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The Newspapers

The Neverwinter Chronicle

The *Chronicle* is the "Paper of Record" of Neverwinter; if you read one paper, you read the *Chronicle*. Unfortunately. Among the more politically astute residents of the city, it's known for having an extreme slant in favor of the White Council, not just in the editorial pages but extending to redacting and even falsifying the news. In fact, it was recently purchased outright by Councillor Feywinter, who is infamously un-shy of using it as her personal propaganda organ.

Neverwinter Daily News

The *Daily News* prints the truth that nobody else will! Examples of such truths include "it is not in fact the White Council but the *Wight* Council, an undead menace infiltrating our fair city!" Owned, edited, and mostly written by Alexander Sinmouth. Despite the rather enormous grain of salt one must take with anything written in the *Daily News*, it offers some surprisingly insightful nuggets of true and honest reportage; Sinmouth may be a little *odd*, but he *is* dedicated to the journalist's craft.

The Neverwinter Free Press

The *Free Press* was founded by Henry Lillen and Taran Miraletth to expose the misdeeds of the white council. Less a full-fledged newspaper and more a Voice of the Resistance, it circulates intermittently when Lillen is able to find a place to hide his press that won't immediately be raided by the Council, and is read only furtively.

The Neverwinter Voice

The *Voice* is a fledgling newspaper founded by Dea of the Bounty Hunter's Guild with the mission of providing a newspaper that doesn't ape the Council party line, but is also not a mere resistance pamphlet. The operations of the news organization are (literally and figuratively) semi-underground to protect the staff from intimidation and harm by the White Council, but the paper itself is widely and openly distributed. The *Voice* emphasizes stern editorial independence, not just in reporting news the *Chronicle* won't touch but in "frank editorial, critics who don't dine free, and society pages that won't try to tell you Lord Mumblewinter was just *tired*."

The Guilds

Neverwinter is a city of artisans and skilled laborers. Referred to sometimes as the "jewel of the north" or "the city of skilled hands", Neverwinter is unusual in that most of the artistic endeavors in the city are Guild-based, and it is unusual that a person would go outside of the Guilds to contract someone for work.

The Artisan's Guild

The Artisan's Guild is run by various and sundry artists of the city who do not fit into one of the larger Guilds. Those that find their craft more artistic than what a Guild catering to their talent would otherwise support may find themselves here. Members are present include visual artists, as well as those that undertake 3D art (including sculpture, metalworking, and pottery) and fiber arts.

The Guild focuses primarily on helping those dues-paying members find patronage and assists in selling of merchandise, including running a gallery (open year-round) and various pop-up events such as the Fall Festival (held in Neverwinter Wood).

Membership is limited to those that have completed apprenticeship in their chosen field and have demonstrated competency and artistic vision.

The Bards Guild

The Bards' Guild is run by Mor, a tall stern-looking Orc woman. She is assisted by Grania, a Dwarven woman who (according to Mor) "plays more instruments than there are stars in the sky." The guild typically puts on outdoor concert series for the spring and summer seasons.

They lost their guild status a year or so ago after one of its members wrote an unflattering song about Harmonium Kindwinter and sang it in front of her. They recently reformed and Mor and Grania are trying to avoid future incidents.

There's currently a discussion about if the guild should separate into a Bards' Guild and a Professional Musicians' guild.

Unlike many other Guilds in the city, the Bards do not require demonstration of competence in the form of a completed apprenticeship or similar to join, relying instead on an audition. Those that pass are given full membership, while those that do not are encouraged to come back next quarter and try again.

Membership in the Bard's Guild confers insurance for instruments, chances for patronage, and guaranteed performance schedules, and as such it is considered one of the more lucrative Guilds for performers to join, despite its somewhat storied history.

The Builder's Guild

Unusual in that it is run by committee instead of one formally elected Guild Head, the Builder's Guild is a loosely-affiliated group of tradespeople in the city. Drawing from other Guilds, including the masons, the Builder's Guild is a professional society that offers insurance and regular contracts to members in good standing. Joining is a matter of demonstrating journeyman-level competence in one of several core areas: carpentry, plumbing (including indoor and outdoor), masonry, roofing (thatch, tile, slate or shingle), general building (framing, etc), flooring (tile, wood, carpeting), plaster, or similar.

Those looking to join must demonstrate competence through letters of recommendation given by a member in good standing, or else via letter from an affiliated Guild affirming their skill in one of the select areas.

The Mage's Guild

The Mage's Guild is a loosely-affiliated group of magic users that differentiates itself from the College of Neverwinter by focusing on all forms of magic. Welcoming arcanists as well as those that practice divine or natural magic, the Guild is led by Lena Featherstone and is open to any and all who are interested in magic, regardless of their professional status as mages or their skill level.

The Guild offers classes to those that are so inclined, with a pay-as-you-go basis and a focus on technique and practice over theory.

During the temporary hiatus of teaching at the College of Neverwinter, the Guild saw a large increase in students, and instructors such as Khallain, Dandy, and Eimar Daj found themselves teaching there.

The Mason's Guild

Led by Kit Bonegrip, the Mason's Guild consists of those that undertake tasks and jobs related to masonry, including brick-making, brick-laying, stone work and other masonry and repair work. They are one of the professional guilds, with full membership limited to those that have completed apprenticeship and moved to journeyman status. Masonry jobs in the city are typically contracted through the Masons. Jobs that are not contracted through the Mason's Guild are few and far between, and usually involve some extra danger or complication that the Guild is unwilling to underwrite.

The Painter's Guild

Painters of the city, from sign and advertisement painters, to those that create landscapes and portraits, are invited to join the Painter's Guild, led by Emmanuel Marshall with assistance from Serena Longstead. The Guild offers basic classes in painting, including abstracts, still lifes and landscapes, and portraiture, as well as providing recommendations for portrait painters for those wealthy enough to contract one.

Membership is limited to those with a portfolio demonstrating competence across all areas of painting. Formal apprenticeship is not common, but some master painters of the Guild, including Mr. Marshall, have been known to take apprentices from the more promising students in public classes.

Of late, the Guild has begun offering Paint and Sip nights, which have proven quite popular with certain members of the elite.

The Printer's Guild

Those in the city interested in publishing and the written word, whether that be newspapers or more traditional books, are encouraged to join the Printer's Guild. Unusual in that full guild membership is granted upon undertaking of an apprenticeship, the Guild aims to prepare those that are interested in the art of printing, from maintaining printing presses to actually producing documents and binding books.

Rumors that the Printer's Guild is tied to the so-called *Neverwinter Voice* are exaggerated and not based in fact.

The Smith's Guilds

Iron, silver, and gold working are overseen by Guilds in the city, with ironwork being split between traditional blacksmithing and more complicated building projects (but both being served by the same Guild), while the silver and goldsmith's guilds liaison more commonly with the jeweler's guild to attain contracts and find work.

As with other professional Guilds in the city, full membership is limited to those that have completed apprenticeship.

Religion in Neverwinter

Neverwinter is a diverse city with people drawn from all walks of life and religious faiths. Presented here are some of the shrines and Temples in and outside of the city, organized by their god(s).

Chauntea

While not widely revered in Neverwinter, the goddess of the harvest nevertheless has a stronghold among the farmers and others that live outside of the city walls. A shrine is located along the main road into the city from the farmlands, and offerings to the goddess in the form of ripe produce can be seen on market days.

Gond

A shrine to Gond is located in the Guild Quarter. Overseen by a Halfling silversmith, those that worship here are cautioned to remember that creation may be used for ill, and to treat carefully as they innovate, lest they see their inventions turned against their friends and family.

Helm

The Watcher is worshiped among members of the Neverwinter City Guard. A small shrine to Helm is located outside of the main guardhouse, and is not unusual to see guards in discussion with the shrinekeeper, an older Human person, prior to going on duty.

Lathandar

The God of the Dawn has a shrine located in the Rose District of the city.

Mystra

The Mother of Magic has a shrine on the College of Neverwinter campus. While certain faculty and staff are known to gather to pray to her daily, it is noted that offerings increase in number around midterms and finals.

Oghma

Oghma does not have a shrine in the city. Rumors of Oghma's appearance at the Bard's Guild, or more specifically at Bartleby's (the Stone's Throw) Tavern are wild exaggerations and should not be taken as fact.

Selune

A tiny, albeit well-maintained shrine to the Moon Maiden exists two blocks from the White Palace.

Savras

There is a small shrine to Savras located on the edge of the Mercantile Quarter. Tended by an older Orc woman, the shrinekeeper does not keep regular hours, instead appearing to worshipers when needed.

Torm

Torm, God of Paladins, has two shrines in or near Neverwinter. There is a small shrine near the gate that leads to the Temple of Tyr inside the city boundaries, while there is a second shrine on the main road a mile south of Neverwinter proper. The second shrine is tended by Elion Qinro, who was called to Torm before leaving the White Council.

Tymora

The Goddess of Luck has a tiny shrine in the Harbor Quarter, located near the Merciful Maiden Tavern (the former home of one of the most notorious underground gambling rings in the city's history). It is unknown who the shrine keeper is, but Burke Halpin has been seen to pray here on more than one occasion.

Tyr

See also: The Temple of Tyr (people)

The Temple of Tyr is located outside of the city proper, a fact that they feel blessed by each and every day. Led by Viola Hyslop, with Jandar Fairweather named as her successor, they are bent on justice, fairness, and serving the greater good. The Temple offers meals and healing to those in need without demanding monetary recompense.

Waukeen

The Goddess of Commerce is venerated in a Temple in the heart of the Mercantile Quarter.

City Layout

Neverwinter is divided (roughly) into quarters. These quarters are outlined below, with notable places mentioned.

In addition to the four quarters of the city, there are various districts (named in their respective quarters) as well as the Neverwinter Underground.

The Residential Quarter

The residential quarter is named such as it primarily consists of housing. There are taverns and shops here, not as thickly concentrated as they are elsewhere, and housing. Those that are fortunate enough to own a single-unit house (as opposed to multifamily housing, apartments located over shops, row houses, etc) likely own property here. Some of the larger and finer houses are located here, in the city's Rose District. The majority of Councilors have homes here, including Mathienne Feywinter, Vaeril Elra, and Invis Winterenvy.

While the White Palace is located in the heart of the city proper, it is noted that the Archives and Neverwinter Library are located (technically) in the Rose District and are thus part of the Residential Quarter.

The Fighter's College and the College of Neverwinter are located in the Residential Quarter, something that neither institution is fully happy about.

The Mercantile Quarter

As the name would imply, this is the quarter of the city that consists of primarily shops, taverns and restaurants. The Mercantile Quarter is where most of those in the city come to shop, and is home to the Open Air Market, a permanent, year-round installation consisting of stone and wood booths available for rent via the Neverwinter Merchant Alliance. Booth rents are graded and depend on proximity to the heart of the Market, with booths near the outer edges costing less than those that are closest to the Market amenities (public washrooms and an open-air food cart pod). Waiting lists to join the food cart pod in the Open Air Market are quite long, with the current wait for one of the more desirable locations at 19 years and counting. Notable carts in the pod include the Spiced Nut Lady's cart, the Fried Noodle Family, Bitternose Farms (known for their jam tarts), and Zemwar's Falafel ("Quick, Not Awful"). Despite its name, the Open Air Market is tented during the winter months, to prevent diners and shoppers from being inundated with moisture from inclement weather.

The Mercantile Quarter is also home to the city's Temple of Waukeen.

Other notable locations in the Quarter include the Golden Hind Tavern, an establishment notorious for its "open stage" nights, at which anyone of talent (or those blessedly free from the curse of it) may sign up to perform poetry, music, or standup comedy.

The Guild Quarter

The Guild Quarter is where the majority of Guilds in the city are located and do their work. Most Guilds in the city choose to rent or purchase real estate in the Guild Quarter due to zoning laws and permitting that make it easier to operate. Despite the name, the Guild Quarter is not only Guilds, and two notable taverns (the Tack and Hammer and Bartleby's) make their home here.

The Harbor Quarter

The Harbor Quarter borders Neverwinter Harbor and caters largely to sailors and those that pass through said harbor. The docks are located here, as well as commercial and private marinas for those that own watercraft.

The Harbor Quarter boasts the highest number of brothels in the city, as well as two of the finest restaurants in Neverwinter: the Island Widow (notorious for its all-day breakfast, considered by many to be among the best in the city), and the Book in Hand Tavern.

The Merciful Maiden Tavern, owned by [Burke Halpin](#), is located here.

The Neverwinter Underground

Considered to be a myth by most of the city, the Neverwinter Underground is the name for those portions of the old city that were not fully destroyed by the Great Fire. Parts of the Underground are accessible from the surface, and while the undercity is not fully mapped, those "in the know" use landmarks and various establishments to guide their way through the labyrinthine ruins below the streets.

The Neverwinter Underground is home to the Neverwinter Resistance and formerly housed the Assassin's Guild of Neverwinter. A thriving black market exists below the city streets, and it is said that anything you can name a price for can be purchased below.