes ripple through the city and beyond, and reports of unexplainable, gruesome killings flow out of Baldur's Gate.

Baldur's Gate is ruled by the Council of Four, dukes who vote among themselves on matters of law and policy for the city. A single grand duke is chosen from among the four, and is empowered to break ties when the council is deadlocked. The current Grand Duke is Ulder Ravengard, who is joined by Dukes Thalamra Vanthampur, Bolyne Stelmare, and Dillard Portyr, the former grand duke, who ceded the post to Ravengard after the city's recent troubles. Below the council sits the Parliament of Peers, a group of about fifty Baldurians who meet daily (though almost never in full number) to discuss the future of the city and recommend actions for the dukes to take on all matters, great and small. At any given time, roughly one-quarter of the peers are powerful members of Lower City society, with the rest drawn from the Upper City's noble families, called patriars. Defense of the Upper City is handled by the Watch, the official constabulary of the city's elite. Their duty is to defend the patriars and enforce their laws, and little



else. For the rest of Baldur's Gate, security is enforced and order maintained by the Flaming Fist mercenary company, a supposedly neutral force which is free to fight in external conflicts, so long as it doesn't side against Baldur's Gate. By tradition, the highest officer of the Flaming Fist is one of the city's dukes, and Grand Duke Ulder Ravengard fulfills that tradition proudly. Membership in the Flaming Fist is fairly easy to achieve, and adventurers with much experience swiftly advance in rank (and, consequently, political influence) once they become permanent members. Many ranking officers are former adventurers who have "retired" to military life.

In both the Upper and Lower Cities, the underworld is controlled by a shadowy group known merely as the Guild. The dukes don't acknowledge the power of this group in any meaningful way—at least not publicly—but try (at least nominally) to curb its influence where and how they can. Lost count of how many gangs claim territory in the Lower and Outer City, and all of them seem to owe allegiance to the Guild. Efforts to destroy the Guild have thus far failed, due in part to the inability of outsiders to identify a clear leader of the group, but in no small measure to the shameful lack of effort on the part of the rulers of the city to protect its people.

#### UPPER CITY

The Upper City of Baldur's Gate is the enclosed haven of the city's nobility—the patriars. Sitting atop their hill, the patriars look down on the rest of Baldur's Gate in every real sense, wielding their wealth and influence to push the Council of Four to protect their lifestyle. Though at one time a wealthy merchant or powerful adventurer might hope to advance to the ranks of the patriars, there is no longer room, physically or otherwise, for the class of the Upper City to grow. Now, only those born into the patriarch families inhabit the mansions of this oldest part of Baldur's Gate. The poorest among these go so far as to sell furnishings and decorations from inside their homes in order to keep up appearances with their fellow patriars.

Most would say that the lives of patriars are marked by luxury and decadence, and for a great many of them, this is likely true. However, some families do make an honest attempt at improving the city, and nearly every family has at least one member who engages in major

There is much danger and adventure to be had in the free places of the North, and a great deal of wealth and treasure as well. The ruins of ancient kingdoms and countless smaller settlements litter the countryside, waiting for the right explorers to happen upon them.

#### THE UNDERDARK

Extending miles downward and outward beneath the surface of Faerûn, and reaching to other continents as well, the great network of subterranean caverns known as the Underdark is home to all manner of strange and deadly creatures. Duergar and drow—dark reflections of dwarves and elves—live in these sunless lands, as do the swirfneblin, or deep gnomes. Most surface-dwelling folk aren't threatened or even disturbed by denizens of the deep places, but the creatures occasionally emerge to raid or to seek some kind of goal in the surface world.

Among the lands of the Underdark beneath the North are the swirfneblin city of Blingdenstone, the duergar city of Gracklstugh, and the infamous drow city of Menzoberranzan. Also prominent is Mantol-Derith, a trading post for Underdark merchants.

#### TORIL AND ITS LANDS

Toril is a vast and wondrous world, filled with an immense diversity of peoples and a rich, full history. For most folk of the Sword Coast, however, knowledge doesn't extend much beyond the confines of the North, and anything "known" outside of Faerûn proper is based more in rumor than in fact.

#### FAERÛN

The vast central continent of Toril, Faerûn is a land mass divided by a great sea known as the Inner Sea, or the Sea of Fallen Stars. The lands beyond the North can be roughly divided into those to the south and those to the east, becoming more foreign to the folk of the Sword Coast and the North the farther away they are.

#### LANDS TO THE SOUTH

To the south of the Sword Coast lie ancient nations, a tremendous, forbidding jungle, and all manner of lands destroyed or transformed by magical cataclysms and upheavals. Amid the ruin and the distress in these realms are signs of renewal and hope, as tenacious civilizations and peoples rebuild, reclaim, and create anew.

**Amn.** A nation led by the representatives of five noble families, Amn is a place where the wealthy rule, openly and without pretense. Shrewd traders and ruthless in business, Amnians believe that the end of a successful transaction is justified by any means, ethical or otherwise. Although the nation is richer by far than even the northern metropolises of Baldur's Gate and Waterdeep, its influence is curtailed by the unwillingness of its rulers to work together in the nation's best interest. The members of the Council of Five are fairly unified and tight-fisted in their control of Amn, but their ability to affect events outside their own borders is limited because they can't agree enough on major matters of foreign policy. The oligarchs utterly control their nation,

but beyond the areas that each rules, their families and businesses compete with one another and with the locals of far-flung places.

The use of arcane magic is illegal in Amn, meaning that the only authorized spellcasters in the nation are wielders of divine magic who enjoy the support and patronage of a temple, and users of arcane magic who have been given special dispensation by one of the oligarchs. So pervasive is the sway of Amn's oligarchy that few crimes merit physical punishment but those that involve the use of arcane magic or an offense against one of the council's merchant houses. Other infractions are forgiven after the miscreant makes payment of an appropriate fine.

**Callimshan.** This southern land has long been the battleground for warring genies. After years of struggling beneath their genasi masters, human slaves arose to follow a Chosen of Ilmater, at first using nonviolent resistance, and then erupting in full rebellion following his disappearance. They overthrew the genie lords of Callimport and Memnos, casting the remaining genies out of the cities and back to their elemental homes or into the depths of the deserts.

Much of Callimshan is a chaotic place dominated by wealth, political influence, and personal power. Many pray for the return of the Chosen and the completion of his work. Others are learning to live together without genie masters, and to grudgingly accept the remaining genasi among them.

**Chult.** The vast, choking jungles of Chult hide what many believe to be great mineral wealth, including large gemstones and veins of ore. Poisonous flora and fauna riddle the jungles, but some still brave the dangers to







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For use with the fifth edition Player's Handbook, Monster Manual, and Dungeon Master's Guide, the Sword Coast Adventurer's Guide provides the setting, story, and character options needed to participate in a game anywhere along the Sword Coast of the Forgotten Realms. Create your D&D Beyond account today, and start using the guided character builder. For Dungeon Masters, build and manage your campaigns with DM tools. All with official Dungeons & Dragons digital content! Plus, sign up for the newsletter in order to get the latest info on Dungeons & Dragons products, events, and special offers—and help stay informed! Create an Account We use necessary cookies to allow our site to function correctly and collect anonymous session data. Necessary cookies can be opted out through your browser settings. We also use optional cookies to personalize content and ads, provide social media features and analyze web traffic. By clicking "OK, I agree," you consent to optional cookies. (Learn more about cookies) "Sword Coast Adventurer's Guide" is not Wizards of the Coast's typical sourcebook Stephanie Moschella | Digital Media Manager Okay in actuality, "Sword Coast Adventurer's Guide" is technically not even a sourcebook. For dungeon masters no matter how experienced there will be absolutely nothing for them in this book. If you want a general overview of Faerûn and the Sword Coast area itself, then sure, spend \$20 or so for this book. But, for people that have access to the internet, it is way easier to look up the information needed than to go searching through 50 pages. The Sword Coast honestly is an extremely generic setting for a Dungeons & Dragons campaign. It's good for quick one shots with new and boring players or the Adventurer's League settings I don't really define as actual D&D campaigns. There is a lot of lore here, and Wizards of the Coast does make it canon instead of flip flopping with conflicting lore like they did for the past 30 plus years. They retconned and reconstructed a lot of material into one convenient source book, but it still can only really be used in an god-awful traditional setting. However, WOTC will do anything for a cash grab, so they did cram some new content for character development. Besides the lore on the Sword Coast, other surrounding areas in Faerûn and a few deities, this source book puts a spotlight on class archetypes and new backgrounds. Not all classes get new archetypes and some only get expanded versions which hinders a lot of character builds. However, there's some interesting ones such as the Purple Dragon Knight fighter, the comprehensive Arcana domain for clerics and a storm related archetype for sorcerers. Bards and druids don't get any new additions, but unless a player is trying to have sexy times with a dragon as an actual a-s-dragon, there's no point in playing these classes anymore anyways. Overall Review: For players that want an introduction to the Sword Coast region or D&D hoarders that want to collect all the books, go ahead and buy this. But, it's pretty meaningless and not really worth the investment, so I would suggest just using online resources. 4/10 would recommend to DM's and players alike. Contact the author at smoschella2@gmail.com Minimum OS: Windows XP, Vista, 7x, 8x or 10x Processor: 1.6 GHz or higher Processor Memory: 1 GB RAM Graphics: Graphics card recommended DirectX: Version 9.0c Network: Broadband Internet connection Storage: 500 MB available space Sound Card: n/a Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game. 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