

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—I: 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
- Semia
- 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* (<sup>RAC</sup>), *Unapproachable East* (<sup>UNA</sup>), *Underdark* (<sup>UND</sup>), and the *FORGOTTEN REALMS Campaign Setting* (<sup>FOR</sup>).

**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