

contents

Introduction	4	Strong Soul [Regional]	44	Caligarde's Claw	100
How to Use This Book		Surefooted [Regional]	45	Claws of the Beast	101
in Your Campaign	4	Survivor [Regional]	45	Cloud of Bewilderment	101
What You Need to Play	4	Swift and Silent [Regional]	45	Create Magic Tattoo	101
Previous Forgotten Realms Products	5	Tattoo Focus [Regional]	45	Dread Blast	101
Chapter 1: Races and Feats	6	Tenacious Magic [General]	45	Elminster's Effulgent Epuration	102
Character Region	6	Thug [Regional]	45	Eye of Power	102
How to Choose A Region	6	Thunder Twin [Regional]	46	Favor of Ilmater	102
Region Benefits	8	Tireless [Regional]	46	Fiendform	102
Regions and Skills	8	Treetopper [Regional]	46	Fireward	102
Region Definitions	9	Twin Spell [Metamagic]	46	Fleshshiver	103
Humans	10	Twin Sword Style [Regional]	46	Forceward	103
Human Ethnicities	10	Chapter 2: Prestige Classes	47	Gedlee's Electric Loop	103
Vital Statistics	31	Prestige Classes for		Glory of the Martyr	103
Feats	32	Færünian Characters	47	General of Undeath	103
Arcane Preparation [General]	32	Arcane Devotee	48	Handfire	103
Arcane Schooling [Regional]	33	Divine Champion	49	Harmony	104
Artist [Regional]	33	Divine Disciple	51	Holy Star	104
Axethrower [Regional]	33	Divine Seeker	52	Howling Chain	104
Blooded [Regional]	35	Evereskan Tomb Guardian	53	Icelandic	105
Bloodline of Fire [Regional]	35	Eye of Horus-Re	54	Inferno	105
Bullheaded [Regional]	37	Hammer of Moradin	56	Lawful Sword	105
Cosmopolitan [Regional]	37	Harper Agent	58	Lightning Ring	105
Dauntless [Regional]	37	Hathran	59	Lively Step	106
Daylight Adaptation [Regional]	37	Incantatrix	61	Mace of Odo	106
Delay Spell [Metamagic]	37	Justiciar of Tyr	63	Manyjaws	106
Discipline [Regional]	38	Monk of the Long Death	65	Mold Touch	106
Dreadful Wrath [Regional]	38	Morninglord of Lathander	66	Moonweb	106
Education [Regional]	38	Purple Dragon Knight	68	Mystic Lash	106
Ethrán [Regional]	38	Runecaster	69	Mystra's Miasma	107
Fearless [Regional]	38	Shaaryan Hunter	71	Nature's Balance	107
Fleet of Foot [Regional]	38	Shadow Adept	72	Nybor's Gentle Reminder	107
Foe Hunter [Regional]	38	Shadow Thief of Amn	74	Nybor's Mild Admonishment	107
Forester [Regional]	39	Spellguard of Silvermoon	75	Nybor's Stern Reproof	107
Forgeheart [Regional]	39	Zhentarim Spy	77	Nchaser's Glowing Orb	107
Furious Charge [Regional]	39	Chapter 3: Domains and Spells	79	Obedient Avalanche	108
Horse Nomad [Regional]	39	Deity-Specific Spells	79	Pact of Martyrdom	108
Improved Familiar [General]	39	Initiate of Bane [Initiate]	80	Possess Animal	108
Innate Spell [Metamagic]	39	Initiate of Cyric [Initiate]	80	Presper's Moonbow	108
Inscribe Rune [Item Creation]	40	Initiate of Gond [Initiate]	80	Prismatic Eye	109
Insidious Magic [Metamagic]	40	Initiate of Helm [Initiate]	80	Rosemantle	109
Knifefighter [Regional]	40	Initiate of Helm [Initiate]	80	Ruby Ray of Reversal	110
Luck of Heroes [Regional]	40	Initiate of Ilmater [Initiate]	80	Shield of Lathander	110
Magic in the Blood [Regional]	40	Initiate of Lathander [Initiate]	80	Shield of Lathander, Greater	110
Magical Artisan [General]	41	Initiate of Malar [Initiate]	81	Shroud of Flame	110
Magical Training [Regional]	41	Initiate of Mystra [Initiate]	81	Simbul's Spell Matrix	110
Mercantile Background [Regional]	41	Initiate of Nature [Initiate]	81	Simbul's Spell Sequencer	111
Militia [Regional]	41	Initiate of Selûne [Initiate]	81	Simbul's Spell Trigger	111
Mind over Body [Regional]	41	Initiate of Tyr [Initiate]	82	Skull of Secrets	111
Otherworldly [Regional]	41	Comprehensive Spell Lists	82	Skull Eyes	111
Pernicious Magic [Metamagic]	42	Assassin Spells	82	Skull Watch	111
Persistent Spell [Metamagic]	42	Bard Spells	82	Spectral Stag	112
Portal Master [Item Creation]	42	Blackguard Spells	83	Spell Enhancer	112
Reactive Counterspell [General]	42	Cleric Spells	83	Spellmantle	112
Resist Poison [Regional]	43	Cleric Domains	84	Spell Phylactery	113
Saddleback [Regional]	43	Druid Spells	93	Spell Shield	113
Shadow Weave Magic [General]	43	Hathran Spells	94	Stone Body	113
Signature Spell [General]	43	Paladin Spells	94	Stone Walk	113
Silver Palm [Regional]	43	Ranger Spells	95	Strength of the Beast	114
Smooth Talk [Regional]	43	Sorcerer and Wizard Spells	95	Summon Undead I	114
Snake Blood [Regional]	43	Spells	99	Summon Undead II	114
Spell Thematics [General]	44	Acid Storm	99	Summon Undead III	114
Spellcasting Prodigy [General]	44	Ball Lightning	99	Summon Undead IV	114
Spellwise [Regional]	44	Battletide	99	Summon Undead V	114
Stormheart [Regional]	44	Black Talon	100	Sunrise	114
Street Smart [Regional]	44	Blinding Spittle	100	Surelife	115
		Blindsight	100	Sword and Hammer	115
		Bombardment	100	Sword and Hammer, Greater	115
		Briartangle	100	Thorn Spray	115

TABLE OF CONTENTS

Transcribe Symbol	116	The Barrens of Doom and Despair ...	144	Tables	
Tree Healing	116	Blood Rift	146	1-1: Knowledge Regions	9
Triple Mask	116	Brightwater	146	1-2: Human Regions	11
Undead Bane Weapon	117	Clangor	147	1-3: Dwarf Regions	19
Undeath after Death	117	Cynosure	148	1-4: Elf Regions	22
Undeath's Eternal Foe	117	Deep Caverns	148	1-5: Gnome Regions	24
Understand Device	117	The Demonweb Pits	149	1-6: Half-Elf Regions	25
Vipergout	117	Dragon Eyrie	150	1-7: Halfling Regions	26
Wall of Moonlight	118	Dwarfhome	150	1-8: Orc and Half-Orc Regions	27
Wall of Sand	118	Dweomerheart	151	1-9: Planetouched Regions	29
Warning	118	Fated Depths	152	1-10: Regions For Other races	30
Wieldskill	118	The Fugue Plane	152	1-11: Random Starting Ages	31
Chapter 4: Magic Items	119	Fury's Heart	153	1-12: Aging Effects	31
Armor Special Ability	119	The Gates of the Moon	154	1-13: Random Height and Weight	32
Magic Armor and Shield	119	Golden Hills	155	1-14: Feats	34
Weapon Special Abilities	119	Green Fields	155	1-15: Regional Feats	36
Magic Weapons	120	Hammergrim	156	2-1: Prestige Classes for Faerûnian	
Rings	122	Heliopolis	156	Characters	47
Rods	122	The House of Knowledge	157	2-2: The Arcane Devotee	48
Staff	122	The House of Nature	158	2-3: The Divine Champion	49
Wondrous Items	123	The House of the Triad	159	2-4: The Divine Disciple	51
Unique Magic Weapons	125	Jötunheim	160	2-5: The Divine Seeker	52
Minor Artifact	126	The Nine Hells	161	2-6: The Evereskan Tomb Guardian	54
Chapter 5: Epic Levels in Faerûn	127	Nishrek	161	2-7: The Eye of Horus-Re	55
Epic Prestige Classes	127	Shadow	162	2-8: The Hammer of Moradin	56
Epic Eye of Horus-Re	127	The Supreme Throne	163	2-9: The Harper Agent	58
Epic Hammer of Moradin	128	Warrior's Rest	163	2-10: The Hathran	60
Epic Hathran	128	Other Planes	164	2-11: The Incantatrix	62
Epic Incantatrix	129	Chapter 7: Campaign Journal	166	2-12: The Justiciar of Tyr	64
Epic Justiciar of Tyr	129	Using the Storyline in Your Game	166	2-13: The Monk of the Long Death	66
Epic Monk of the Long Death	130	Recent Events	166	2-14: The Morninglord of Lathander	67
Epic Morninglord of Lathander	130	Return of the Archwizards	167	2-15: The Purple Dragon Knight	69
Epic Runecaster	131	The War of the Spider Queen	169	2-16: The Runecaster	70
Epic Shaaryan Hunter	131	Timeline	170	2-17: The Shaaryan Hunter	71
Epic Shadow Adept	132	Plots and Rumors	171	2-18: The Shadow Adept	73
Netherese Arcanist	132	Appendix	172	2-19: The Shadow Thief of Amp	74
Spellfire Hierophant	133	Psonics in Faerûn	172	2-20: The Spellguard of Silvermoon	75
New Epic Feats	135	Psonics and the Weave	172	2-21: The Zhentarim Spy	77
Axiomatic Strike [Epic]	135	Psonic Organizations	172	5-1: The Epic Eye of Horus-Re	128
Chosen Weapon Specialization		Psonic Prestige Classes	174	5-2: The Epic Hammer of Moradin	128
[Epic]	135	Cognition Thief	174	5-3: The Epic Hathran	129
Divine Spell Penetration [Epic]	135	Exalted Deeds and Vile Darkness	175	5-4: The Epic Incantatrix	129
Enhance Effect [Epic]	135	Feats	175	5-5: The Epic Justiciar of Tyr	130
Epic Counterspell [Epic]	135	Blessed of the Seven Sisters		5-6: The Epic Monk	
Epic Devotion [Epic]	135	[Exalted]	176	of the Long Death	130
Epic Spellfire Wielder [Epic]	136	Favored of the Zulkirs [Vile]	176	5-7: The Epic Morninglord	
Improved Cooperative Metamagic		Gift of Discernment [Exalted]	176	of Lathander	131
[Epic]	136	Lliira's Blessing [Exalted]	176	5-8: The Epic Runecaster	131
Improved Snatch Spell [Epic]	136	Spider Bite [Vile]	176	5-9: The Epic Shaaryan Hunter	132
Improved Spellpool Access [Epic]	136	Touch of Hate [Vile]	177	5-10: The Epic Shadow Adept	132
Inscribe Epic Rune [Epic]	136	Vile and Exalted Prestige Classes	177	5-11: The Netherese Arcanist	133
New Epic Spells	136	Black Blood Hunter	177	5-12: The Spellfire Hierophant	134
Epic Spells	136	Celebrant of Sharess	178	6-1: Random Planar Destinations	140
Gift of Alliance	137	Harper Paragon	181	A-1: The Cognition Thief	175
Glorious Light of Renewal	137	Maiden of Pain	182	A-2: The Black Blood Hunter	177
Horrible Army of the Dead	137	Martyred Champion of Ilmater	184	A-3: The Celebrant of Sharess	179
Proctiv's Move Mountain	137	Slime Lord	186	A-4: Celebrant of Sharess Spells Known	180
Song of Enevahn	138	Yathrinshée	187	A-5: The Harper Paragon	181
Starshine upon the People	138	Vile and Exalted Deities	189	A-6: The Maiden of Pain	184
Tolodine's Killing Wind	138	Archfiends and Paragons	189	A-7: The Martyred Champion	
Chapter 6: Cosmology of Toril	139	Variants: Races with		of Ilmater	184
Traveling the Planes	139	Level Adjustments	190	A-8: The Slime Lord	186
Cross-Planar Features	140	Powerful Races at 1st Level	190	A-9: The Yathrinshée	188
Random Planar Destinations	140	Lesser Versions	190	A-10: Vile and Exalted Domains	189
Planar Traits	140				
Plane Descriptions	142				
The Abyss	142				
Arvandor	143				

INTRODUCTION

Mighty heroes stride across the land of Faerûn, forging new legends with their strivings and their triumphs. Stalwart shield dwarf warriors battle against the blood-maddened orc hordes of the North. Sun elf mages from distant Evermeet study the secret arts of elven High Magic. Quick-witted Calishite rogues roam the alleyways and bazaars of fantastic cities. The opportunities for adventure are virtually limitless.

Player's Guide to Faerûn offers a broad overview of races, prestige classes, feats, spells, magic items, monsters, and rules expansions available in a FORGOTTEN REALMS campaign. The book has two primary purposes. First, it provides a v.3.5 update for the FORGOTTEN REALMS setting. Second, it serves as a player's single best collection of Faerûnian lore and arcana for building an infinite variety of characters.

HOW TO USE THIS BOOK IN YOUR CAMPAIGN

Player's Guide to Faerûn gives you everything you need to create and play FORGOTTEN REALMS characters.

Chapter 1, Regions and Feats: This chapter presents a new reorganization of character regions and an updated regional feat system, plus revisions of existing feats for v.3.5. Dozens of new, more specific character regions are included here to better represent the disparate cultures and lands scattered across Faerûn.

Chapter 2, Prestige Classes: The prestige classes presented in Chapter 1 of the *FORGOTTEN REALMS Campaign Setting* are revised to v.3.5 here. In addition, a number of new prestige classes (such as the Eye of Horus-Re) are introduced.

Chapter 3, Domains and Spells: This chapter updates the Toril-specific domains and spells found in Chapter 2 of the *FORGOTTEN REALMS Campaign Setting* and revises a number of spells originally presented in the *Magic of Faerûn* supplement. It also includes a number of FORGOTTEN REALMS spells from earlier editions of the game that had not previously been updated for the new DUNGEONS & DRAGONS game.

Chapter 4, Magic Items: A broad selection of magic items from previous FORGOTTEN REALMS products appears in this chapter. Also featured are some items from *Magic of Faerûn* that have been revised to be fully compatible with v.3.5 DUNGEONS & DRAGONS.

Chapter 5, Epic Levels in Faerûn: This chapter examines epic material specific to the FORGOTTEN REALMS setting.

Chapter 6, The Cosmology of Toril: This chapter describes the arrangement of the planes in the FORGOTTEN REALMS setting.

Chapter 7, Campaign Journal: This chapter discusses the major ongoing story elements currently active in the FORGOTTEN REALMS game setting and offers some tips on incorporating these events into your own game.

Appendix: Expanded Play: The section provides Toril-specific feats and prestige classes that incorporate material from the *Psionics Handbook*, *Book of Vile Darkness*, and *Book of Exalted Deeds*, as well as variant level adjustments for popular races.

WHAT YOU NEED TO PLAY

To make the best use of *Player's Guide to Faerûn*, you should have the *Player's Handbook v.3.5*, the *Dungeon Master's Guide v.3.5*, the *Monster Manual v.3.5*, and the *FORGOTTEN REALMS Campaign Setting*.

This book updates significant portions of several other FORGOTTEN REALMS products, including *Races of Faerûn* and *Magic of Faerûn*.

Finally, *Player's Guide to Faerûn* addresses the interaction of several other rulebooks with the FORGOTTEN REALMS game setting. Information on specific applications of the *Psionics Handbook*, *Epic Level Handbook*, and *Manual of the Planes* for the FORGOTTEN REALMS setting is presented where applicable.

previous forgotten realms products

While the version 3.5 revisions to the DUNGEONS & DRAGONS game included a number of relatively minor changes and updates to the game system, the majority of your existing 3rd Edition FORGOTTEN REALMS supplements and accessories are still perfectly usable in your game.

FORGOTTEN REALMS Campaign Setting: Chapters 1 through 3 of *Player's Guide to Faerûn* update and supersede Chapters 1 and 2 of the FORGOTTEN REALMS Campaign Setting. The rest of the Campaign Setting is unchanged by the v.3.5 revisions to the DUNGEONS & DRAGONS game. However, Chapter 7 of this book (the Campaign Journal), offers some updates on major story developments reflected in the *Return of the Archwizards* and *War of the Spider Queen* novel series.

Monster Compendium: *Monsters of Faerûn:* A free web supplement updates the Faerûnian monsters described in the *Monster Compendium*.

Magic of Faerûn: Unless a feat, prestige class, spell, or magic item from *Magic of Faerûn* has been revised in *Player's Guide to Faerûn*, you can still use it as it was. Chapters 3, 4, and 5 of this book revise a significant amount of material from *Magic of Faerûn*.

Lords of Darkness: As with the FORGOTTEN REALMS Campaign Setting, most of the material in *Lords of Darkness* has not been significantly affected by the core rulebook revisions.

Faiths and Pantheons: Many of the deity descriptions are affected by the core rulebook revisions. (For example, changes to the ranger class affect any deity with levels in ranger.) Most of these changes are relatively minor, and the deities can be used as previously presented without serious problems, although you may need to identify spell names that have changed in the *Player's Handbook* v.3.5. (See the free download for *Deities and Demigods* on the Wizards of the Coast website for detailed information about how to convert deity statistics to conform to the v.3.5 revision.)

The prestige classes described in Chapter 4 should be usable as they stand, although you should watch out for nomenclature changes, such as spell names or skill names.

Silver Marches: Very little of this book is affected by the revisions to the core rulebooks or the material in the *Player's Guide to Faerûn*.

City of the Spider Queen: You can still play the adventure "as is," but you'll probably want to take advantage of the new class features, spells, feats, and monsters in the core rulebooks. If you want to play the *City of the Spider Queen* adventure using the v.3.5 revisions, spend some time converting specific monsters and NPCs.

Recent Books: *Races of Faerûn* and *Unapproachable East* anticipated most of the changes in the v.3.5 revision, and *Underdark* actually came out after the revision of the D&D core rulebooks. You should be able to use all the material from these three sourcebooks without difficulty, although Chapter 1 of this book presents some minor updates to regions and regional feats first released in *Races of Faerûn* and *Unapproachable East*.



Vhaeraun and Selvetarm Do Battle

Illustration by Steve Prescott

what's this book for?

In general, the v.3.5 revisions to the D&D core rulebooks do not invalidate previous products. However, they do introduce enough minor changes—such as the adoption of the Stealthy feat in the *Player's Handbook*, or the change in how hit points are calculated for constructs, or the differences in how feats and skills are determined for monsters—that it seemed appropriate to spell out exactly how D&D v.3.5 affects the FORGOTTEN REALMS setting. The *Player's Guide to Faerûn* incorporates the rules changes presented in the D&D v.3.5 core rulebooks and updates key in-

formation about the setting for the newest version of the rules.

The designers also searched out the best 1st and 2nd Edition FORGOTTEN REALMS material that had not yet been updated for 3rd Edition D&D and brought much of it forward into v.3.5. If you're a longtime fan of the setting, you'll find that many old favorites appear here for the first time in many years. A few entirely new monsters, spells, prestige classes, and magic items have been included as well, just to give you more Faerûn-specific features with which to expand your FORGOTTEN REALMS game.

REGIONS & FEATS

regional feats, but others represent conditions or capabilities unique to Faerûn, such as the Shadow Weave.

character region

One of the defining characteristics of a specific campaign setting is that every character is from *somewhere*. In fact, the folk of many of Faerûn's kingdoms, cities, and wilderness areas are renowned for their regional characteristics—the languages they speak, the weapons they favor, and the special tactics or capabilities they are known to possess.

This book consolidates numerous race, region, and feat options that have appeared in previous 3rd Edition FORGOTTEN REALMS supplements, such as the Altumbel region from *Unapproachable East* and the character races introduced in *Underdark*. Many of the feats introduced in *Races of Faerûn* and *Unapproachable East* are included on the region tables so that you can make full use of those supplements with the revised region rules presented here. However, each character region also has several feat selections that do not rely on the previously published supplements, so you do not need other publications to create FORGOTTEN REALMS characters. New races from other supplements have not been reprinted here, so if you want to play an orog or an aarakocra, for example, you'll still need to refer to *Races of Faerûn*. However, these races have been included in the tables so that you could take advantage of the revised region rules when using characters of these races.

HOW TO CHOOSE A REGION

The regions described in this chapter are organized by character race. For example, if you are creating a dwarf character, you should peruse Table 1–3: Dwarf Regions to find a region suitable for your character.

RECOMMENDED SUBRACE OR ETHNICITY

If your character's homeland is Narfell, she's quite likely a Nar. The recommended subrace or ethnicity entry on the region table indicates the specific subrace or ethnic group usually found in that

Hundreds of different cultures sprawl across Faerûn, each marked by its own language, history, mores, technology, and magic. Both the Nars and the Uthgardt are known as fierce barbarians, but the Nars are mounted plains nomads who raise the hardest horses in Faerûn, while the Uthgardt are masters of the forests and mountains of the North. A human barbarian might look very different depending on whether he grew up in the steppes of Narfell or beneath the mist-wreathed branches of the Cold Wood.

The system of regions offers players an opportunity to “ground” their characters in Faerûn by describing the special advantages and distinguishing characteristics of various potential homelands. Just as you choose a subrace or ethnic origin for your character, you can also assign a character region to describe the character's homeland.

The choice of region answers several questions about a character. It determines what languages he knows and provides access to special regional feats that represent some of the particular strengths and qualities of his people. As you become more familiar with the FORGOTTEN REALMS setting, your character's choice of homeland also offers additional opportunities to develop and roleplay the character. The folk of Rashemen have a longstanding enmity with the wizards of Thay, so a player whose character is native to Rashemen can roleplay a deep-seated suspicion of any Thayan character he meets or an unreasonable fear of Thayan magic. On the other hand, he might become determined to set aside his natural prejudices and judge Thayans based on their individual acts rather than on the aggressive history of their homeland.

Since regions and feats are closely tied, this chapter also presents the feats available to a Faerûnian character over and above those in the *Player's Handbook*. Many of the feats in this chapter are

REGIONS AND FEATS



region. You should check with your Dungeon Master before you assign your character a region that doesn't fit his subrace. Doing so is not against the rules; indeed, despite the prevalence of certain races in certain areas, Faerûn is a diverse land with many well-integrated cities and kingdoms. It would not be unreasonable, for example, for a gold dwarf character to have the human region of Cormyr as his native region. However, such an unusual origin probably deserves some explanation in your character's backstory. Perhaps the character is descended from a family of Great Rift merchants or armorers who set up shop in Suzail a generation or two ago so that they could sell their wares or handiwork to the humans of the kingdom. Don't ignore the race recommendations entirely, though—if none of the characters in the campaign come from the traditional homelands of their races, then there isn't much point in choosing character regions to begin with.

CREATING NEW REGIONS

There is no reason you can't create additional character regions to add greater detail to your campaign or make more options available. The Marsh Drovers of the Marsh of Tun aren't very much like the industrious merchants and worldwise adventurers usually found in the Western Heartlands region, so it would make sense to describe the Marsh Drovers as a region of their own. Any population with its own unique combination of language, talents, or technology can constitute a region.

Region benefits

Choosing a region defines a character's starting languages known and available bonus languages. It also provides two additional benefits: access to regional feats and bonus equipment.

LANGUAGES

All player characters know Common. In addition, each character knows the automatic languages listed for her region.

A character with an Intelligence score of 12 or better may choose bonus languages during character creation. A character is entitled to one bonus language per point of initial Intelligence bonus, so a starting Intelligence of 16 (+3 bonus) would entitle her

to three bonus languages. Bonus languages must be selected from the list given for the character's home region.

A character can always choose to learn additional languages beyond her automatic and bonus languages by purchasing ranks in the Speak Language skill. Refer to Chapter 3 of the *FORGOTTEN REALMS Campaign Setting* for a list of languages commonly used in Faerûn.

REGIONAL FEATS

Regional feats represent particular strengths, talents, or characteristics of the people who inhabit a region. These aren't bonus feats—you can choose a regional feat only as one of your character's 1st-level feat choices. You are not required to choose one if you don't want to. You can select only one regional feat, even if you would normally be entitled to multiple feat choices at 1st level. Thus, even though a 1st-level human fighter has three feat slots available, he may pick only one regional feat. The other two feat slots must be filled by nonregional feats. You may not choose regional feats at character levels beyond 1st.

BONUS EQUIPMENT

Each region entry includes two options for bonus equipment. You may choose either at 1st level, but not both. You may well find, however, that neither equipment option is very enticing for your character based on his class. This kind of situation simply reflects the fact that some lands are known for their wizards, while others are known for their fighters or rogues. If you decide not to take either package, you may take an additional 100 gp in starting funds instead. An asterisk (*) indicates a masterwork item.

Regions and skills

Regions also serve one additional function in a *FORGOTTEN REALMS* campaign—they define how far the knowledge a character gains with the Knowledge (local) skill actually extends. They also provide the opportunity for specialization in other Knowledge skills.

When you take ranks in Knowledge (local), you must designate the region to which your local knowledge pertains. Most of the following regions can be found on Table 1–2: Human Regions, but

Why regions changed

The revision to the D&D core rulebooks incorporated several of the feats that were previously exclusive to specific character regions (such as Stealthy) into the *Player's Handbook*, thus making them available to all characters. In addition, experience has shown that the complicated interaction of race, preferred class, and character class made it difficult for players to navigate the regional feat system and find the right character combination to choose the feats they wanted.

The revision to the character region system presented here incorporates four major improvements to the previous version. First, the cross-referenced tables make it much

easier to locate region and feat correlations you want for your character. Second, the elimination of the preferred class step should reduce the number of "false starts" that resulted from the previous region system. Third, additional regional information from several other 3rd Edition *FORGOTTEN REALMS* supplements (such as *Races of Faerûn*, *Unapproachable East*, and *Underdark*) has been incorporated into the system. Finally, regional feats have deliberately been made more attractive choices than corresponding nonregional feats in order to reward you for grounding your character in the *FORGOTTEN REALMS* setting.

some (such as Evermeet or the Smoking Mountains) are primarily nonhuman. Thus, they appear on the region tables for other races.

The Underdark is broken up into seven regions representing large, contiguous areas of Faerûn's subterranean world. A character familiar with the Underdark beneath Halruaa would not necessarily know much about what to find below the Spine of the World. These Underdark regions are described at greater length in the FORGOTTEN REALMS supplement *Underdark*.

TABLE I-1: KNOWLEDGE REGIONS

Region

- Aglarond (includes Altumbel, Sildëyuir, the Wizards' Reach, and the Yuirwood)
- Amn
- Anauroch
- Calimshan
- Chessenta
- The Chondalwood*
- Chult
- Cormyr
- The Dalelands (includes Cormanthor Drow, Elven Court)
- Damara (includes the Galena Mountains)
- Dambrath
- The Dragon Coast
- Evermeet*
- The Golden Water
- The Great Dale (includes the Forest of Lethyr)
- The Great Glacier (includes Sossal and Snow Eagle Aerie)
- Halruaa
- The High Forest*
- The Hordelands
- Impiltur
- The Inner Sea*
- The Lake of Steam
- Lapaliiya
- Lantan
- Luiren*
- The Moonsea
- The Moonshae Isles
- Mulhorand
- Narfell
- The Nelanther Isles
- Nimbral
- The North
- The Outer Sea*
- Rashemen
- The Ride
- Samarach
- Sembia
- The Shaar
- Shadovar
- The Silver Marches (includes Silverymoon and the Spine of the World)
- The Smoking Mountains

- The Sword Coast
- Tashalar
- Tharsult
- Thindol
- Tethyr
- Thay
- Thesk
- Underdark (Buried Realms)
- Underdark (Darklands)
- Underdark (Earthroot)
- Underdark (Glimmersea)
- Underdark (Great Bhaerynden)
- Underdark (Northdark [includes Menzoberranzan])
- Underdark (Old Shanatar)
- Unther
- Vaasa
- The Vast
- The Vilhon Reach
- Waterdeep
- The Wealdath*
- The Western Heartlands (includes Evereska)
- * Nonhuman region.

Knowledge Synergy: If you have at least 5 ranks in Knowledge (local) for a particular region, you gain a +2 bonus on all other Knowledge skill checks pertaining to that region. For example, if you have 5 ranks in Knowledge (Cormyr local), you gain a +2 bonus on Knowledge (geography), Knowledge (history), Knowledge (nobility and royalty), and all other Knowledge checks made relating to topics or questions that have to do with Cormyr.

This rule supersedes the Regional Focus rule on page 9 of the *FORGOTTEN REALMS Campaign Setting*.

Region definitions

Regions are by their very nature broad and poorly defined. A character who grew up in a small village on the western shore of the Dragonmere might be considered a native of Cormyr, the Dragon Coast, or possibly even the Western Heartlands. The following definitions briefly illustrate the central theme and assumptions that form the basis for each region, so that you can make a more informed choice about which is right for your character.

Some regions appear in more than one racial entry. For example, the Great Glacier is both a dwarf region and a human region. The two are not identical—the dwarf Great Glacier region offers access to different regional feats and equipment than the human Great Glacier region does. The two regions represent two distinct cultures that happen to share the same geographic area.

Information from other supplements is designated throughout this chapter with the following superscript codes: *Races of Faerûn* (^{RAC}), *Unapproachable East* (^{UNA}), *Underdark* (^{UNB}), and the *FORGOTTEN REALMS Campaign Setting* (^{FOR}).

Knowledge (Local): Regions that are contained within other geographic areas, or closely tied to another geographic locale, are represented on Table 1-1 by parenthetical notes that indicate which

region they are included within for the purpose of purchasing ranks in Knowledge (local). For example, the Forest of Lethyr elf region is closely tied to the Great Dale human region. Therefore, it's not necessary for a character to purchase ranks in Knowledge (Forest of Lethyr local)—he or she can instead take ranks in Knowledge (Great Dale local), which encompasses both the Forest of Lethyr and the larger surrounding area of the Great Dale.

Humans

Compared to most of the nonhuman races, whose members tend to get along reasonably well with others of their own kind, the humans of Faerûn are divided into innumerable competing nations, states, sects, religions, bandit kingdoms, and tribes. Humans argue about anything, fight about whatever they argue about, and hold dear among their many deities quite a few who actively encourage that type of behavior.

The longer-lived elves and dwarves respect individual humans, but they do not necessarily respect the entire race. The elves have difficulty forgetting that the first human empires of Netheril, Raumathar, Narfell, and other ancient lands were built upon magical secrets borrowed or looted from their ancestors. The fact that those early human empires invariably corrupted themselves with evil magic does not reassure the elves. The dwarves—particularly the shield dwarves of northern Faerûn—respect humans as fierce warriors but fear that there would be little room for dwarves in a world dominated by humankind.

Humans don't see it that way. Their greatest heroes outshine the deities themselves and sometimes become deities in their own right. Unfortunately, the same could be said of humanity's greatest villains—and therein lies the challenge facing any human adventurer. As with anything of value, power comes at a cost.

Racial Abilities: Human characters, regardless of region, have all the human racial traits described in the *Player's Handbook*.

Human ethnicities

Unlike the other humanoid races, humans are not divided into easily identifiable subraces with distinct racial traits, though they do vary greatly in appearance and cultural heritage. Any distinctions among human ethnicities are inevitably muddled because centuries of settlement and conquest have ensured that no division is absolute. Nevertheless, seven major human ethnic groups are widely recognized: Calishites, Chondathans, Damarans, Illuskans, Mulan, Rashemis, and Tethyrians.

Calishite: These humans, descended from the slaves of Calimshan's ancient genie lords, form the primary racial stock of the Border Kingdoms, the Lake of Steam cities, the Nelanther Isles, and Calimshan. Shorter and slighter in build than most other humans, Calishites have dusky brown skin, hair, and eyes. They regard themselves as the rightful rulers of all lands south and west of the Sea of Fallen Stars, and they look upon northern cultures as short-lived barbarian kingdoms barely worthy of notice. Most Calishites seek nothing more than a lifestyle of comfort and the respect of their peers.

Illustration by Steve Prescott



Calishite

Chondathan

Damaran

Illuskan

Mulan

Rashemi

Tethyrian

REGIONS AND FEATS

TABLE I-2: HUMAN REGIONS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Aglarond	Chondathan, Damaran, Rashemi	Aglarondan	Chessentan, Damaran, Draconic, Elven, Mulhorandi, Orc, Sylvan, Untheric	Chauntea, Selune, Valkur	Discipline, Luck of Heroes, Treetopper	(A) Studded leather armor* and 20 arrows*, or (B) Scroll of <i>web</i> and <i>protection from arrows</i>
Altumbel	Chondathan, Damaran, Mulan	Aglarondan	Aquan, Chondathan, Chessentan, Rashemi, Serusan, Untheric	Chauntea, Selune, Valkur	Bullheaded, Militia, Stormheart	(A) Longsword* or spear*, or (B) Chain shirt* and masterwork lute
Amn	Calishite, Tethyrian	Chondathan	Alzhedo, Elven, Giant, Goblin, Nexalan, Orc, Shaaran	Bane, Chauntea, Cyric, Selune, Shar, Sune, Waukeen	Cosmopolitan, Mercantile, Background, Silver Palm, Street Smart	(A) Thieves' tools, hand crossbow, and 10 bolts*, or (B) Longsword* or short sword*
Anauroch	Bedine	Midani	Chondathan, Damaran, Draconic, Gnoll, Netherese, Orc	Beshaba, Kelemvor, Selune, Talos	Fearless, Knifefighter, Survivor	(A) Scimitar* or dagger*, or (B) Composite shortbow (Str +2) and 10 arrows*
Calimshan	Calishite, Tethyrian	Alzhedo	Auran, Chondathan, Chultan, Draconic, Ignan, Shaaran, Tashalan	Azuth, Ilmater, Shar, Sharess, Siamorphe, Talos, Tyr	Bloodline of Fire, Genie Lore ^{RAC} , Harem Trained ^{RAC} , Mind over Body, Street Smart, Spellwise	(A) <i>Wand of magic missile</i> (CL 1st, 20 charges) or (B) Chain shirt* and <i>potion of cure light wounds</i>
Chessenta	Mulan, Turami	Chessentan	Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, Untheric	Anhur, Azuth, Hoar, Lathander, Red Knight, Tiamat, Waukeen	Arcane Schooling, Artist, Education, Street Smart	(A) Short sword* or longspear*, or (B) Scroll of <i>blur</i> and <i>levitate</i>
Chult	Chultan, Tashalan	Chultan	Alzhedo, Draconic, Dwarven, Goblin, Shaaran, Sylvan, Tashalan	Shar, Thard Harr, Ubtao	Foe Hunter (goblinoid), Snake Blood, Survivor	(A) Kukri* or shortspear*, or (B) 2 doses Large monstrous scorpion poison
Cormyr	Chondathan, Tethyrian	Chondathan	Damaran, Elven, Gnome, Goblin, Halfling, Orc, Turmic	Chauntea, Deneir, Helm, Lathander, Lliira, Milil, Selune, Silvanus, Tempus, Tymora, Tyr, Waukeen	Caravanner ^{RAC} , Discipline, Foe Hunter (goblinoid), Furious Charge, Saddleback	(A) Longsword* or heavy mace*, or (B) Banded mail*

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The Dalelands	Chondathan, Vaasan	Chondathan	Damaran, Elven, Giant, Gnome, Orc, Sylvan	Chauntea, Lathander, Mielikki, Oghma, Shaundakul, Silvanus, Tempus, Torm, Tyr	Blooded, Caravanner ^{RAC} , Forester, Luck of Heroes, Militia	(A) Composite longbow (Str +2), or (B) Longbow*, spear*, or quarterstaff*
Damara	Damaran, Chondathan	Damaran	Chondathan, Dwarven, Giant, Goblin, Orc, Uluik	Ilmater, Silvanus, Tempus	Arctic Adaptation ^{RAC} , Bullheaded, Dauntless, Grim Visage ^{RAC} , Jotunbrud ^{RAC}	(A) Bastard sword* or battle axe*, or (B) 2 scrolls of <i>cure moderate wounds</i>
Dambrath	Illuskan, Shaaran	Dambrathan	Dwarven, Elven, Halfling, Halruaan, Gnoll, Illuskan, Shaaran, Undercommon	Loviatar, Tempus	Knifefighter, Resist Poison, Saddleback	(A) Light crossbow* or rapier*, or (B) 3 doses drow poison
The Dragon Coast	Chondathan, Tethyrian	Chondathan	Aglarondan, Chessentan, Damaran, Goblin, Halfling, Orc, Turmic	Helm, Mask, Nobanion, Sune, Tempus, Tymora, Umberlee	Silver Palm, Stormheart, Thug	(A) Rapier* or light crossbow*, or (B) <i>Potion of blur</i> or <i>levitate</i>
The Golden Water	Durpari	Durpari	Draconic, Dwarven, Giant, Halruaan, Halfling, Mulhorandi, Shaaran	Gond, Selune, Torm, Waukeen	Arcane Schooling, Cosmopolitan, Silver Palm	(A) Scimitar*, kukri*, or falchion*, or (B) <i>Wand of cure light wounds</i> (CL 1st, 20 charges)
The Great Dale	Chondathan, Damaran, Nar	Damaran	Giant, Goblin, Mulhorandi, Rashemi, Sylvan	Shaundakul, Silvanus, Talona	Bullheaded, Dauntless, Forester	(A) Longbow* or shortbow*, or (B) Healer's kit, 2 antitoxins, and 20 arrows*
The Great Glacier	Ulutiun, Sossrim	Uluik	Auran, Damaran, Dwarven, Elven, Giant	Auril, Ulutiun	Ancestral Spirit ^{RAC} , Axethrower, Surefooted, Survivor	(A) Spear* or javelin*, or (B) Hide armor* and <i>potion of cure moderate wounds</i>
Halruaa	Halruaan, Shaaran, Tashalan	Halruaan	Dambrathan, Elven, Goblin, Halfling, Shaaran, Tashalan	Azuth, Mystra, Shar	Arcane Schooling, Magical Training, Spellwise	(A) Scroll of <i>web</i> and 6 1st-level arcane spells, or (B) <i>Wand of sleep</i> (CL 1st, 20 charges)
The Hordelands	Tuigan, Rashemi	Tuigan	Damaran, Goblin, Mulhorandi, Rashemi, Shou Expatriate	Akadi, Grumbar, Malar, Selune	Horse Nomad, Saddleback, Tireless	(A) Composite shortbow*, or (B) Light warhorse, bit and bridle, military saddle, and studded leather barding

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
Impiltur	Chondathan, Damaran	Damaran	Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, Turmic	Ilmater, Selune, Tymora, Valkur, Waukeen	Dauntless, Fearless, Foe Hunter (demon), Militia	(A) Bastard sword* or morningstar*, or (B) Thieves' tools* and studded leather armor
The Lake of Steam	Calishite, Shaaran	Shaaran	Alzhedo, Chondathan, Dwarven, Goblin, Tashalan	Bane, Chauntea, Cyric, Lathander, Sune, Tyr, Waukeen	Knifefighter, Snake Blood, Stormheart	(A) Scimitar*, falchion*, or glaive*, or (B) <i>Potion of darkvision</i> or <i>invisibility</i>
Lapaliya	Shaaran, Tashalan	Tashalan	Alzhedo, Chultan, Gnoll, Halruaan, Shaaran, Yuan-ti	Ilmater, Kelemvor, Selune, Talos, Waukeen	Resist Poison, Snake Blood, Stormheart	(A) Scimitar* or javelin*, or (B) Studded leather armor* and potion of <i>invisibility</i>
Lantan	Lantanna	Lantanese	Alzhedo, Chondathan, Dwarven, Gnome, Ignan, Illuskan, Shaaran	Azuth, Gond	Arcane Schooling, Education, Mercantile Background	(A) Pistol, powderhorn, and 10 bullets*, or (B) Heavy crossbow*
The Moonsea	Chondathan, Damaran, Vaasan	Damaran	Chessentan, Chondathan, Draconic, Giant, Goblin, Orc	Bane, Cyric, Loviatar, Mask, Talona, Talos, Tyr	Foe Hunter (orc), Street Smart, Thug	(A) Short sword* or two-bladed sword*, or (B) Hand crossbow and 2 doses of greenblood oil
The Moonshae Isles	Ffolk, Illuskan	Illuskan	Aquan, Chondathan, Elven, Giant, Orc, Sylvan	Chauntea, Tempus	Axethrower, Dauntless, Oral History ^{RAC} , Strong Soul	(A) Studded leather armor* and 20 arrows*, or (B) Handaxe*, battleaxe*, or greataxe*
Mulhorand	Durpari, Mulani	Mulhorandi	Aglarondan, Chessentan, Draconic, Durpari, Goblin, Tuigan, Untheric	Mulhorandi pantheon, Mask, Mystra, Red Knight	Arcane Schooling, Mind over Body, Theocrat ^{RAC}	(A) Sickles*, falchion*, or khopesh*, or (B) Two 2nd-level divine spell scrolls
Narfell	Damaran, Nar	Damaran	Goblin, Orc, Rashemi, Tuigan, Uluik	Talos, Tempus, Waukeen	Arctic Adaptation ^{RAC} , Saddleback, Survivor	(A) Light warhorse, bit and bridle, military saddle, and studded leather barding, or (B) Light lance* or longspear*
The Nelanther Isles	Calishite, Chondathan, Illuskan	Chondathan	Alzhedo, Goblin, Illuskan, Lantanese, Orc, Shaaran	Beshaba, Cyric, Talos, Tempus, UMBERLEC	Blooded, Stormheart, Thug	(A) Scimitar* or dagger*, or (B) Pistol, powder horn, and 10 bullets*

REGIONS AND FEATS

Region	Recommended Subraces	Automatic Languages	Bonus Languages	Favored Deities	Regional Feats	Bonus Equipment
The North	Illuskan	Illuskan	Chondathan, Dwarven, Elven, Giant, Goblin, Orc	Auril, Deneir, Eldath, Lurue, Malar, Mielikki, Milil, Mystra, Oghma, Selune, Shaundakul, Shiallia, Silvanus, Talos, Tempus	Arctic Adaptation ^{RAC} , Axethrower, Foe Hunter (orc), Jotunbrud ^{RAC} , Saddleback	(A) Battleaxe*, heavy mace*, or longsword*, or (B) Studded leather armor* and 20 arrows*
Rashemen	Nar, Rashemi	Rashemi	Aglarondan, Damaran, Goblin, Mulhorandi, Tuigan	Chauntea, Mielikki, Mystra	Aftersight ^{RAC} , Bullheaded, Draw from the Land ^{UE} , Dreadful Wrath, Ethran, Vremyonni Training ^{UNA}	(A) Greataxe* or greatsword*, or (B) Wand of detect magic or wand of light (CL 1st, 20 charges)
The Ride	Nar, Vaasan	Damaran	Chondathan, Giant, Goblin, Orc, Rashemi	Malar, Talos, Selune, Tempus	Furious Charge, Horse Nomad, Tireless	(A) Light warhorse, bit and bridle, military saddle, and studded leather barding, or (B) Battleaxe* or spear*
Sembia	Chondathan	Chondathan	Chessentan, Damaran, Gnome, Halfling, Mulhorandi, Shaaran, Turmic	Azuth, Deneir, Lathander, Loviatar, Mystra, Sune, Tymora, Tyr, Waukeen	Caravanner ^{RAC} , Mercantile Background, Silver Palm, Twin Sword Style	(A) 300 gp, or (B) Rapier* or dagger*
The Shaar	Calishite, Shaaran	Shaaran	Alzhedo, Dambrathan, Durpari, Dwarven, Gnoll, Halruaan, Tashalan, Untheric	Akadi, Mask, Shar, Tempus	Fleet of Foot, Horse Nomad, Survivor	(A) Studded leather armor* and javelin*, or (B) Light warhorse, bit and bridle, military saddle, and studded leather barding
Shadovar	Netherese, Shade	Netherese	Chondathan, Damaran, Draconic, Elven, Loross, Thorass	Shar	Discipline, Spellwise	(A) Ranseur* or short sword*, or (B) Wand of sleep (CL 1st, 20 charges)
Shou Expatiate	Shou	Shou	Draconic, Durpari, Goblin, Mulhorandi, Rashemi, Tuigan	Celestial bureaucracy (not devoted to a particular deity)	Discipline, Mercantile Background, Mind over Body	(A) Katana (masterwork bastard sword), or (B) Nunchaku* or kukri*
Silverymoon	Chondathan, Illuskan	Chondathan	Dwarven, Elven, Giant, Illuskan, Orc, Sylvan	Deneir, Lurue, Mielikki, Milil, Mystra, Oghma, Silvanus	Blooded, Education, Smooth Talk	(A) Longsword*, rapier*, or longbow*, or (B) Studded leather armor* and 2nd-level spell scroll (arcane or divine)