

map of the sword coast

Map of the Sword Coast

The *map of the Sword Coast* is an essential guide for adventurers, fans of Dungeons & Dragons, and enthusiasts of fantasy worlds alike. Covering a region rich in lore, diverse landscapes, bustling cities, and hidden secrets, this map provides a visual gateway to the legendary lands of the Forgotten Realms. Whether you're planning a campaign, exploring the geography of Faerûn, or simply fascinated by the intricate details of this iconic region, understanding the layout and key locations of the Sword Coast is crucial. In this comprehensive guide, we'll delve into the major landmarks, cities, natural features, and points of interest that define this vibrant and dangerous part of the world.

Overview of the Sword Coast

The Sword Coast is a prominent region along the western shoreline of Faerûn, part of the larger continent of Toril in the Dungeons & Dragons universe. Known for its strategic coastal locations and fertile inland areas, it has historically been a hub of trade, conflict, and adventure.

Geography and Climate

The region stretches from the city of Waterdeep in the north down to the southern areas near Amn and the Trackless Sea. The geography includes:

- **Mountains:** The Sword Mountains and the Cloud Peaks dominate the northern landscape, offering natural barriers and home to many dangerous creatures.
- **Coastal Areas:** The rugged shoreline is dotted with ports and harbors, facilitating trade and piracy.
- **Inland Valleys and Forests:** Fertile lands such as the Dalelands and the Mere of Dead Men provide resources and shelter.

The climate varies from temperate in the north to warmer conditions toward the south, influencing settlement patterns and ecosystems.

Major Cities and Settlements on the Map of the Sword Coast

The map highlights several key cities and towns, each with its own history, culture, and significance.

Waterdeep

Often called the "City of Splendors," Waterdeep is the most prominent city on the Sword Coast.

- **Location:** Located on the northern end of the coast, along the Deepwater Harbor.
- **Highlights:** Known for its impressive walls, vibrant markets, and the Open Lord's Tower.
- **Attractions:** Castle Waterdeep, the City of the Dead, and the Blackstaff Tower.

Baldur's Gate

A bustling port city south of Waterdeep, Baldur's Gate is a key hub for trade and political intrigue.

- **Location:** Situated at the mouth of the River Chionthar.
- **Highlights:** Known for its diverse population and formidable defenses.
- **Attractions:** The Upper City, Lower City, and the famous Elfsong Tavern.

Neverwinter

Often called the "Jewel of the North," Neverwinter is renowned for its resilience and beauty.

- **Location:** North of Waterdeep, along the coast.
- **Highlights:** Rebuilt after the eruption of Mount Hotenow, it boasts a thriving economy.
- **Attractions:** Neverwinter River, the Black Lake, and the Temple of Tharizdun ruins.

Other Notable Settlements

1. **Luskan:** Known for its pirate activity and the City of Sails.
2. **Red Larch:** A small trading town along the Triboar Trail.
3. **Daggerford:** A fortified town along the Shining River.

Natural Features and Landmarks

The map of the Sword Coast also emphasizes the region's natural diversity, from mountain ranges to mystical forests.

The Sword Mountains

A rugged mountain range forming a natural barrier to the north and east.

- **Highlights:** Contains dangerous passes like the Sword Coast North and the High Road.
- **Creatures:** Home to griffons, orcs, and dragons.

The Cloud Peaks

Located further inland, these peaks are shrouded in myth and mystery.

- **Significance:** Often associated with ancient ruins and lost civilizations.

The Mere of Dead Men

A swampy area south of Waterdeep, known for its dangerous terrain and undead threats.

- **Features:** Fog-laden marshes and ancient burial sites.

The Trackless Sea

The vast body of water along the coast, dotted with islands and hidden dangers.

- **Islands:** The Moonshae Isles, the Ruins of the Lost City of Shaar, and others.

Trade Routes and Pathways

The map illustrates critical trade routes that connect the various cities and regions of the Sword Coast.

- **High Road:** The main east-west route connecting Waterdeep to tribes and towns inland.
- **Long Road:** Extends southward from Waterdeep, passing through Daggerford toward the south.
- **North Road:** Connects Waterdeep with Neverwinter and other northern settlements.
- **Triboar Trail:** A major route through the wilderness, linking Daggerford to the north and east.

These routes facilitate commerce but also attract bandits and monsters, making travel dangerous and adventurous.

Points of Interest and Hidden Secrets

Beyond the major settlements, the map of the Sword Coast reveals numerous points of interest for explorers.

- **Undermountain:** A sprawling dungeon beneath Waterdeep, filled with monsters and treasures.
- **The Yawning Portal:** A famous inn and tavern that serves as a gateway to adventures below the city.
- **Chult Peninsula:** Known for its jungles, lost civilizations, and dinosaur

inhabitants, accessible via ships along the coast.

- **Ancient Ruins:** Sites like the Temple of the Black Sun and the Tomb of the Nine Gods offer mystery and danger.

Using the Map for Adventures and Exploration

A well-detailed map of the Sword Coast is invaluable for dungeon masters, players, and explorers. It helps:

- Plan journeys across dangerous terrains.
- Identify strategic locations for quests and encounters.
- Understand regional politics and trade dynamics.
- Discover hidden areas and secret passages.

Whether you're running a campaign or planning your own adventure, knowing the geography enhances storytelling and immersion.

Conclusion

The map of the Sword Coast is a vibrant tapestry of natural beauty, historical intrigue, and adventure waiting to happen. From the majestic walls of Waterdeep to the mysterious depths of Undermountain, every corner of this region offers opportunities for heroism, discovery, and storytelling. Whether you're a seasoned adventurer or a curious fan exploring the lore of the Forgotten Realms, familiarizing yourself with the geography, cities, and landmarks on this map will deepen your appreciation of this legendary region. So, grab a copy of the map, set your course, and prepare for the adventures that lie ahead along the storied shores of the Sword Coast.

Frequently Asked Questions

What are the main regions covered in the map of the

Sword Coast?

The map of the Sword Coast primarily includes regions such as Waterdeep, Baldur's Gate, Luskan, Neverwinter, and the surrounding areas along the western coast of Faerûn.

Where can I find detailed maps of key locations like Waterdeep and Baldur's Gate?

Detailed maps of major cities like Waterdeep and Baldur's Gate are available in official D&D sourcebooks such as 'Waterdeep: Dragon Heist' and 'Baldur's Gate: Descent into Avernus,' as well as online fan-created maps.

How does the map of the Sword Coast help in D&D gameplay?

The map provides players and Dungeon Masters with geographical context, helping to plan adventures, navigate locations, and understand the relationships between various cities and landmarks along the coast.

Are there digital or interactive maps of the Sword Coast available?

Yes, several interactive maps are available online through platforms like D&D Beyond, Roll20, and fan sites, allowing for dynamic exploration and more immersive gameplay.

What are some notable landmarks marked on the Sword Coast map?

Notable landmarks include the Sea of Swords, the Icewind Dale region, the Underdark entrances, the Wyrmspire, and the various ancient ruins and dungeons scattered across the coast.

How accurate are the official Sword Coast maps compared to in-game geography?

Official maps are designed to be accurate within the context of the campaign setting, providing a consistent geographical framework that aligns with lore, though some details may vary for gameplay purposes.

Can I access a printable version of the Sword Coast map for my campaign?

Yes, many printable versions of the Sword Coast map are available online, often for free or as part of official D&D supplements, suitable for use during gameplay or as a reference.

Additional Resources

Map of the Sword Coast: An In-Depth Guide to the Legendary Region of Faerûn

The map of the Sword Coast is one of the most iconic and extensively explored regions within the Forgotten Realms, a sprawling campaign setting for Dungeons & Dragons. Known for its diverse geography, vibrant cities, dangerous wilderness, and intricate political landscapes, the Sword Coast has captivated adventurers and lore enthusiasts alike for decades. Whether you're a Dungeon Master designing a campaign, a player eager to explore the rich lore, or a fan interested in the geography of Faerûn, understanding the nuances of the map is essential to appreciating the region's depth and complexity.

Introduction to the Sword Coast

The Sword Coast is a prominent coastal region along the western edge of Faerûn, stretching roughly from the city of Waterdeep in the north to Amn in the south. It is characterized by a blend of bustling trade hubs, treacherous wilderness, ancient ruins, and varied cultural influences. The region's strategic location along the Sea of Swords makes it a hub of commerce and intrigue, attracting adventurers, merchants, pirates, and armies alike.

The Significance of the Map in D&D and Lore

A detailed map of the Sword Coast serves as an essential tool for both Dungeon Masters and players. It provides geographical context for quests, helps visualize movement and logistics, and deepens immersion in the setting. Beyond gameplay, the map is a tapestry illustrating the region's history, political alliances, and natural features. It is a living document that evolves with new sourcebooks, adventures, and lore expansions.

Key Features of the Sword Coast Map

1. Major Cities and Settlements

The map is dotted with numerous important settlements, each with its own unique flavor and significance:

- Waterdeep ("The City of Splendors"): The largest and most influential city in the region, known for its cosmopolitan population, political intrigue, and as a hub for adventurers seeking fame and fortune.
- Baldur's Gate: A bustling port city with a rich history of trade, rebellion, and adventure. It acts as a gateway to the south.
- Neverwinter: Known as the "Jewel of the North," this city boasts a resilient spirit after recovering from past calamities.
- Luskan: A pirate city with a reputation for lawlessness, located north of

Waterdeep.

- Amn: Situated to the south, Amn is a wealthy nation with powerful merchant houses and a complex political landscape.

2. Natural Landmarks and Geography

- The Sword Mountains: A rugged range running parallel to the coast, home to dangerous monsters and ancient ruins.
- The Crags: A series of high, jagged peaks east of the Sword Mountains, often considered a natural barrier.
- The Sunset Mountains: Located further inland, these mountains border the Dalelands and host various wilderness areas.
- The Sea of Swords: The central body of water providing vital trade routes and opportunities for piracy.

3. Wilderness and Regions

- The Dalelands: A collection of independent, fertile valleys south of the Moonsea, known for their independence and vibrant communities.
- The Moonsea: A dangerous, stormy sea and surrounding lands, including cities like Zhentil Keep, known for their political intrigue.
- The Mere of Dead Men: A swampy area near Waterdeep, filled with dangerous creatures and hidden secrets.
- The Dragon Coast: The southern extension of the Sword Coast, characterized by lush forests and thriving trade cities.

Navigating the Map: Regional Breakdown

The Northern Sword Coast

- Waterdeep: The crown jewel of the region, a melting pot of cultures, politics, and intrigue. Its location at the northern end of the Sword Coast makes it a strategic point for trade and adventure.
- Luskan: North of Waterdeep, known for its pirate activity and the city of the Arcane Brotherhood.
- The Icewind Dale: While technically beyond the immediate Sword Coast, this icy frontier is accessible from the northern ports and serves as a gateway to the Wilderness.

The Central and Western Sword Coast

- Baldur's Gate: A major port and trade city, serving as a hub for adventurers heading south or east.
- The Sword Mountains: To the east, offering opportunities for mountain expeditions and exploration.
- The Mere of Dead Men: A challenging swampy terrain near the coast, often avoided by travelers due to its dangers.

The Southern Sword Coast

- Amn: Known for its wealth and commerce, with cities like Athkatla serving as centers of power.
- The Dragon Coast: Extends along the southern coast with key cities like Calimport and Tethyr.

Political and Cultural Highlights

The map of the Sword Coast is not just geography; it reflects centuries of political alliances, conflicts, and cultural exchanges. Key political entities include:

- The Lords of Waterdeep: A secret council governing the city.
- The Zhentarim: A powerful mercenary and black-market network operating across the region.
- The Harpers: A semi-secret organization promoting good and fighting tyranny.
- The Cult of the Dragon: An ominous presence in the mountains and inland areas.

How to Use the Map for Adventure Planning

Whether you're crafting a campaign or exploring lore, the map offers numerous opportunities:

- Plotting Quest Locations: Use the map to identify suitable sites for adventures—ruins in the mountains, hidden enclaves in the wilderness, or political hotspots.
- Understanding Travel and Logistics: Visualize distances between cities, natural obstacles, and trade routes.
- Creating Immersive Encounters: Incorporate geographic features like rivers, forests, and mountains for dynamic encounters.
- Exploring Lore and History: Anchor stories around historical sites marked on the map, such as ancient ruins or battlefields.

Visual Features to Look for in a Map of the Sword Coast

- Labels and Landmarks: Names of cities, mountain ranges, rivers, and notable sites.
- Trade Routes: Major roads, sea lanes, and caravan paths.
- Natural Barriers: Mountains, deserts, swamps that influence travel and settlement.
- Territorial Boundaries: Borders between nations and regions like Amn, the Dalelands, and the North.

Resources for the Best Sword Coast Maps

Several official and fan-made maps are available, each offering different levels of detail:

- Official Publications: "Waterdeep: Dragon Heist," "Out of the Abyss," and other adventure modules feature detailed regional maps.
- Online Resources: Websites like D&D Beyond, Reddit, and fan forums host high-quality maps.
- Map-Making Software: Tools like Inkarnate or Wonderdraft allow custom map creation tailored to your campaign.

Final Thoughts

A comprehensive map of the Sword Coast is more than just a geographical reference; it's a portal into a world filled with adventure, conflict, and lore. Understanding its layout enhances storytelling, strategic planning, and immersion. Whether you're navigating bustling cities, venturing into mysterious wilderness, or exploring ancient ruins, the map provides a foundation for countless stories waiting to unfold in the legendary lands of Faerûn.

Embark on your journey with a detailed view of the Sword Coast—your gateway to excitement and discovery in the Forgotten Realms.

[Map Of The Sword Coast](#)

map of the sword coast: *Dungeons and Dragons 100 Postcards: Archival Art from Every Edition* Official Dungeons & Dragons, Official Dungeons & Dragons Licensed, 2021-11-02 This officially licensed postcard set features some of the most iconic art from the vast Dungeons & Dragons archive. With 50 pieces of art that each repeat for a total of 100 postcards, this is the ultimate collector's set that will take you back to the first time you opened a D&D book. This collection of 100 postcards celebrates the history of Dungeons & Dragons with 50 memorable illustrations that have appeared on manual covers, starter sets, and other beloved books and products from every publication dating back to the 1970s. The back of each postcard includes the artist's name and original publication information with plenty of space for inscribing a message. Once you use all the postcards, the box doubles as a keepsake for storing your dice.

map of the sword coast: *Dungeons & Dragons How Not To Get Eaten by Owlbears* Anne Toole, 2024-09-17 The Forgotten Realms are dangerous. Well, that's an understatement. The Forgotten Realms are a death trap... But they're also very exciting, packed with amazing sights, and fun to explore. And that's where this book comes in. An in-world guide written from the point of view of a famous character from D&D's lore, this book will answer your burning questions via chapters covering deadly fauna, magical mishaps, urban perils, merciless monsters and much more. Whether you want to know which is the best tavern in Baldur's Gate or have a pressing need for tips on how to escape an ogre's lair, with this handy, humorous guide at your fingertips, your adventures will end in fame and fortune, rather than somebody else's stomach. © and TM 2023 Wizards of the Coast

map of the sword coast: Dungeons & Dragons Art & Arcana Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Official Dungeons & Dragons Licensed, 2018-10-23 An illustrated guide to the history and evolution of the beloved role-playing game told through the paintings, sketches, illustrations, and visual ephemera behind its creation, growth, and continued popularity—now in a 50th Anniversary Edition with bonus content. FINALIST FOR THE HUGO AWARD • FINALIST FOR THE LOCUS AWARD • NOMINATED FOR THE DIANA JONES AWARD From one of the most iconic game brands in the world, this official Dungeons & Dragons illustrated history provides an unprecedented look at the visual evolution of the brand and its continued influence on the worlds of pop culture and fantasy. You'll find more than seven hundred pieces of artwork within from • each edition of the core role-playing books, supplements, and adventures • the Forgotten Realms and Dragonlance novels • decades of Dragon and Dungeon magazines • classic advertisements and merchandise • plus never-before-seen sketches, large-format canvases, rare photographs, one-of-a-kind drafts, and more from the now-famous designers and artists associated with Dungeons & Dragons The superstar author team gained unparalleled access to the archives of Wizards of the Coast and the personal collections of top collectors, as well as the designers and illustrators who created the distinctive characters, concepts, and visuals that have defined fantasy art and gameplay for generations. The 50th Anniversary Edition also includes six fold-out sections featuring essential artwork from the most iconic—and deadliest—dungeons in D&D history. This is the most comprehensive collection of D&D imagery ever assembled, making this the ultimate collectible for the game's millions of fans around the world.

map of the sword coast: Forsaken House Richard Baker, 2010-04-07 Half-demon, half-elf monsters infest the glades of the High Forest, the mountains around Evereska, and the very halls of Evermeet itself. They claim a birthright that was taken from them so long ago even the elves who imprisoned them forgot they existed. For millennia the daemonfey army planned, grew, and waited. Until now... House Dlardrageth is an ancient cabal of demon-spawned sun elves who burn for vengeance against the elven realms that defeated them long ago. Araevin is an elf mage from Evereska who discovers Dlardrageth's return and may have to spend his sanity to defeat them. Ten millennia of hubris, betrayal, failure, and retreat are coming to an end...

map of the sword coast: Neverwinter Nights ,

map of the sword coast: The Inclination to Destiny Rick Austinson, 2011-09-15 The strong and courageous can define their own destiny, but fate falls on all men unless they fail to act. You can control your own course, but some events, once set into motion, cannot be stopped. As time marches inexorably forward, the ghosts of the past howl louder than ever. Mistakes, left turns that should have been right, and the sanctions of lesser men all come together in a perfect storm of circumstances. The enemy has been known for generations, the seer Hrethrel spoke of him. And the Dragon of the Setting Sun that would face him. Now the day has come, and succeed or fail, the fate of the Multi-Verse is once again in the hands of Hunter Jusenkyou. Its not fate, fate can be cheated, and destiny forged. But events will come to pass, as certain as the sunset. What happens then? Brave heroes will stand and fight, but the uncertain future, the unstable past, and the certain march of time will lead all things along The Inclination to Destiny.

map of the sword coast: The Fortuitous Few Lee Alexander, The Fortuitous Few by Lee Alexander In a world teetering on the brink of darkness, an improbable band of adventurers is brought together by fate, bound by a shared mission that will test their courage, unity, and resolve. Rashe, a charismatic drakonisk bard with scales shimmering like molten gold, seeks fame and fortune. His loyal companion, Adran, a stoic wood elf monk, is a master of martial arts and protector of the innocent. Morros, a cunning tiefling rogue, hides a troubled past behind his sharp wits and sleight-of-hand skills. And Kazalath, a towering goliath barbarian, wields both unmatched strength and a steadfast commitment to justice. Together, they are The Fortuitous Few. Their journey begins in the bustling city of Kelrabith, where a chance encounter draws them into a perilous quest: recover the Codex of Whispers, an ancient tome of immeasurable power that has fallen into the hands of a sinister cult. From vibrant cities to frozen wastelands, treacherous seas to hidden strongholds, the

adventurers face harrowing battles, betrayals, and ancient evils. Infiltrating masquerades, braving enchanted waters, and confronting deadly foes like the chain demon and malevolent sea hags, the party uncovers more than just the secrets of the Codex—they discover the true power of friendship, unity, and resilience. But as the shadow of the Baatorian cult looms larger, the adventurers must confront not only external threats but also their own doubts and fears. Will *The Fortuitous Few* rise to the challenge, or will the darkness consume them? For fans of *Dungeons & Dragons*, *Critical Role*, and ensemble-driven fantasy, *The Fortuitous Few* offers a thrilling tale of high adventure, unforgettable characters, and the enduring strength of camaraderie. Perfect for readers who crave epic quests, rich world-building, and action-packed narratives, this story is the first chapter in an unforgettable journey that will leave you yearning for more.

map of the sword coast: Faces of Deception Troy Denning, 2012-01-10 Guided by the goddess of beauty, an ugly nobleman ventures to the Utter East in search of a cure for his facial deformities. Atreus of Erlkazar has always been hidden from his powerful family's enemies, concealed behind the hideous mask of his own face. The result of a wayward spell that distorted his features, Atreus' ugliness is a curse he has borne since he was just a child—and one he has spent his entire life trying to break. He is driven to find a way past his own flesh, into a soul torn between destiny and love. In an ironic twist of fate, he becomes an acolyte of Sune, the goddess of beauty. Under her command, he embarks on an impossible mission to the mysterious country of Langdarma, where the magical waters of the Fountain of Infinite Grace await him. Deep in these ancient valleys of the enigmatic Utter East, Atreus will finally look into . . . the faces of deception.

map of the sword coast: Timeless R. A. Salvatore, 2018-09-04 New York Times and USA Today Bestseller! R. A. Salvatore returns with one of fantasy's most beloved and enduring icons, the dark elf Drizzt Do'Urden, in an all-new trilogy full of swordplay, danger, and imaginative thrills. Centuries ago, in the city of Menzoberranzan, a young weapon master earned a reputation far above his station or that of his poor house. Zaknafein. The greater nobles watched him, and one powerful matron—Malice—decided to take him as her own. She connived with rival houses to secure her prize, but it was ultimately the roguish mercenary Jarlaxle who caught him. Thus sparked the birth of two key moments in Drow history: the coupling of a noble and a weapon master that would produce Drizzt Do'Urden . . . and the friendship between Zaknafein and Jarlaxle. Spanning two eras, this unlikely pair takes on the intrigue and opportunities to be found in the shadows, providing a fascinating prelude to the journeys that have shaped the modern-day Forgotten Realms, while Zaknafein and his son Drizzt will be joined together in a series of trials that parallel those of centuries long past, even though their paths no longer seem to be aligned. How will a father, so long constrained by the vicious and conservative society of the drow, be able to reconcile his ingrained prejudices with the world and companions of his enlightened son? The answer lies in their desire for peace over chaos. And as long as the scourge of the goddess Lolth's ambitions still remains, both father and son are determined to keep her dark will at bay. But the Spider Queen is powerful, and now demons have been unleashed on the unwitting denizens of the surface world. United in purpose—and through their mutual friendship with Jarlaxle—Zaknafein and Drizzt will need to put aside their differences in order to keep the ones they love safe.

map of the sword coast: The Druid Queen Douglas Niles, 2011-11-29 The Kendrick family's reign continues—but the Moonshae's era of peace is threatened by unseen forces. Restored to his throne, a crippled King Tristan Kendrick must confront the fearful costs of his rescue from the Coral Kingdom. His younger daughter, Deirdre, suffers tragically from the curse of an evil god, while Alicia faces a decision that will chart the destiny of the kingdom. At the same time, near the heart of Gwynneth, a new evil stirs . . . An army of trolls and giants wage war against the Ffolk villages, manipulating a magical artifact to suit their violent whims. Now, it is up to Moonshae's royal defenders, their allies, and their Goddess to put an end to the scourge before the God of the Firbolgs can be resurrected—and the Isles torn down.

map of the sword coast: Baldur's Gate 3 - Strategy Guide GamerGuides.com, 2023-08-29 Baldur's Gate 3 is a story-rich, party-based RPG set in the universe of *Dungeons & Dragons*, where

your choices shape a tale of fellowship and betrayal, survival and sacrifice, and the lure of absolute power. The guide for Baldur's Gate 3 features everything you need to know to explore Faerûn. Learn how to talk your way through any encounter, take down the toughest bosses, and find the most powerful equipment! - Detailed explanations covering the Battle Mechanics for new players - A series of Getting Started guides and tips for different gameplay features - Breakdown of Ability Scores and how they work - Complete walkthroughs for the main story, including the Wilderness, Underdark, Shadow-Cursed Lands, and Baldur's Gate itself! - A guide to how Romance works with different companions - Guides for equipment such as Armor, Weapons, Potions, and Items - Detailed exploration of each class including Best Starting Class - Overview for all Companions in the game and how to recruit them - Coverage of different spell types, including the Best Starter Spells - A section on Key NPCs, what they do and where to find them

map of the sword coast: Baldur's Gate Official Strategy Guide William H. Keith, BradyGAMES., Nina Keith Barton, 1998-12 BradyGames Baldur's Gate Official Strategy Guide includes: WALKTHROUGH--A complete walkthrough of the game as told through the journal of the fighter-mage Diana Nightflame, SECRETS--Discover the solutions to all the complicated riddles, and uncover the hidden secrets in the game, SUB PLOTS--Delve into the mini-quests and non-player characters that you will encounter during this grand quest.

map of the sword coast: The Ring of Winter James Lowder, 2012-06-12 As a Harper agent scours the jungle in search of a magical ring, he finds that dinosaurs, a lost civilization, and an evil cult all stand in his way For centuries, adventurers have sought the fabled Ring of Winter, rumored to possess the magical might to make its wearer immortal and bring a second Ice Age down upon the Realms. Artus Cimber knows where it is. After discovering the ring is hidden in the jungles of Chult, he sets off to fulfill the quest that has devoured a decade of his life. Knowing that the artifact is hidden somewhere in the danger-filled jungles and recovering it are two entirely different matters, however—especially when a lost city, rampaging dinosaurs, and the villainous Cult of Frost all stand between Artus and his goal. The Ring of Winter is the fifth book in a series of loosely-connected novels about the Harpers.

map of the sword coast: Dungeons & Dragons Lore & Legends Michael Witwer, Kyle Newman, Jon Peterson, Sam Witwer, Official Dungeons & Dragons Licensed, 2023-10-03 An illustrated guide to Dungeons & Dragons' beloved fifth edition told through interviews, artwork, and visual ephemera from the designers, storytellers, and artists who bring it to life. When the reimagined fifth edition of Dungeons & Dragons debuted in the summer of 2014, the game was on the brink of obsolescence. But within a few short years, D&D found greater success than it had ever enjoyed before, even surpassing its 1980s golden age. How did an analog game nearly a half century old become a star in a digital world? For the first time, Lore & Legends reveals the incredible ongoing story of Dungeons & Dragons fifth edition from the perspective of the designers, artists, and players who bring it to life. This comprehensive visual guide illuminates contemporary D&D—its development, evolution, cultural relevance, and popularity—through exclusive interviews and more than 900 pieces of artwork, photography, and advertising curated and analyzed by the authors of the bestselling and Hugo Award-nominated Dungeons & Dragons Art & Arcana.

map of the sword coast: Octopath Traveler: The Complete Guide Square Enix, 2022-08-23 Master Square Enix's critically acclaimed RPG Octopath Traveler with this comprehensive guide! Explore every corner of Orsterra with the help of this complete guide which includes insight and explanation of the main narrative as well as boss strategies for each of the games' eight protagonists! Dive deeper with detailed environment maps, subquest information, and beautiful illustrations that fully realize Octopath Traveler's HD-2D graphics with exclusive explanations and commentary from the development team. Dark Horse Books and Square Enix present a faithful localization of the original Japanese volume, offered in English for the first time! Whether you're a first-time player or looking to take your game to one hundred percent completion, this guide book is not to be missed!

map of the sword coast: Gauntlgrym R.A. Salvatore, 2010-10-05 With nothing left to lose,

Drizzt and Bruenor begin an arduous search for the lost dwarven kingdom of Gauntlgrym. The peace between the dwarves of Mithral Hall and the orcish Kingdom of Many-Arrows has not come without its costs. But even grief and old age cannot dissuade Bruenor Battlehammer from pursuing his dream of finding the fabled kingdom of Gauntlgrym—ruins said to be rich with ancient treasure and arcane lore. As always, Drizzt Do'Urden is at his side, ready to make the most of his friend's final years. But Jarlaxle and Athrogate are two steps ahead. In their own search for treasure and magic, Jarlaxle and Athrogate inadvertently set into motion a catastrophe that could spell disaster for the unsuspecting people of the city of Neverwinter—a catastrophe big enough to lure even the mercenary Jarlaxle into risking his own coin and skin to stop it. Unfortunately, the more they uncover about the secret of Gauntlgrym, the more it looks like they can't stop it on their own. They'll need help from the last people they ever thought to fight alongside again: Drizzt and Bruenor. Gauntlgrym is the first book in the Neverwinter Saga and the twenty-third installment in the Legend of Drizzt series.

map of the sword coast: BioWare: Stories and Secrets from 25 Years of Game

Development BioWare, 2020-12-15 From the BioWare's isometric role-playing roots to its intense space operas and living worlds, chart the legendary game studio's first 25 years in this massive retrospective. BioWare - Stories and Secrets from 25 Years of Game Development puts you in the room during key moments in BioWare's history, with never-before-seen art and photos anchored by candid stories from developers past and present. See what it took to make games in those wild early days. Pore over details of secret, cancelled projects. Discover the genesis of beloved characters and games. Presented and designed by Dark Horse Books, this tribute to BioWare's legacy is a must-have for any fan of the best stories you can play.

map of the sword coast: Fifty Years of Dungeons & Dragons Premeet Sidhu, Marcus

Carter, Jose P. Zagal, 2024-11-19 On the fiftieth anniversary of Dungeons & Dragons, a collection of essays that explores and celebrates the game's legacy and its tremendous impact on gaming and popular culture. In 2024, the enormously influential tabletop role-playing game Dungeons & Dragons—also known as D&D—celebrates its fiftieth anniversary. To mark the occasion, editors Premeet Sidhu, Marcus Carter, and José Zagal have assembled an edited collection that celebrates and reflects on important parts of the game's past, present, and future. Each chapter in Fifty Years of Dungeons & Dragons explores why the nondigital game is more popular than ever—with sales increasing 33 percent during the COVID-19 pandemic, despite worldwide lockdowns—and offers readers the opportunity to critically reflect on their own experiences, perceptions, and play of D&D. Fifty Years of Dungeons & Dragons draws on fascinating research and insight from expert scholars in the field, including: Gary Alan Fine, whose 1983 book *Shared Fantasy* remains a canonical text in game studies; Jon Peterson, celebrated D&D historian; Daniel Justice, Canada Research Chair in Indigenous Literature and Expressive Culture; and numerous leading and emerging scholars from the growing discipline of game studies, including Amanda Cote, Esther MacCallum-Stewart, and Aaron Trammell. The chapters cover a diverse range of topics—from D&D's adoption in local contexts and classrooms and by queer communities to speculative interpretations of what D&D might look like in one hundred years—that aim to deepen readers' understanding of the game.

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