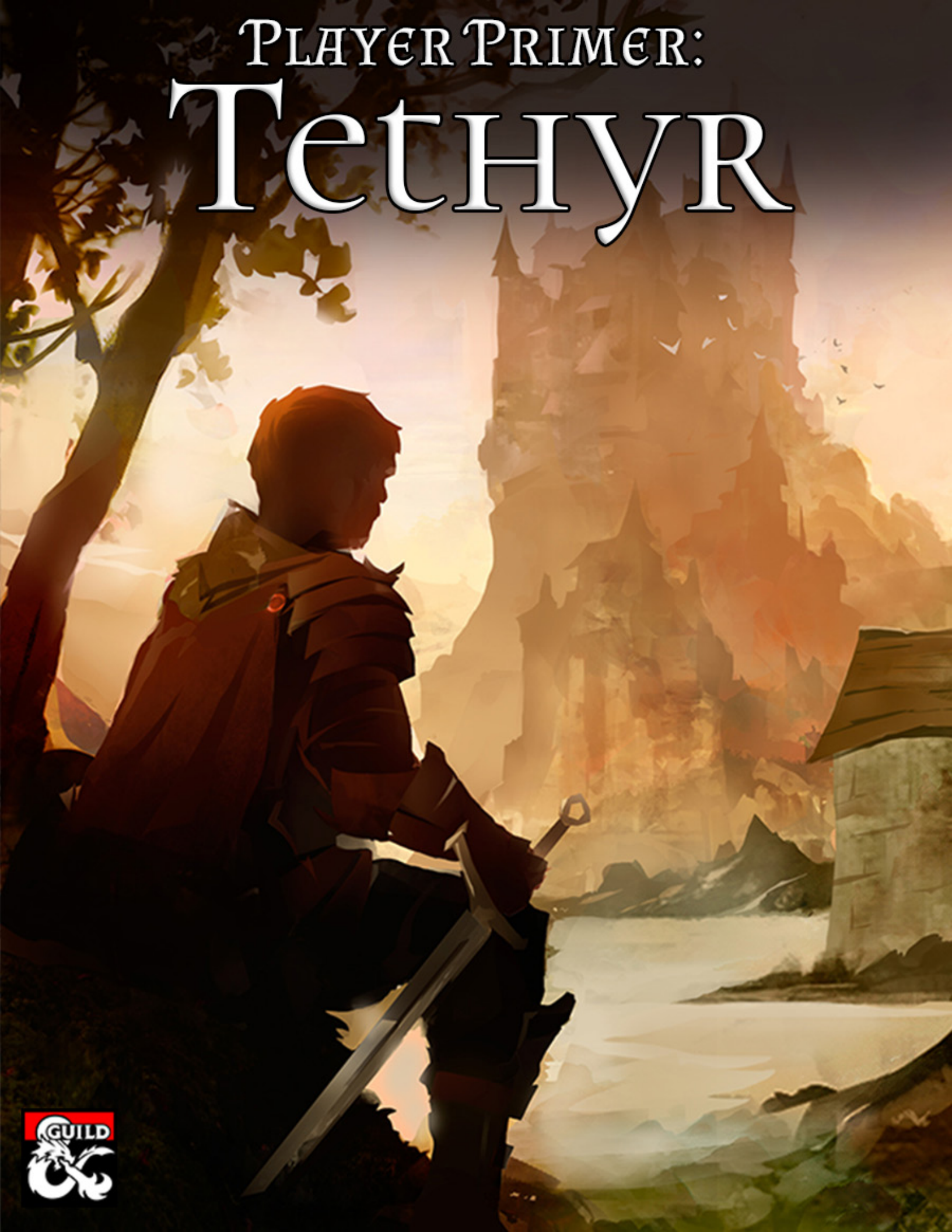


PLAYER PRIMER:
TETHYR



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PLAYER PRIMER: TETHYR

WELCOME TO TETHYR. AT THE southern edge of the Sword Coast, Tethyr is a land rich with secrets and danger. This supplement is designed as a primer—a document to give you everything you need to know to begin playing in the world of Tethyr. Here you can find basic information on the environment, geography, and people of Tethyr. We have also adapted the Heroic Chronicle system to help you create a character centered in the region. At the end of this document is a short list of further reading options, should you want to further delve into this environment. Enjoy!

LIFE IN TETHYR

Tethyr is a land of adventure and intrigue, plagued equally by vicious beasts and cruel politics. A land of rolling hills and fertile plains, Tethyr is sandwiched between Amn to the north and mighty Calimshan to the south. A traveler following the Trade Way along the Shining Sea might consider Tethyr to be nothing more than a place to pass through. Those who step off the road and learn more, however, will discover a land filled with enchanted forests, mighty dragons, bloodthirsty werewolves, and merciless nobles with as much blood on their hands as any creature.

Tethyr is a feudal nation where status is determined by how much land you hold. Commoners work the land, overseen by counts who are, in turn, overseen by dukes. The dukes, ultimately, report to the Queen. Tethyr is not a land of opportunity. The only way for someone of low birth to reach beyond their station is through feats of daring and heroism. Those few who distinguish themselves might earn a title among the stuffy aristocrats whose families have controlled Tethyr's wealth for generations. Many of Tethyr's most powerful families are merchants whose high-quality goods have become emblematic of Tethyr in the world marketplace.

The Wealdath Forest forms the northern border of Tethyr. The Wealdath is still inhabited by elves, and rumors persist of ancient elven and fey magics that permeate the wood. All manner of beasts, including dragons, call the Wealdath Forest their home, and passage through the forest is exceedingly dangerous for travellers.

Several minor mountain ranges—the Starspires, the Snowflakes, and the Omlarandins—border Tethyr as well. Each of these holds treasures such as gems and precious metals, but these treasures are not unguarded—they are protected by dwarves, dragons, volcanos, and untold numbers of creatures lurking in the dark crevices.

THE STORY SO FAR

Once, the Wealdath Forest covered all of what is now Tethyr, but ancient wars between giants and dragons burned away large swaths of the forest before humans ever entered the region. Once humans became established in Tethyr, they began the logging operations necessary to supply the wood to build their cities. This quickly resulted in a long-running enmity between humans and elves.

The modern history of Tethyr begins, ironically, with the nation's fall. The period encompassing 1333 DR to 1347 DR saw the nobles of Tethyr infighting and betraying their own. Outside forces meddled in Tethyr, including agents of Calimshan and evil wizards, and ultimately the entire ruling line was killed.

The following two decades of power struggles became known as the Tethyrian Interregnum. Thousands died during this period and it took the Tethyrian Civil War, also known as the Reclamation Wars, to end it. Zaranda Star, a former adventurer and countess, won the hearts of Tethyrians through her heroism. People flocked to her cause, and her forces established a lasting peace among the peoples of Tethyr. She was crowned queen, establishing the Rhindaun Dynasty that has lasted into the modern day. The current queen, Anais Rhindaun, is one of Zaranda's descendants.





FROM THE BACK OF CASTLE MORNINGGOLD ROSE THE KEEP THAT THEY HAD SEEN FROM A DISTANCE. IT WAS TALL AND ROUND AND BUILT OF SOME TAWNY FIELDSTONE THAT THE WANING SUNLIGHT TURNED TO PURE GOLD. NETWORKS OF IVY CLUNG TO ITS LOWER REACHES. THE SMOOTH ROUNDED STONES GAVE OFF AN INDEFINABLE AIR OF ANTIQUITY, LEAVING NO DOUBT THAT THE KEEP HAD BEEN HERE LONG BEFORE THE REST OF THE HOUSE—AND LIKELY WOULD REMAIN LONG AFTER.

-Victor Milán, *War in Tethyr*

REGIONS OF TETHYR

WEALDATH FOREST

One of the largest forests in Faerûn, the Wealdath Forest once covered the entire area of Tethyr. Originally, it was known as the Forest of Tethir, after the first elven dragonslayer (Tethyr is the more common Dwarvish spelling). The name was officially changed to the Wealdath Forest—or “unspoiled woods” in Elvish—in 1370 DR. Today, it is occupied primarily by the elven Elmanesse and Suldusk clans. Several hidden portals to the Feywild are located within the forest.

All manner of creatures, both mundane and fey, can be found within the Wealdath Forest. Human bandit encampments are common, as are creatures like lycanthropes, centaurs, and ogres. Above it all, at least four dragons—two green, a gold, and a bronze—are known to make the Wealdath home.

WEALDATH FOREST SETTLEMENTS

BROST

Located on the northern edge of the Wealdath at a convenient midpoint along the Tethir Road trade route, Brost is a small trading town that is somewhat isolated from other human cities. The people of Brost, however, have a good relationship with the elves of the forest. Due to the abundance of local mushrooms, Brost is sometimes known as the Mushroom Village.

MOSSTONE

Mosstone is a town along the Trade Way that serves as a gateway into the Wealdath from the west, and many who seek adventure in the forest make Mosstone their home. Due to the presence of a powerful circle of druids, Mosstone is known for the importance its people place on living in harmony with the land. At the Great Oak of Mosstone, the Archdruid of Mosstone and his followers educate travelers and townsfolk on how to properly respect the natural world. The druids maintain a strong relationship with the elves of the Wealdath Forest.

SULDANESSELLAR

Rumors speak of a mighty elven city deep within the Wealdath Forest built above the ground, in the trees. In truth, Suldanessellar is built in the branches of a single tree: the Tree of Life. This massive tree imbues the elves of the forest with magical abilities. The city serves as a meeting place for elves and fey of all kinds, but few outsiders will ever see its beauty.

WEALDATH FOREST PLOT HOOKS

The Great Mushroom Heist (Low Tier). Many of Brost's prized mushrooms went missing, until a merchant rolled into town with a cart full of mushrooms that he claimed he found stacked in a circle just inside the forest.

Suddenly, Suldanessellar (Mid Tier). Without warning, pathways have appeared all across the Wealdath Forest that lead directly to the hidden city of Suldanessellar. Why have these paths appeared—and is there a threat to the city?

Call of the Wild (High Tier). The Archdruid of Mosstone has died, and a new one must be named. However, all the candidates seem to have disappeared into the forest—where strange lights and sounds have been newly spotted.



EASTERN TETHYR

Eastern Tethyr is the source of much of the country's farmland. Rolling hills and ample fertile soil provide food for the rest of the nation's rockier areas. Great cities line the River Ith, running inland from the Shining Sea and forming the southern rim of Tethyr. It is here that the capital of Tethyr sits, but also where Tethyr is most vulnerable to attacks from other countries.

EASTERN TETHYR SETTLEMENTS

DARROMAR

When Queen Zaranda Star formed the Rhindaun Dynasty, she named Darromar as the capital of Tethyr and home of the royal palace. Inhabited by over 100,000 people, Darromar is a true metropolis. It is here that political machinations fall into place and the back room deals of nobles have ended many a life. Legend says that Darromar is built atop ancient dwarven ruins, whose incredible mechanisms still function and protect lost wonders to this day.

RIATAVIN

More than a century ago, Riatavin was part of Amn to the north. When Amn expected Riatavin's taxes to fund a distant war, Riatavin seceded to join Tethyr. While it maintains a large population of over 80,000 people, Riatavin nonetheless suffers from its distance to Darromar. Bandit incursions and a fierce criminal underworld plague Riatavin, and its merchant leaders have been known to fall into corruption.

SARADUSH

This mid-size city was once on track to become Tethyr's next great metropolis, but the strange ravages of the Spellplague drove people to flee Saradush for the security of Darromar, and the population never truly recovered. Regardless, Saradush maintains itself as an important agricultural hub as well as a waystation for travellers and adventurers.

EASTERN TETHYR PLOT HOOKS

Rubber Duchy (Low Tier). A farmer living on a small lake has claimed royal blood and declared their land to be an autonomous duchy. The crown sent in a small force to secure the land, only to be surprised by the sight of a fully-equipped warship floating in the farmer's lake.

Secrets Swarming (Mid Tier). A falcon roost used to send state secrets was attacked by magic, causing confidential letters full of sensitive information to fly across the land with a mind of their own. Scandals are erupting daily and the nobles are furiously searching for answers.

The Queen Dies at Dawn (High Tier). Queen Anais has received a number of hostile—and surprisingly well-informed—death threats. She trusts few people in her inner circle, and so must recruit outside help to investigate the matter.



WESTERN TETHYR

The western edge of Tethyr is part of the Sword Coast. The Sea of Swords and the Shining Sea see frequent travel . . . and nearly as frequent pirate raids. The cities of western Tethyr often define themselves by their relationship to the water; which brings merchants, gold, and power from far-off lands. The land itself is rocky and difficult, but the influential and lucrative Trade Way runs the length of western Tethyr and provides swift passage between metropolises.

WESTERN TETHYR SETTLEMENTS

MYRATMA

One of Tethyr's oldest cities, Myratma still maintains visible, ancient dwarven and Calishite stonework. Some of the most important battles of the Reclamation Wars were fought over Myratma, sealing the city's place in Tethyr's history. Divided into six districts whose supervisors collectively rule the city, Myratma is known across the world for its high-quality textiles.

VELEN

Located at the far western edge of the Dragon's Neck Peninsula, Velen successfully seceded from Tethyr in 1424 DR to become an autonomous duchy. Presently, Velen and Tethyr maintain a friendly relationship as allies. One of the westernmost ports on the Sword Coast, Velen maintains a strong naval force to fend off pirates. Velen is known to be a haunted city, with ghostly sightings so common that locals no longer pay them any mind.

ZAZESSPUR

Founded by Calishite humans before Dalereckoning, Zazesspur eventually became the capital of Tethyr and one of the richest cities on the Sword Coast. Since the capital was moved to Darromar, Zazesspur's fortunes have declined somewhat, but its nobility and merchants cling to their old ways. Zazesspur is truly a city of intrigue: ancient dwarven mechanisms haunt the city's foundations, pirates are a constant menace, and the nobles scheme for ways to reclaim their former glory. Still, Zazesspur is considered one of the most architecturally interesting cities in the south, with its unique fusion of Tethyr's court style and Calimshan's minarets.

WESTERN TETHYR PLOT HOOKS

Trade Way Where? (Low Tier). The Trade Way is an extremely lucrative road—which makes it all the more alarming when a section of it disappears. Travellers seem to skip over a three-mile stretch of the road without realizing it. What is keeping them out of those three miles—and how?

Two Ships Passing (Mid Tier). The residents of Velen were unfazed when a spectral pirate ship first appeared in the waters near their city, but unlike most of the phantasms that haunt the port city, this spectral ship is destroying merchant vessels bound for Calimshan.

The Gunboat Treason (High Tier). The nobles of Zazesspur have been resentful for generations over their city losing its status as the capital to Darromar. A secret cabal of Zazesspur nobles have formed an elaborate plot involving a pirate war, dwarven ruins, and a long-lost artifact that, if left unchecked, could shift the balance of power in Tethyr.





FACTIONS OF TETHYR

RHINDAUN NOBLES

As the ruling family of Tethyr, members of the House of Rhindaun are well-connected and influential. Currently led by Queen Anais, this family traces its lineage back to Zaranda Star, who re-formed Tethyr at the end of the Reclamation Wars. To this day, most of the Rhindaun nobles have been able to maintain their family's reputation as good and just rulers that was established by Zaranda, but it is becoming increasingly difficult for them to keep their hands clean in the tumultuous world of nobles. Tragedy and scandal have begun to mar even the Rhindauns, although most of them continue to work for the greater good. Most of them.

THE HARPERS

The Harpers are a semi-secret organization of people who seek to preserve freedom, individuality, and justice. They are active across much of the Sword Coast, and—while their presence is limited within Tethyr—a well-placed Harper can be a very influential individual. Where nobles are oppressing their people or exploiting injustice, a Harper agent is sure to be nearby.

ELVES OF THE WEALDATH FOREST

The elves of Tethyr are tied to the Wealdath Forest through both tradition and magic. These elves tend to be reclusive and secretive, preferring to preserve their traditional lifestyle than to integrate with the humans of Tethyr. Some of them seek revenge against the humans who have encroached on the Wealdath and driven them into relative obscurity, but most recognize the goodwill presented by the Rhindaun nobility as genuine and maintain friendly relations with the other peoples of Tethyr. The Wealdath elves often live alongside fey creatures, and they are kin to the shape-changing elves known as lythari who are native to the Feywild.

THE ORDER OF THE SILVER CHALICE

One of many knightly orders across Tethyr, the Order of the Silver Chalice was formally recognized by Queen Zaranda Star and charged with keeping power in the hands of those who would use it for the common welfare. Dedicated Tethyrians can undertake a series of trials in order to be awarded with knighthood and the honor of serving the crown. In the years since its founding, the Order has retained its power and prestige, but there are whispers that some among the nobility have schemes in play that involve the manipulation of these noble knights.



CHARACTER CHRONICLE: TETHYR

THE CHRONICLE IS A SYSTEM THAT allows players and Dungeon Masters to work together to build a compelling character story. When used at the beginning of character creation—before the race, class, or background for your character is chosen—the chronicle establishes a character in solid concepts, background, and identity. If you already have a character concept in mind, you can choose options from the table instead of rolling randomly and ignore anything that doesn't fit your character concept. You may also find yourself changing aspects of your character concept as you create a backstory from these tables. These tables are meant to inspire your imagination, not limit it.

The “Backstory” section of the chronicle settles the character firmly in Tethyr by establishing their nation, home, settlement, and relationships, as well as the character’s connection to their homeland and allies. It offers major events that happened to the character before the campaign begins, allowing the character to take shape via defining events.

The “Omen” section of the chronicle, meanwhile, looks to the future. It offers motivations and goals that drive the character to act as they do and inspires engaging hooks for DMs and players to interact with. It creates the mythic feeling of a character achieving something foretold, and when completed, the omen goal rewards the character with a mechanical benefit.

Dungeon Masters can use the chronicle to create engaging villains, each with their own histories and motivations grounded in the land of Tethyr.

BACKSTORY

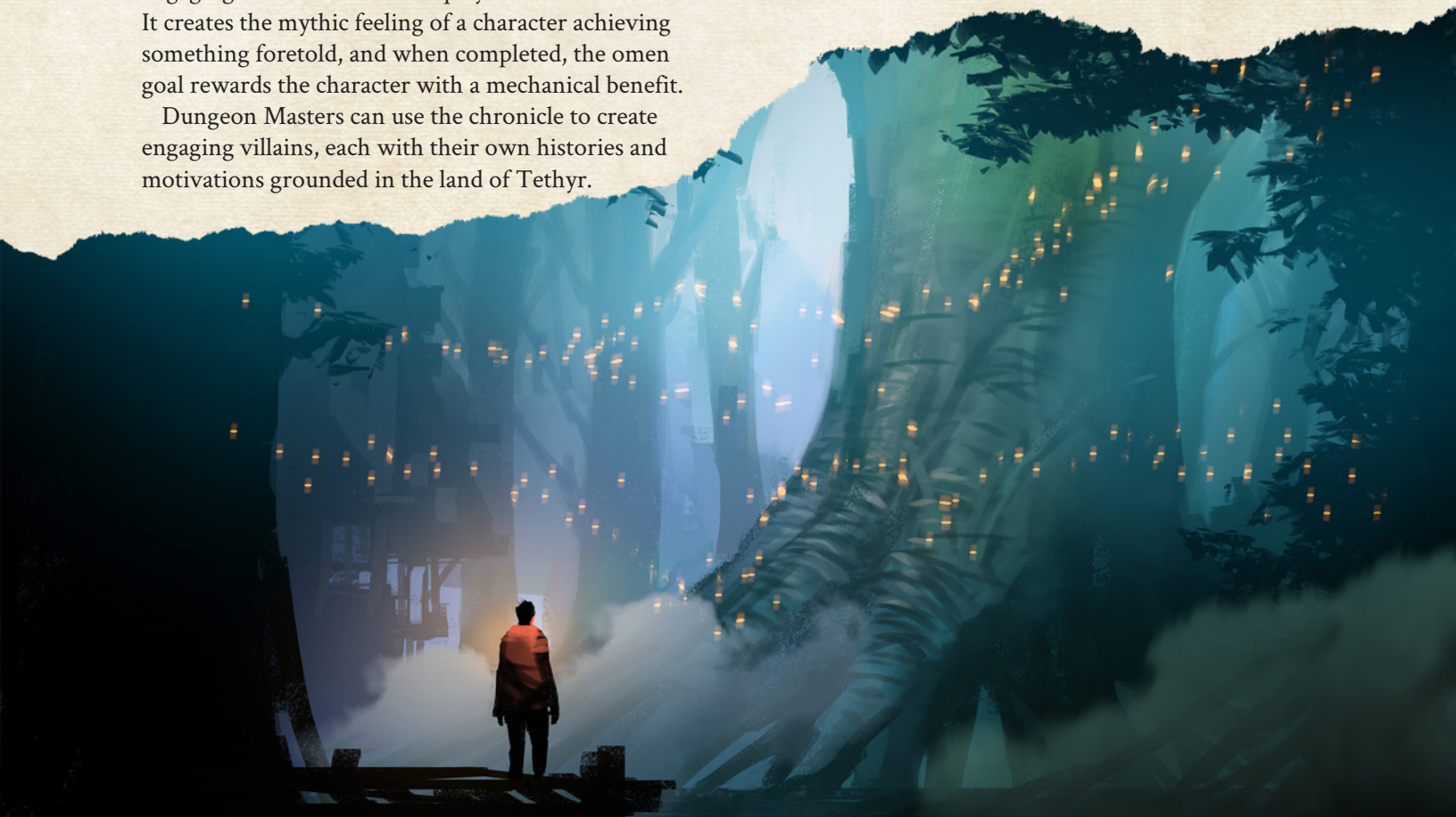
Every character has a story before the campaign begins. This section provides a thorough exploration of who they are—their homeland, their previous work, their social status, and their relationships, including both allies and rivals. You then bridge the gap with a fateful event: the moments that took them from their home and carried them off toward adventure.

HOME REGION

Tethyr is divided into three main regions: the Wealdath Forest, Eastern Tethyr, and Western Tethyr. Each is described in the “Regions of Tethyr” section of this supplement. Roll a d100 to determine which region is currently your home. This may be the place you were born, or simply the place you currently call home. As part of the Sword Coast, people from across the land make their way to Tethyr.

HOME REGION

d100	Region
01–20	Wealdath Forest
21–69	Eastern Tethyr
70–00	Western Tethyr



BACKGROUNDS

Your background is how you fit in the rolling hills of Tethyr, determining your items, goal, and proficiencies gleaned from your experience. Your background can be rolled randomly on the Backgrounds table or chosen to fit your character's concept and upbringing. This table includes new backgrounds and adapted backgrounds from this supplement (PP:T) as well as backgrounds from the *Player's Handbook* (PH). New and adapted backgrounds are described later in the chapter.

BACKGROUND

d20	Background	Reference
1	Acolyte	PH
2	Charlatan	PH
3	Criminal	PH
4	Entertainer	PH
5	Entertainer (Court Fool)	PP:T
6	Folk Hero	PH
7	Folk Hero (Monster Hunter)	PP:T
8	Guild Artisan	PH
9	Herald of Faerûn	PP:T
10	Hermit	PH
11	Noble	PH
12	Noble (Magistrate)	PP:T
13	Noble (Knight)	PP:T
14	Outlander	PH
15	Sage	PH
16	Sailor	PH
17	Sailor (Pirate Hunter)	PP:T
18	Soldier	PH
19	Solder (Tax Collector)	PP:T
20	Urchin	PH

SOCIAL STATUS

d20	Background	Wealdath Forest	Eastern Tethyr	Western Tethyr
1	Acolyte	1 ally (Seldarine), 1 rival (other faith)	1 ally	-
2	Charlatan	1 rival	1 ally	1 rival
3	Criminal	1 ally and 1 rival	1 rival	1 ally and 1 rival
4	Entertainer	1 rival	1 ally	1 ally
5	Entertainer (Court Fool)	1 rival	1 ally	1 ally
6	Folk Hero	1 rival	1 ally	-
7	Folk Hero (Monster Hunter)	1 ally	1 ally and 1 rival	-
8	Guild Artisan	1 ally	-	1 ally and 1 rival
9	Herald of Faerûn	1 rival	1 ally and 1 rival	-
10	Hermit	1 ally and 1 rival	-	1 rival
11	Noble	1 rival	1 ally and 1 rival	1 ally
12	Noble (Magistrate)	1 rival	1 ally and 1 rival	1 ally and 1 rival
13	Noble (Knight)	-	1 ally and 1 rival	1 ally
14	Outlander	1 ally	1 ally	-
15	Sage	1 rival	1 ally and 1 rival	1 rival
16	Sailor	-	1 ally	1 ally
17	Sailor (Pirate Hunter)	-	1 ally and 1 rival	1 ally
18	Soldier	1 rival	1 ally and 1 rival	-
19	Solder (Tax Collector)	1 rival	1 ally	1 ally
20	Urchin	-	1 rival	1 rival

SOCIAL STATUS

In Tethyr, riches and comfort belong to those of noble blood—or those who may lay claim to it by deed or sword. As a land full of intrigue, fey, and beasts, Tethyr has no end to adventurers who seek glory. You may be one of these adventurers who has set out to create your own legend, or perhaps you have stumbled into a life of adventure by accident or necessity. In either case, you have a background, and that background provides you with different advantages and disadvantages depending on where you are. The social status associated with your background may change over the course of your story.

Consider how your backstory helps you fit into your home settlement using the information below. Then use the Social Status Relationships chart to determine how many allies and rivals you'll roll for later in this section.

Wealdath Forest. The Wealdath is isolated and magical, yet surrounded by trade on all sides. Inhabitants of the forest are protective of their home, and value those who respect freedom and individuality.

Eastern Tethyr. Citizens of eastern Tethyr are largely focused on the crown and their relationship to it. A person's value is in their power: the more they have, the more useful they are. Anyone with connections is sure to be seen as an asset in eastern Tethyr.

Western Tethyr. Along the lucrative Trade Way, coin is as important as status. Nobility is valued, but those who can move goods will always have a home in Western Tethyr. Good sailors are worth their weight in gold along the Sword Coast, as is anyone unafraid to defend property with their life.

HOME SETTLEMENT

Once you have determined your home region and backstory, it is time to determine your specific home settlement. Each settlement is detailed in the “Regions of Tethyr” section of this supplement. Roll on the appropriate table to determine your home settlement.

WEALDATH FOREST SETTLEMENTS

d100	Settlement Name	Type
01-34	Brost	Town
35-89	Mosstone	City
90-00	Suldanessellar	City

EASTERN TETHYR SETTLEMENTS

d100	Settlement Name	Type
01-50	Darromar	Metropolis
51-75	Riatavin	City
76-00	Saradush	City

WESTERN TETHYR SETTLEMENTS

d100	Settlement Name	Type
01-35	Myratma	City
36-59	Velen	City
60-00	Zazesspur	Metropolis

RACE

In previous works published by Wizards of the Coast, most citizens of Tethyr are human, with nearly 20% of the population halfling. There are elves living among the Wealdath Forest, and dwarves in the nearby mountains. While this information is canonical, the writers of this supplement do not believe that race should be a barrier to playing what seems fun to you. You should speak with your DM and fellow players to ensure everyone is comfortable with any racial themes in your game.

There are several products that offer a more nuanced take on race in *DUNGEONS & DRAGONS*:

- [*Ancestry & Culture: An Alternative to Race in 5e*](#) by Arcanist Press
- [*Grazilaxx's Guide to Ancestry*](#) by Realmwarp Media
- [*An Elf and An Orc Had a Little Baby: Parentage and Upbringing in D&D*](#) by Adam Hancock & VJ Harris

FAMILY

Your family are the people closest to you. Most commonly, these are your birth parents and siblings, but they may be anyone that you identify as family. You may have more than two parents if your parents are polyamorous or if they have remarried. Perhaps you were raised by an uncle or close family friend. Similarly, siblings could include step-siblings, half-siblings, or even lifelong close friends.

In Tethyr, most first children are expected to follow the family trade. Tethyr lives on its trade, and such roles are important. Younger children are generally given much more leeway to pursue their own interests, and many go on to become adventurers or knights as they seek their own destiny or nobility.

Roll twice on the appropriate family chart as determined by your home settlement. One roll determines your number of living parents, and the second your number of living siblings.

FAMILY SIZE (VILLAGE, TOWN)

d100	Number of Parents	Number of Siblings
01-10	3 or more	2d4 + 2
11-50	2	2d4
51-89	1	1d4
90-00	0	0

FAMILY SIZE (CITY, METROPOLIS)

d100	Number of Parents	Number of Siblings
01-05	3 or more	2d4 + 2
06-60	2	2d4
61-80	1	1d4
81-00	0	0

FAMILY MEMBER TRAITS

Once you've determined the size of your family, choose the gender and age of each family member.



POWERFUL FAMILY RELATIONSHIPS

Your family forms your earliest, and possibly strongest, bonds and rivalries. Roll a d3 to determine the number of powerful family relationships you have. Roll once on the Family Relationships table for each powerful family relationship you have.

FAMILY RELATIONSHIPS

d100	Relationship
01-10	You were responsible for a horseback riding accident that caused a lifelong injury to this family member. They have never forgiven you. Gain one rival.
11-20	This family member believes you purposefully stole the romantic attention of their intended. Gain one rival.
21-30	This family member has always sought adventure, but has never succeeded. As your adventure begins, they have grown resentful. Gain one rival.
31-40	When given the opportunity, you left this family member behind to pursue your adventures. They feel abandoned and believe you to be cold-hearted and cruel. Gain one rival.
41-50	Both you and this family member were raised to think that one of you, and only one, would lead the family to new heights. The two of you are in constant competition. Gain one rival.
51-60	This family member committed a heroic deed and was granted a minor title for it. They want to use their new influence to aid you. Gain one ally.
61-70	This family member sees you as an avenue for the family to rise to greatness. They have no particular affection for you, only for your abilities. Gain one ally.
71-80	This family member believes you to be a divine instrument and they have sworn themselves to your service whether you like it or not. Gain one ally.
81-90	You saved this family member from an attack on your caravan. They seek to repay their life-debt to you. Gain one ally.
91-00	This family member is rapidly climbing the ranks of nobility, but you know something about them from their younger days that would be a major obstacle if revealed. They will do whatever it takes to ensure you keep their secret. Gain one ally.

ACQUIRED ALLIES & RIVALS

This section will help you define any allies or rivals you gained based on your background and homeland. Roll once on the Ally Relationships table or the Rival Relationships table for each of your allies and rivals. Alternatively, you can work with your DM to define relationships meaningful to your character's story.

Once you've determined your relationships, roll for each of your allies and rivals on the Ally and Rival Identities table to define their game statistics. This table includes monsters and NPCs from the *Monster Manual*.

Some particularly powerful allies and rivals cause a fateful moment in your backstory. Learn more about fateful moments in the next section.

ALLY RELATIONSHIPS

d100 Relationship

01-10	This ally is a representative of a noble family you once saved from bandits. The whole family was grateful for your actions.
11-20	As strangers, you fought back to back with this person when ambushed by goblins. That day, you went from strangers to friends.
21-30	Most folks of Tethyr have some small skill with handling animals. Your own skill is represented by your ally being a beast of CR 1/8 or lower. But they're no pet—they're a friend.
31-40	Courtly intrigue brought you and this person together, representing opposed interests. After only a few hours, not only did you resolve a tower of conflicting concerns, but you found lifelong friends in each other.
41-50	There were three of you caught in conflict that day, and you pledged to avoid another senseless tragedy. Only the two of you remain, that pledge still binding you together in memory of the horrors you faced.
51-60	You've carried on a correspondence with this person for what feels like decades, and yet you've never met them in person. As pen pals, you feel like you're as close as family.
61-70	As romantic partners, you're kept apart by politics of the realms. And yet, something prevents you from staying away from each other entirely.
71-80	You are bound to this person by a curse of the elven court. The harder you try to escape each other, the more fate pushes you back together.
81-90	Merchants are often rivals, and yet somehow you and your ally have become closer, pushing each other to greater heights. You might be competing, but each of you only wishes to see the other succeed.
91-00	Life debts are rare, but such debts are always paid. You owe your ally your life. Should they fall into danger, you must save them at any cost.



RIVAL RELATIONSHIPS

d100	Relationship
01-10	You've disgraced this person's family, and now they pursue you, seeking retribution.
11-20	Obsessed with you, this person spared no expense in chasing you down. After you scolded them for their behavior, they began to blame you for all of their problems.
21-30	You aren't perfect, and in your weaker years, you indulged greatly in a vice. You still have outstanding debts with a purveyor of said vice, and they want to settle the bill.
31-40	Times were desperate and so were you. You did what you had to do to survive, and now you're being tracked by the person you wronged.
41-50	You did nothing wrong, but this person squarely places blame for their troubles on your shoulders. You're beginning to suspect dopplegangers, illusions, or some other trickery is afoot.
51-60	Your actions caused this person to face the ire of a cantankerous noble. They seek revenge through courtly machinations, not violence.
61-70	You had a romantic entanglement with the wrong person, and now they hold you accountable for their personal failures. This spurned paramour has instigated a countrywide hunt for you so you can be made to face the consequences of your actions.
71-80	You worked with this person in secret for over a year, planning actions unbecoming of any but a criminal. Before your plan could be enacted, the law caught up with the two of you. While you went free, they were captured. Now, you have a foe who wants to watch you waste away for years in prison as they did.
81-90	A secret from your past has piqued the curiosity of this person. They've been doggedly uncovering things you'd rather stay buried.
91-00	It might have been self defense, or it might have been something more carefully plotted, but this person believes you murdered their best friend, and now they want your blood on their hands.

ALLY & RIVAL IDENTITIES

d100	Stat Block
01-05	Commoner
06-10	Acolyte
11-15	Bandit
16-20	Bandit Captain
21-25	Berserker
26-30	Cultist
31-35	Cult Fanatic
36-42	Druid ; gain one fateful moment
43-45	Gladiator
46-50	Guard
51-58	Knight
59-62	Priest
63-68	Scout
69-73	Spy
74-75	Tribal Warrior
75-80	Veteran
81-84	Mage ; gain one fateful moment
85-88	Noble ; gain one fateful moment
89-92	Assassin ; gain one fateful moment
93-94	Guardian Naga ; gain one fateful moment
95-96	Green Hag ; gain one fateful moment
97-98	Unicorn ; gain one fateful moment
99	Archmage ; gain one fateful moment
00	Adult gold dragon or adult green dragon (DM's choice); gain one fateful moment



FATEFUL MOMENTS

Fateful moments are the important turning point where the path of your life twists to that of an adventurer. This moment may be fantastic or mundane, but it always sets you on the journey that will lead to greatness.

Roll once on the Fateful Moments table for each moment you gained from your allies and rivals in the previous section. If the fateful moment grants you a proficiency you already had, choose any proficiency of the same type (armor, skill, language, tool, or weapon). If the fateful moment doesn't make sense for your character (for example, if your siblings perished but you don't have any siblings), roll a new event or work with your DM to smooth out the details. As always, you may forego rolling if you would prefer to work with your DM to create a fateful moment specifically tailored to your character.

FATEFUL MOMENTS

d20	Fateful Moment	d20	Fateful Moment
1	You stumbled across a chest buried on your family's land. The contents reveal that you are of noble blood—but of a noble house that fell after betraying the Queen.	12	You've lived as self-reliant a life as you could. You gain the benefits of the Durable feat from the <i>Player's Handbook</i> .
2	You stumbled upon an ancient dwarven ruin. A strange light filled the space, and you suddenly found yourself outside the ruin. You gain the Stonecunning trait.	13	You rescued one of the elves of the Wealdath from a monster. While not pleased with needing to be saved, they imbued (with your consent) your spirit with a portion of their immortal soul. Now, you can cast <i>speak with animals</i> once per day without using a spell slot.
3	While sailing, pirates attacked your ship and held you captive. During the months you were trapped on the ship, you learned much about how to sail large vessels. You gain proficiency with vehicles (water).	14	Most youth of Tethyr have a pet: usually a dog, cat, or maybe even a horse. You've attracted an unusual creature not native to these lands. Choose a beast of CR 1/8 or lower as a pet. This creature obeys your spoken commands, understanding more than an animal should.
4	While traveling the Trade Way, you defended a group of elves from the Wealdath Forest. As thanks, they taught you some of their knowledge. You gain proficiency in the Nature skill.	15	While sailing, you fell overboard and blacked out. You woke up on a mysterious shore of some unknown island. There, a humanoid from the outer planes resides. They saved you, believing you have a great part to play in history. You are being watched.
5	Your sibling was killed in a petty squabble between two dukes. You no longer trust nobility.	16	An assassin tried to murder you late one night. You overcame the hired blade (barely) but you've begun to take precautions against those who would harm you. You gain an <i>amulet of proof against detection and location</i> .
6	Working alongside a monster hunter, you quickly learned to identify the signs of one type of creature. Choose a creature type. When making Intelligence checks to recall information about creatures of that type, you always add your proficiency bonus.	17	You travelled afar, but eventually returned home. While you left alone, you came back with a close friend. Determine where this character is from, and use the Ally & Rival Identities table to determine their identity. They refuse to leave your side for any great length of time.
7	A guardian creature protected a large cache of magic, and you were the only one who could answer their riddles. Roll on Magic Item Table B of the <i>Dungeon Master's Guide</i> to determine what item you kept for yourself. If the item is consumable, you can roll again.	18	A green dragon came from the Wealdath, and approached you. The green terror stalked you as a cat does a mouse. Eventually it became weary of its game. In exchange for letting you go alive, you swore that if it ever needs you, it can call upon your aid. It considers you property now, a roaming part of its hoard.
8	When nobles go to war, no one wins. A large battle was fought dangerously close to your home. A battlefield is full of plunder for those who have a keen eye and lack a queasy stomach. You can choose one suit of armor and one weapon of your choice. You are proficient with that type of armor and that type of weapon, if you weren't already. These items are of exceptional make, weighing half as much as their regular counterparts.	19	A rampaging wizard was casting spells with reckless abandon. Trying to target you with a <i>disintegrate</i> spell, the wizard found only that he could not kill you with <i>any</i> of its magic. The wizard was caught and executed, but its spirit is tied to you. Once per week, you can conjure their ghost. The ghost does not need to follow your commands, but before it can leave, it must either cast <i>identify</i> on an object of your choice or truthfully answer a single question that it would reasonably know the answer to, at the DM's discretion.
9	For your bravery in scouting a hobgoblin war-camp and returning with crucial information about their tactics, you've been awarded a special commendation from the Crown. This medal can be proudly worn, and it is recognized and honored across Tethyr.	20	A noble spent a considerable amount of coin acquiring someone who could cast wish to help bring their dead child back. After casting the spell, their child was not returned from death, but you were instead. You are resistant to necrotic damage. In addition, undead creatures with an intelligence of 8 or less ignore your presence unless they see you cast a spell or take a hostile action.
10	When you were a youth, you ran away to another region of the realm. You learned much from the folks who took you in, granting you a cosmopolitan viewpoint of the world. Choose two skills, gaining proficiency with both.		
11	Befriending an intriguing trader from the south, you spent a lovely night engaged with each other in mind and spirit. The next morning, they were gone and you've become certain they were a genie. Since that encounter, you can smell the nearest portal or other teleportation magic.		

FAVORITE FOOD

Depending on your home settlement, food in Tethyr may be locally sourced or imported from distant lands. Roll on the appropriate table or select or create a favorite option of your own.

Wealdath Forest. People of the Wealdath Forest live off the land. Their dishes subsist primarily of what can be grown and harvested, with only occasional imports as a rare treat.

Eastern Tethyr. The home of many of the region's farmlands, eastern Tethyr's cuisine is the pinnacle of meats and vegetables. Animals are bred for slaughter and crops are harvested to a tight schedule. Imports are common, and most in the area know the taste of foreign spices.

Western Tethyr. A melting pot in every sense, western Tethyr's food is as diverse as its peoples. Wealth and luxury abound, and they bring fine foods from across the Sword Coast. Here, fine delicacies are created as cultures blend.

FAVORITE FOODS (WEALDATH FOREST)

d8	Food
1	Vegetables, raw or fried with herbs
2	Wild radishes known as brown-buds, mixed with chives in a cream sauce
3	Searshoots—a spicy onion-like vegetable, sometimes dried and flaked
4	Fiddlehead stew
5	Roseapple—a thorny apple-like fruit
6	Blackbark soup—cold soup brewed from five different barks
7	Blalatha soup—a dried mushroom soup with leeks
8	Snake or turtle soup

FAVORITE FOODS (EASTERN TETHYR)

d8	Food
1	Evenfeast leftovers—vegetables and scraps of meat, all fried together
2	Cold runsun pie—spiced fowl
3	Squash soup with potatoes or parsnips
4	Vegetable stuffed fowl
5	Rich beef or lamb stew
6	Marinated and boiled quail
7	Boar roast
8	Cockatrice pie

FAVORITE FOODS (WESTERN TETHYR)

d8	Food
1	Sweetberry pie
2	Garlic and buttered bread with melted cheese
3	Minted chocolate
4	Calishite spiced meat sausage
5	Fish kabobs
6	Oyster or other shellfish
7	Seaside Pie—a mixture of seafood in a flaky pie crust
8	A platter of cured meat and cheese slices, alongside local fruits, vegetables, and legumes



MYSTERIOUS SECRET

Mysterious secrets are yours, and yours alone. You may have a strange object or be keeping a deadly secret. How you choose to use these secrets is entirely up to you. Roll once on the Mysterious Secrets table or work with your DM to create a secret.



MYSTERIOUS SECRETS

d20 Secret

- 1 A brook that runs nearby is often said to “speak,” a trick of the rocks. I swear, though, the last time I visited, it told me to beware the baron.
- 2 Nearby my home was an old farm, complete with a grain silo. It had been abandoned for years. I swear one night I saw a trio of humanoids standing before the house. After a while, the house *grew legs and stood up*.
- 3 Two years ago, I was visited by an old, weathered human who said that they would grant me anything I wanted, should I only name someone important to me. I named my brother-in-law, the tax collector, and said I wished my parent would recover from their debilitating illness. Within a week, my brother-in-law had died of a heart attack, but my parent is soon to celebrate yet another birthday.
- 4 I had a dream where I stood atop a tower and slaughtered my sibling. Slaying them, I felt their power slip into my veins. Staring into the sky the next day, the clouds formed the shape of a skull.
- 5 A sibling of mine left one night, saying only that they needed to extinguish the eternal flame. When they returned, they remembered nothing of our exchange.
- 6 Walking through a nearby wood, I came across a pair of trees that intertwined together. As I walked around them, it was clear they formed a portal to some twisted, overgrown glade.
Sticking my head through, I saw a strange beast that rushed at me, looking to slaughter me for dinner. The trees have since disappeared, but I swear the creature is still stalking me, lurking in the darkness.
- 7 While travelling, I came across a theater troupe. Though I was alone, they decided to put on a show for me anyway. Their show perfectly described an assassination that happened ten days later. The day of the assassination, I was given a letter reading “Thanks for letting us put on a show for you.”
- 8 Strange as it sounds, I once saw a giant tentacled creature being chased by red dragons, with strange green humanoids riding upon the dragons!
- 9 Over the Wealdath’s canopy, I spied a giant unlike any I’ve ever heard of. I felt their footfalls from miles away.
- 10 While in the forest, hunting a stag, I came across a hidden waterfall. Drinking from the pool was a creature seemingly made of light, in the form of a stag but with long, writhing tentacles coating its hide. When it looked at me, I heard the word “sleep” in my mind, and I awoke at home.

d20 Secret

- 11 While visiting the docks, a strange woman from a distant land offered to tell my fortune. After consulting her fate-scrying devices, a fearful look came over her eyes and she commanded the boat she had booked passage on to leave port immediately, pointing at me and whispering “Doom.”
- 12 At the stroke of three in the morning, I was awoken by a strange noise. Outside my window, I heard all the guards chanting in unison and saw a great lidless eye emerge from the clouds overhead. By the time I woke someone else up, the entire ordeal was over.
- 13 A group of goblins attacked my hometown. In the fracas, a frightened goblin child found their way into my home. I took pity on the creature and, after the battle concluded, returned them to their tribe. I had to lie to everyone else in town about the encounter.
- 14 With my own eyes, I watched a flock of crows dive down and pick up a youth. The child protested, but the crows simply flew on until they were out of view. Now, no one in town but me even recognizes the name of the child. It is as though they never existed in the first place.
- 15 I stood over a corpse after watching an assassin ply their trade, and I took the two gold coins left behind over the eyes of the dead.
- 16 A well-known knight once visited a local tavern. In confidence, he told me that he was actually a coward and should be put to the blade for his sins. In the morning, he was found dead.
- 17 The eldest child of a local noble family was actually my child, who I left on their doorstep. It was rumored they couldn’t conceive their own, and I could not feed both of us. Afterwards, they had four more children.
- 18 While walking in the market one day, a small mouse spoke to me in Common. It whispered a secret to me, then made me swear never to tell anyone. Even if I try, something prevents me from repeating it.
- 19 A friend of mine and I were walking on a trip. We slept, and in the morning, they were gone. When pressed about their whereabouts, I lied and said we were attacked by a hydra that was known to be in the region.
- 20 The ghost of a small elven child visited me late one night. In the morning, all I found was a single coin from a far realm.

OMEN

Omens are portents of a character's future.

Omens are things that you want to achieve over the course of a campaign. Write down three: a short-term, medium-term, and long-term omen. You don't need all of them at character creation; just a short term omen is enough until you get a better sense of your character and the world they live in.

Each omen should have two parts: a goal, and a consequence of that goal. The consequence can be good or bad, but try to think creatively about what could come from reaching that goal. Omens will help keep your character motivated and working towards something, and they give the DM a way to shape their story in ways that include your character and their goals. When writing your omens, look back at everything your character has become in previous sections and try to think of omens that create a narrative link.

If you need inspiration, we've provided several omens in the Omen Inspirations table. If something doesn't fit perfectly, fine-tune it, roll again, or work with your DM to determine your character's omens.

OMEN INSPIRATIONS

d20 Omen

- 1 I will defeat a pirate lord, and end up earning the ire of all pirates.
- 2 I will climb the social ladder of nobility, and make many political enemies along the way.
- 3 Banditry isn't honest work, but tax caravans are too valuable to miss. By amassing such an illegitimate fortune, I will gain the attention of the law-keepers.
- 4 The Silver Chalice is infamous for their good deeds. I will join them, just before their most ferocious enemies strike.
- 5 I will unite the elven and non-elven nations of Tethyr, but my own hubris will bring them back to the brink of war.
- 6 My noble family was disgraced. I will rebuild our name, at the cost of my own legacy.
- 7 An evil green dragon rampaged through the countryside and killed everything important to me. I will become the dragon's doom, but my closest protector will be put in danger.
- 8 I was tricked into selling a family heirloom. I will recover it, but this quest will isolate me from my family.
- 9 Corruption within local law enforcement needs to be addressed before they become tyrants. I will make their evil known to all, and make powerful foes all at once.
- 10 Arvoreen's Marchers are a group of halflings and gnomes who fight to protect Tethyr from evil. I will help their numbers grow, but in the process I will make them known to their enemies.

FOR THE DUNGEON MASTER

The omens your players create will help you shape their personal narratives within your campaign. Consider how long your story is and try to pace characters' stories out evenly throughout the game. It can be interesting to follow one character's strong narrative arc, but remember to communicate with your players to make sure everyone gets an equal turn in the spotlight.

OMEN REWARDS

When a player completes an omen, they gain a reward of the DM's determination. Any of the following are suitable rewards for completing a goal, or the DM may decide on unique rewards of the same general level:

- For the next 1d10 days, the character has advantage on saving throws against environmental effects
- For the next 1d4 days, the character's weapon attacks deal an extra 1d6 damage of the weapon's type
- For the next 1d10 days, the character gains inspiration whenever they finish a long rest

d20 Omen

- 11 I hate pirates, and I want to get away from the nobility. I will become a privateer, slay pirates, and retire on the treasure. When I do, I will become a target for thieves.
- 12 Without permission, I will become a force of vengeance in the name of the Crown. This is technically illegal, putting me on the wrong side of the law. I'll have adversaries on all sides.
- 13 I want to recover the mithral mine that was owned by my family. If I can clear out the mines, I'll have dozens of merchants and nobles wanting to rip out my vein for themselves.
- 14 An ancestor of mine is a ghost in Velen. I will find the reason they still walk, but the secrets they impart will haunt me until my own grave.
- 15 On a fishing boat, I was nearly killed by a white whale. I will hunt the beast down and slay it, but will end up being consumed by my own taste for vengeance.
- 16 In Brost, myconids have reached the surface. Exiles from their home, they want to stay. I will broker peace between our folk, but maintaining the fragile alliance will take more resources than I can provide.
- 17 I will acquire an ancient elven blade, but I'll command hatred from every elf in Tethyr.
- 18 I will win a tournament for knights, but afterwards those I defeated will see me as a target.
- 19 There are secret ruins everywhere in Tethyr. I will delve deep into one and recover a great treasure, at the same time accidentally unleashing a great evil.
- 20 I will become a great hero, but by doing so I will anger a powerful noble who seeks my death.

BACKGROUNDS

HERALD OF FAERÛN

The Heralds are a prestigious order of scribes and historians who are dedicated to recording, preserving, and policing the coats of arms, flags, standards, shields, badges, mottos, symbols, and sigils used by the nobility of Faerûn. If anyone has a question about who is related to who, which symbols are currently in use by which families, or which families an inheritance would be bestowed upon, they ask the Heralds.

Skill Proficiencies: History, Insight

Tool Proficiencies: Calligrapher's supplies

Equipment: A bottle of black ink, a quill, a small knife, a writ of identification from the Heralds' headquarters, a Heralds' notebook, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: FAMILY TIES

You understand the powerful connection between families, nobility, and the history behind them. When you view a banner, flag, or crest, you can correctly identify it after 1 minute. Whenever you complete a short rest with your Heralds' notebook, you can gather general information about any noble family you have encountered, as well as their members.

Additionally, you can maintain a modest lifestyle in any city with nobility by invoking the name of the Heralds.

SUGGESTED CHARACTERISTICS

The Heralds are the history keepers of the Forgotten Realms, and as such are erudite and well respected scholars. The preservation of true knowledge is often their highest goal.

HERALD OF FAERÛN IDEALS

d6	Ideal
1	Tradition. The ancient bloodlines must be recognized and preserved. (Lawful)
2	Power. We cannot hold nobility responsible for their actions if we don't watch them as a tax collector watches coin. (Lawful)
3	Fairness. There are two powerful forces that must be balanced: what is right, and what is just. (Lawful)
4	People. Family is important: it's something we're born with and if we're lucky, it's something we'll die with. (Neutral)
5	Sincerity. It's not worth lying or acting like something we aren't, tracking lies is exhausting work. (Neutral)
6	Knowledge. The most powerful forces in the world are books and information. (Neutral)

HERALD OF FAERÛN PERSONALITY TRAITS

d8	Trait
1	I love books, to the point where I can be mid sentence and just stop what I'm doing because I see a book.
2	I often make games out of memorized facts and trivia.
3	It's not easy for me to remember important details, but random bits of useless information seem to stick in my brain as if they were of utmost importance.
4	I treat people well, but I treat animals better.
5	Navigating the interconnected web of nobility makes me feel like I'm in some small way part of that web.
6	My mind is built for solving riddles, puzzles, and the like. Any mental challenge is a good one.
7	Perhaps it is unfair, but I judge people based on their bloodlines.
8	I enjoy travel, which my career affords me plenty of.

HERALD OF FAERÛN BONDS

d6	Ideal
1	As long as the nobility exists, I'll hold them accountable and keep them in check.
2	I'm not against taking kick-backs from those who want to hide the shadier parts of their family.
3	I've a small collection of gifts donated to me by happy clients. It's something I'm proud of.
4	I travel for the Heralds, mostly because home is a painful memory for me.
5	I work to preserve the great libraries of Faerûn
6	I have a bounty on my head in a distant land. I use the Heralds as protection, keeping me far from those who would arrest me.

HERALD OF FAERÛN FLAWS

d6	Ideal
1	If you aren't of noble blood, I have no interest in you.
2	If there isn't something in the deal for me, something <i>important</i> , I'm not interested.
3	My obsession with knowledge makes me short sighted when it comes to dangers.
4	I abhor violence, to the point that I'll make poor decisions to avoid it.
5	I don't like spending too long outside of cities. After a few days, I get restless.
6	I use my position as a way to get what I want, name dropping whenever I can.

ADAPTING BACKGROUNDS

Any of the backgrounds from the *Player's Handbook* can fit within Tethyr. However, we have provided a few alternative options for adapted backgrounds that fit more specifically within this land of intrigue.

ENTERTAINER (COURT FOOL)

Famous warrior-poets have come upon an idea that entirely disarms their foes: when you can appear strong, appear weak instead. The court fool takes this same idea, and applies it to the web of intrigue nobles walk upon. By appearing to be nothing more than comedians, they disarm their opponents, learn secrets, and—if they're lucky—avoid getting caught in the web themselves.

FOLK HERO (MONSTER HUNTER)

Most folk only worry about the day to day of their lives: of having enough today to survive until tomorrow. However, rampaging monsters regularly remind commoners and nobles alike that they aren't so different under the foot of a giant or in the eyes of a basilisk. Monster hunters are celebrated and welcomed in every inn, tavern, and way-stop they enter.

NOBLE (KNIGHT)

Dukes, barons, and other noble folk make up the majority of powerful families. But their underlings and retainers all vie for power as well. Being granted a title like a knighthood allows commoners to join the lower ranks of nobility. This affords extra protections in the form of laws specifically separating the lower class from the upper. For many, knighthood is the highest lot in life they can hope to earn.

NOBLE (MAGISTRATE)

The magistrates are nobles of low rank who serve Tethyr by operating the courts. Tethyr has extensive laws, but these laws are meant to be interpreted. In the eyes of the crown, justice is more important than the letter of the law, and it is the role of the magistrates to make these judgments. Despite the fact that they are less bound by the law than the lower classes, even the nobles must abide by the judgment of a magistrate. The magistrates are considered to have a sacred duty to justice, and those who abuse their position must answer to their peers—often with their lives.

SAILOR (PIRATE HUNTER)

The pirates of the waters around Tethyr range from nuisances to genuine menaces. Ships from Calimshan, Amn, and the rest of the Sword Coast are plentiful, making the coasts too valuable for the government to leave unguarded. The crown pays well for those who can confirm the death of threats to these merchants, and many seek out this coin as pirate hunters.

SOLDIER (TAX COLLECTOR)

Those soldiers who are too injured or old to fight for the crown are turned to either the profession of sheriff or tax collector. Neither of these jobs endear them to anyone—the nobility has a distaste for this bridge between common folk and themselves, while commoners dislike any who would make life harder for them. Still, these roles are needed to keep the country functioning. Fortunately, most folk who hold these positions use them to shield the downtrodden from the greed of the upper class.

FURTHER READING

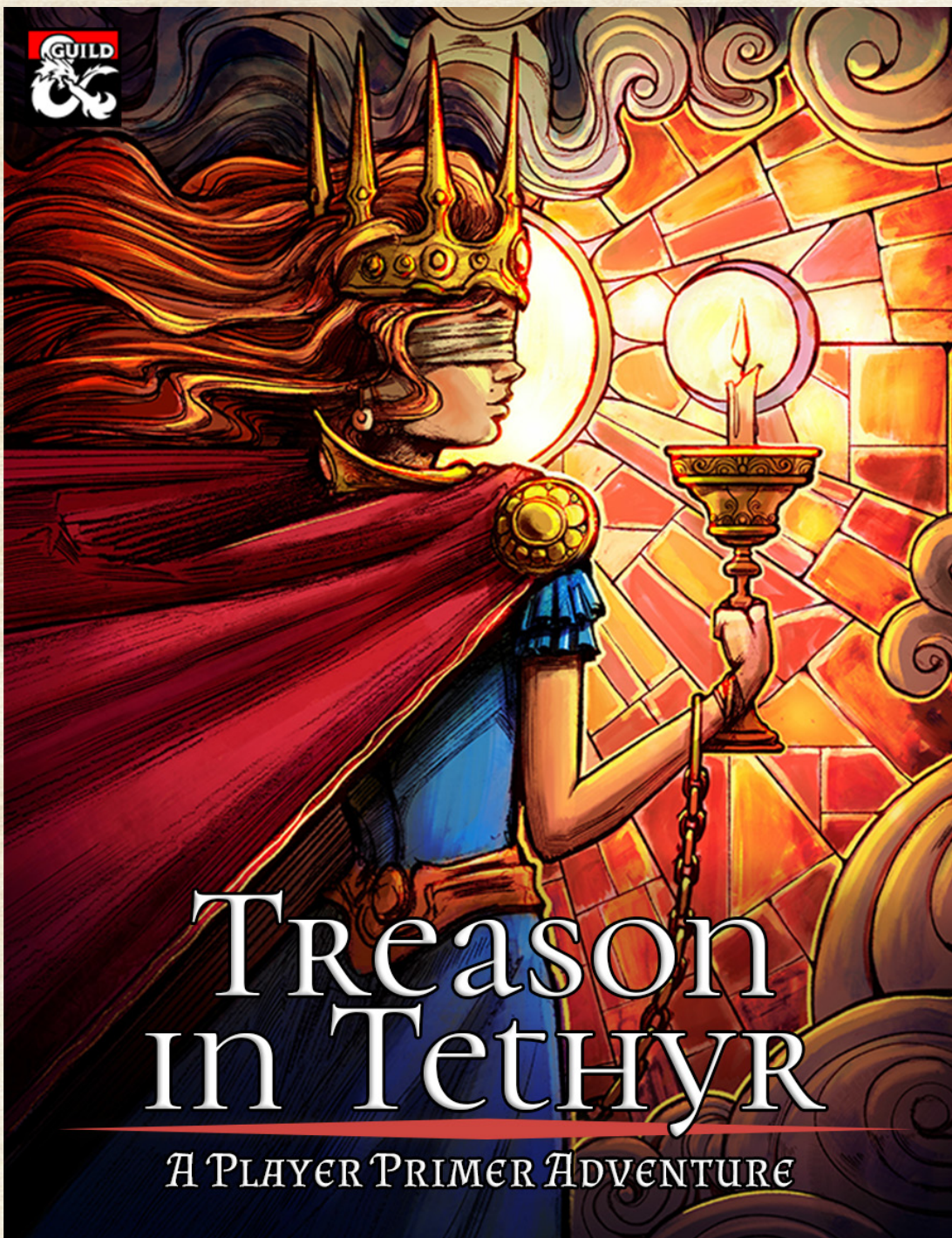
[*Land of Intrigue*](#) by Steven E. Schend

[*Sword Coast Adventurer's Guide*](#) by Wizards of the Coast

[*War in Tethyr*](#) by Victor Milán

[*Forgotten Realms Campaign Setting \(3rd Edition\)*](#)

by Ed Greenwood, Sean K Reynolds, Skip Williams, Rob Heinsoo



Your heroes are built, so it's time to adventure! Check out

TREASON IN TETHYR

on Dungeon Masters Guild. This adventure is designed for new level 1 heroes. It utilizes many of these themes and factions introduced in this Player Primer and provides several hooks to continue an ongoing campaign.

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