

and changed its course, it always runs under the Stone Bridge at exactly the same point. The dwarves say the Stone Bridge has survived thousands of years of earthquakes, floods, and battles because it is sacred to Moradin.

REGIONAL HISTORY

The story of the Sword Coast North is the story of the vanishing of old, nonhuman realms and the establishment of Waterdeep and the Northlander cities. (Waterdeep's story is discussed in detail in the next entry.) The first great realm to rise in this part of the world was Illefarn, a kingdom of elves and dwarves that existed thousands of years ago. The first dungeons under Mount Waterdeep were delved by these folk.

Illefarn was a contemporary of Netheril and survived its fall, lasting until its elven rulers abandoned Faerûn for Evermeet a few hundred years before the beginning of Dalereckoning. After the fall of the great realms, humans migrated into these lands and built freeholds, towns, and keeps along the river valleys and at the harbors. The first Northlander longships arrived in the region during the last centuries of the Illefarn empire. The Northlanders colonized the island of Ruathym and spread to all the islands in the northern seas. Others migrated north, past the Spine of the World, and became the founders of Icewind Dale.

In the wake of Eaclann's fall in the 9th century DR, elves, dwarves, Northlanders, and Netherese descendants from Ascalhorn formed Phalorm, the Realm of Three Crowns, which attempted to mirror the accomplishments of Myth Drannor to the east. It lasted only a century before orc hordes swept it away. Its successor, the Kingdom of Man, had an even briefer existence. Civilization lost its grip on these lands until Waterdeep grew strong enough to drive the orcs back to the Spine of the World. The city of Luskan was founded on the wreckage of the orc realm of Illuskan, and the towns of the Dessarin valley—Triboar, Longsaddle, Secomber, and others—were settled.

With prosperity and civilization come new threats. No orc horde can sweep away the well-established cities of this region, but powerful forces conspire to rule this land in other ways.

PLOTS AND RUMORS

Luskan's Arcane Brotherhood grows more and more aggressive each year, overtly threatening Mirabar and Neverwinter. Ten years ago the Lords' Alliance threatened war to avert Luskan's conquest of Ruathym, but few of the leaders in this area wish to embark on a bloody and expensive crusade on behalf of the pirate chiefs of Ruathym.

Fire Rescue: Something is killing the fire elementals that live beneath Mount Hotenow in Neverwinter Wood. Ordinarily, humans and elves don't care about the life and death of outsiders from the Elemental Plane of Fire, but Neverwinter relies on the supernatural warmth that flows out of the Neverwinter River as it bubbles up through the fire elementals' home beneath Mount Hotenow. If the fire elementals all leave, the river will freeze over, and winter will finally come to Neverwinter.

The Kraken's Tentacles: Semmonemily (NE doppelganger Sor12) is busily subverting the city of Yartar by uniting two disparate organizations—the Hands of Yartar, the city's fractious thieves' guild, and a powerful wererat clan lead by Nalynaul the Shriveled, a cunning illithilich. Semmonemily plots to murder the Waterbaron Bellethe Kheldorna and assume her place, making the Hands the secret rulers of the town while the Kraken Society rules the Hands.

DRIZZT DO'URDEN

Male drow Ftr10/Bbn1/Rgr5 of Mielikki: CR 18; Medium-size humanoid (elf); HD 10d10+20 plus 1d12+2 plus 5d10+10; hp 124; Init +9; Spd 40 ft.; AC 23 (touch 14, flat-footed 19); Atk +17/+12/+7/+2 melee (1d6+6 plus 1d6 cold/18–20, +3 *frost scimitar*), +16/+11 melee (1d6+4/18–20, +2 *defending scimitar*); SQ Drow traits, favored enemy (goblins +2, magical beasts +1), light blindness, rage, spell-like abilities; SR 27; AL CG; SV Fort +15, Ref +9, Will +7; Str 13, Dex 20, Con 15, Int 17, Wis 17, Cha 14. Height 5 ft. 4 in.

Skills and Feats: Climb +8, Handle Animal +9, Hide +13, Intuit Direction +5, Jump +8, Knowledge (nature) +5, Listen +20, Move Silently +15, Ride (horse) +7, Search +13, Spot +15, Use Rope +7, Wilderness Lore +8; Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Mobility, Quick Draw, Track, Twin Sword Style, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Special Qualities: Drow Traits (Ex): +2 racial bonus on Will saves against spells and spell-like abilities, darkvision 120 ft. Light

Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow

for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light. **Rage (Ex):** During his rage, Drizzt has the following statistics instead of those given above: hp 156; AC 21 (touch 12, flat-footed 17); Atk +19/+14/+9/+4 melee (1d6+8 plus 1d6 cold/18–20, +3 *frost brand scimitar*) and +18/+13 melee (1d6+5/18–20, +2 *defender scimitar*); SV Fort +17, Will +9; Str 17, Con 19. Skills: Climb +10, Jump +10. The rage lasts 7 rounds, after which Drizzt is fatigued. He can rage once per day. Spell-like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire*. These abilities are as the spells cast by a 16th-level sorcerer.

Spells Prepared (1; base DC = 14): 1—*detect animals or plants*.

Possessions: +4 *mithral chainmail*, *Icingdeath* (+3 *frost scimitar*), *Twinkle* (+2 *defending scimitar*), *figurine of wondrous power: onyx panther* (name Guenhwyvar; see below)

Onyx Panther: This magical figurine summons the black panther Guenhwyvar, a friend and loyal companion to Drizzt. She can be summoned every other day for a period of 6 hours. If slain, she reverts to her figurine form and cannot be summoned for 48 hours. Guen understands Common and Undercommon, and has the following statistics:



Drizzt Do'Urdan

Guenhwyvar: Female panther; CR 5; Medium-size animal; HD 6d8+12; hp 39; Init +4; Spd 40 ft., climb 20 ft.; AC 15 (touch 14, flat-footed 11); Atk +8 melee (1d6+3, bite), +6 melee (1d3+1, 2 claws); SA Pounce, improved grab, rake 1d3+1; SQ Low-light vision, scent; AL N; SV Fort +7, Ref +9, Will +3; Str 16, Dex 19, Con 15, Int 6, Wis 12, Cha 8.

Skills and Feats: Balance +12, Climb +11, Hide +9*, Listen +6, Move Silently +12, Spot +6; Multiattack, Weapon Finesse (bite), Weapon Finesse (claw). Includes +4 racial bonus on Hide and Move Silently checks, +8 racial bonus on Balance checks. *In areas of tall grass or heavy undergrowth, her Hide bonus improves to +8.

Despite his increasing fame (or infamy) across the Sword Coast North as a drow who dwells on the surface, is deadly in battle, fights with great agility and two magic scimitars, and can call on an *onyx panther figurine of wondrous power* to bring a battle-companion to his side, Drizzt Do'Urden remains an enigma.

He worships Mielikki and makes war on the cruel city of his birth (Menzoberranzan), his fellow drow, and all who serve Lolth. He counts as friends human warriors of the North (Wulfgar and Cattiebric) and the dwarf Bruenor Battlehammer (whom he helped to regain the rulership of Mithral Hall). He has slain dragons and drow matron mothers. He defied fiends (Errtu) and powers (Lolth), battled perhaps the most deadly assassin currently active in Faerûn (Artemis Entreri), and sought to forge his own life on the surface.

Thoughtful and sensitive to others, Drizzt holds himself to the highest ideals but does not expect the same of others. Ever alert for treachery and danger, he speaks little but is apt to be polite (if terse) in his dealings. A perfectionist who yearns to be accepted into places and groups and to make friends widely, Drizzt is haunted by the danger he brings to those he befriends thanks to the scrutiny of Lolth and his other foes (notably Errtu and Entreri). Those he meets see his manner as grim.

Early in his surface travels, Alustriel welcomed him as warmly and personally as she does all in need, but dared not let him openly into Silvermoon at that time. His deeds have, very slowly, made Drizzt Do'Urden more welcome in the Sword Coast North.

waterdeep

Population: 1,347,840 (humans 64%, dwarves 10%, elves 10%, halflings 5%, half-elves 5%, gnomes 3%, half-orcs 2%) (City of Waterdeep, Metropolis, 132,661)

Government: Oligarchy (the Lords of Waterdeep, anonymous meritocratic rulers)

Religions: All, especially Deneir, Mystra, and Oghma

Imports: Grain, livestock, leather, ore, timber, and exotic goods from all lands

Exports: Ale, arms, cloth, furnishings, leather goods, pottery, refined metals, and all other sorts of finished goods

Alignment: All

Waterdeep is the major cosmopolitan power of Faerûn. It benefits from an excellent harbor, wise rule, a tolerant spirit, and a powerful magical tradition that generally produces stronger good wizards than evil wizards. Waterdeep contains at least one of nearly everything, but it's not a melting pot—instead, it's like a gem grinder, smoothing individuals' rough edges so that their talents shine brighter.



The city's nickname, the City of Splendors, is never said sarcastically. People know that Waterdeep is a marvel and that life is better, or at least more bizarre, there. If Waterdhavians have one notable fault, it's a tendency to think that there is nothing new under the sun, and they treat the entire sum of human and nonhuman experience as their potential cultural heritage. This fault is not always a bad thing.

LIFE AND SOCIETY

The City of Splendors is undeniably a place where things happen, an important center of trade and change. Waterdhavians merely accept this as a fact and never think on why or how it became so. The astute see that Waterdeep is a city of wealth where the rich gather to trade, and in trading with others generate wealth with a swiftness unknown in backcountry Faerûn. The coins are the fire under the cauldron.

The cauldron itself, and the spoons that stir it, are the local powers locked in an endless struggle for supremacy, striving against each other in ways large and small. These are the guilds, nobles, trading costers, mercenary bands, city authorities, criminal organizations, individual citizens seeking daily sustenance, and newcomers seeking fortunes.

Some folk find life in Waterdeep to be a wine they can't stop drinking. Powers of all sorts, from cults and trade cabals to wizards' organizations and foreign rulers, find it expedient to have spies and even assassins active in Waterdeep at all times. Although the City of Splendors has plenty of room for anyone with coin to spend, it is also the place where every private moment may be seen or overheard by someone else. Many Waterdhavians rent secret rooms or establish false identities to avoid their enemies' ears.

MAJOR ORGANIZATIONS

Without some attention to the organizations that hold Waterdeep together, discussion of its various geographical features and landmarks misses the forest for all the trees.

City Watch: One of two armed bodies maintained by the city from Castle Waterdeep, the Watch functions as a police force. Watchfolk dress in green, black, and gold uniforms. They are well trained and well equipped with leather armor, clubs, and short swords. They would rather talk problems over than use force of arms, but if fighting is required, they use horns to summon reinforcements.

City Guard: Like the City Watch, the Guard is headquartered in Castle Waterdeep. Unlike the Watch, the Guard is made up of professional soldiers responsible for defending the city, protecting the gates, and guarding important citizens and locations. Guards wear scale or chain shirts and carry short swords and shortbows.

Guilds: Once upon a time, the merchants' and craftsfolks' guilds ruled the city. Waterdeep barely survived the strife. These days, the guilds focus on the commercial and professional enterprises they handle best and (usually) leave the politicking to the Lords. Waterdeep's thieves' guild, the Xanathar's Guild, has been driven into Skullport, far beneath the city.

Lords' Alliance: The Lords of Waterdeep oversee a council composed of themselves and the lords of other merchant powers of the Sword Coast, as well as those inland cities whose interests closely match Waterdeep's.

Lords of Waterdeep: A council of sixteen members who keep their identities secret rules Waterdeep. The Lords appear in public only when masked and magically protected from divinations and other forms of magic. Piergeiron the Paladinson (LG male human Pal15 of Tyr), Warden of Waterdeep and Commander of the Watch, is the only Open Lord (unmasked), and his palace in the