



CORMYR

Land of the Purple Dragon



CORMYR

LAND OF THE PURPLE DRAGON

“Anyone who thinks that Cormyr no longer has any challenges left is either a fool or has not looked hard enough. Perhaps both.”

- Elminster of Shadowdale

CREATED BY
Matthew Lee Myers

SPECIAL THANKS

Ed Greenwood and all the authors who have created Cormyr and the Realms throughout the years.

“The Hooded One” and all the diligent scribes of Candlekeep who made this work possible.

All the players and DMs who have romped around Faerûn with me in the past few decades.



FOREWORD

Why Cormyr?

My first foray into the Forgotten Realms, back in the mid-90s, was the city of Suzail. It was also my first game of Dungeons and Dragons that featured neither dungeons nor dragons. Instead, it was a game of intrigue and spy craft. There were overreaching nobles, and secret plots, and then there was my character: a grumpy farmer come to court to petition for the rights to clear an acre of forest to make room for farmland.

For a new DM or player, Cormyr can be daunting, and playing as a farmer unfamiliar at court gave me an excuse for not knowing as much as the rest of the group. Catching up took a lot of work and a lot of reading. And so this is the book I wish I'd had. The research for this book took me through six novels, a bunch of sourcebooks (from four different editions), nine volumes of the Candlekeep Compendium, and a score of adventures, from multi-part campaigns to one-shot RPGA and AL adventures. I even plumbed the darkest depths of Ed Greenwood's Twitter feed and the Candlekeep forums. There was a lot to dig through, but I did it so that you don't have to.

The information presented is as accurate as I could make it. Much of the realm has yet to be covered in recent editions, and information from older editions may no longer be entirely reliable: over one hundred years have passed in Cormyr since the days of 3.5 after all. But I've done the best I can and filled in gaps where it seemed appropriate. So while the history, maps, taverns, locations, and background information is as accurate as I believe to be humanly possible, some of the minor characters are of my own creation. Feel free to use them or replace them with characters of your own. Change what needs to be changed for your table. The lore presented here is not intended to be rigid or inflexible.

And even if you don't find yourself in the Forest Kingdom, I've tried to include a little something for everyone: expanded rules for tense negotiations or royal audiences, updated overland travel rules, guidelines for creating your own noble house, and a way to use factions in the background of your game to help make the setting a bit more dynamic. There are also a bunch of character archetypes, creatures, and magic items suitable for any campaign.

And in the end my fondest wish is that you all enjoy the Land of the Purple Dragon as much as fifteen year old me did, all those many years ago.

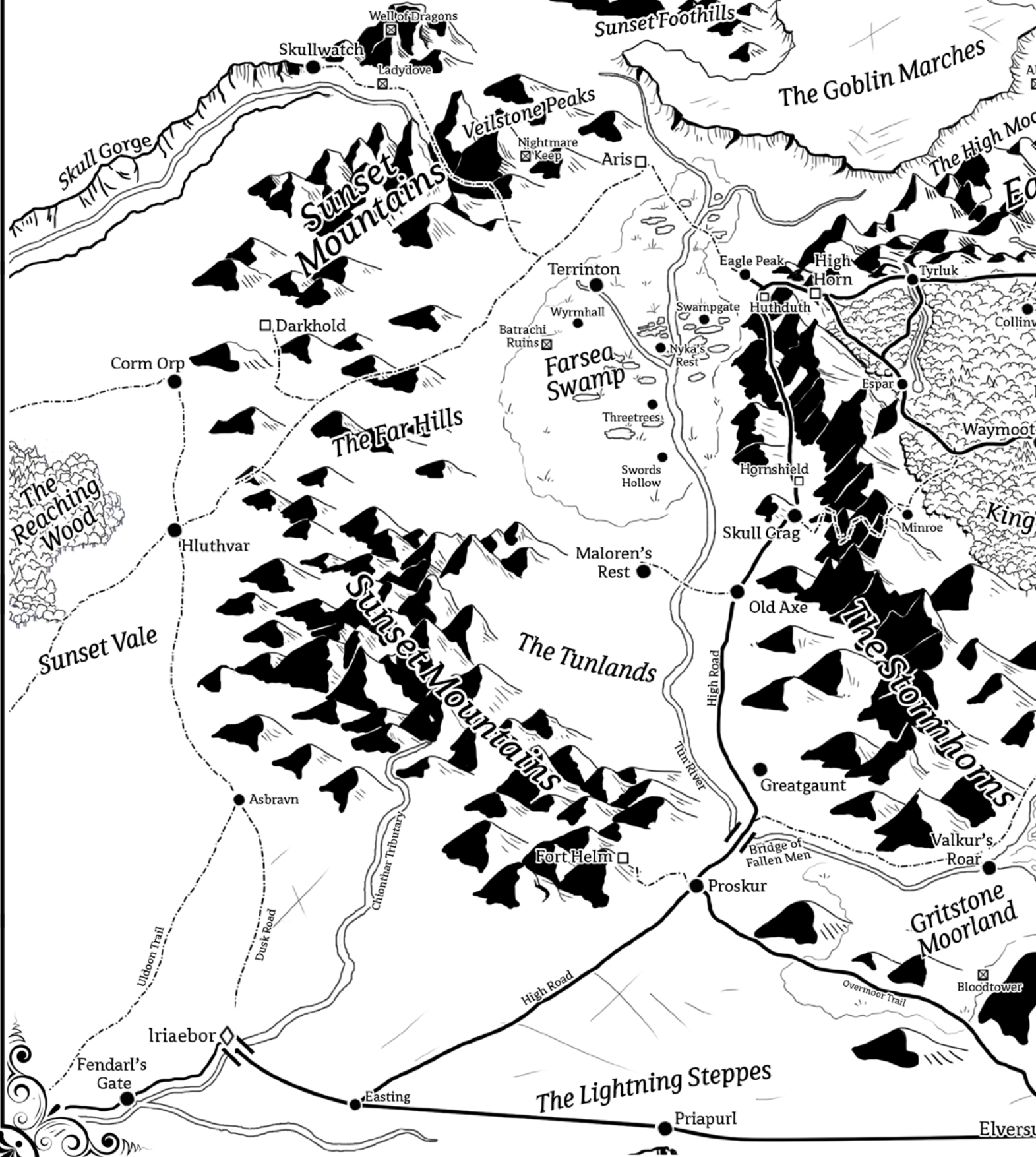
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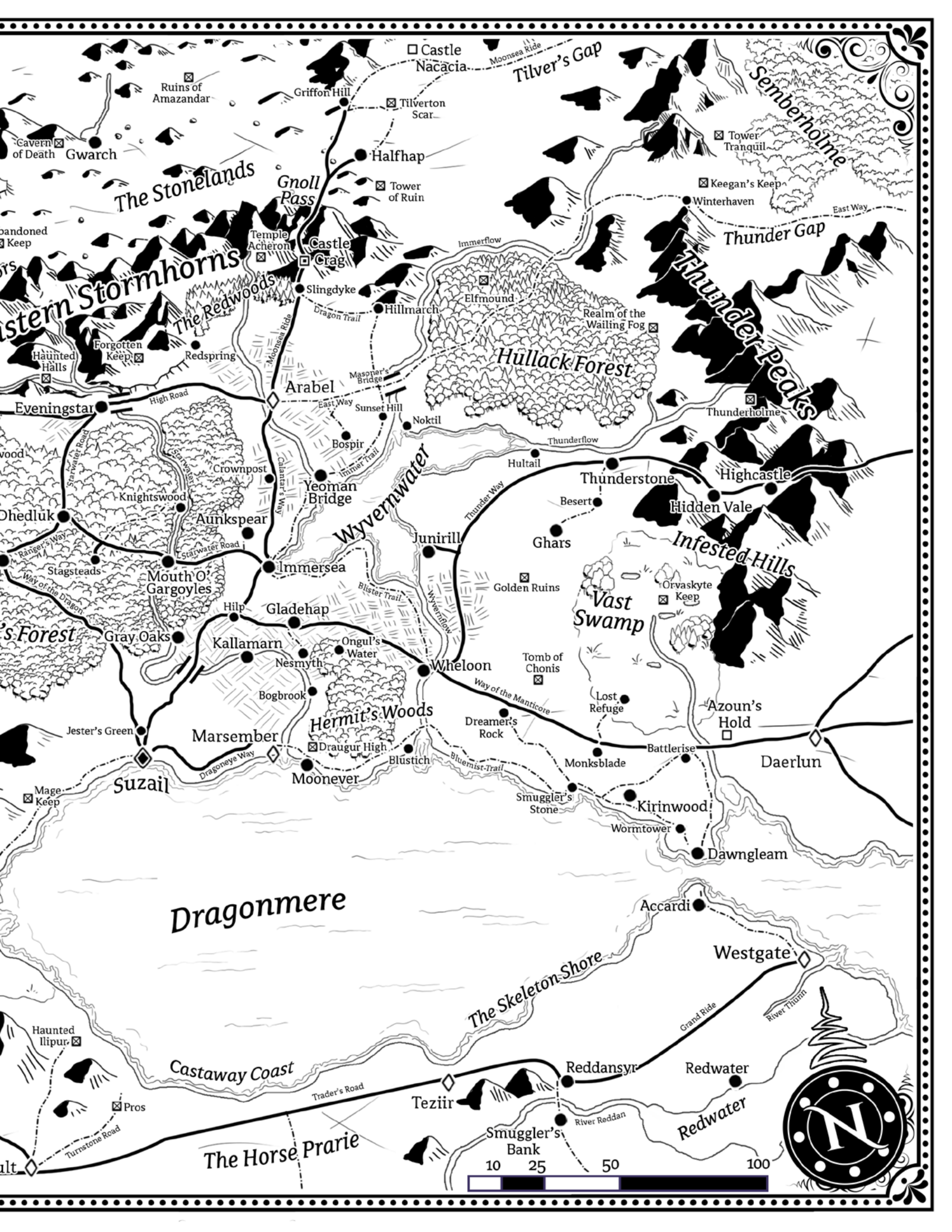
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CORMYR





The Stonelands

Eastern Stormhorns

The Redwoods

Hullack Forest

Thunder Peaks

S Forest

Infested Hills

Hermit's Woods

Dragonmere

The Skeleton Shore

Castaway Coast

The Horse Prairie

Castle Nacacia

Griffon Hill

Tilverton Scar

Halfhap

Gnoll Pass

Temple Acheron

Castle Crag

Slingdyke

Hillmarch

Immerflow

Elf mound

Realm of the Wailing Fog

Keegan's Keep

Winterhaven

Thunder Gap

Abandoned Keep

Haunted Halls

Forgotten Keep

Eveningstar

Knightswood

Dhedluk

Stagsteads

Mouth O' Gargoyles

Gray Oaks

Jester's Green

Mage Keep

Suzail

Marsember

Haunted Ilipur

Pros

Turnstone Road

Trader's Road

Teziir

Smuggler's Bank

Dragon Trail

Arabel

Bospir

Immersea

Gladehap

Kallamarn

Nesmyth

Bogbrook

Moonever

Blüstich

Draugur High

Wheloon

Junirill

Blister Trail

Wyvernwater

Way of the Manticore

Bluemist Trail

Way of the Dragon

Way of the Dragon

Yeoman Bridge

Immerflow

Golden Ruins

Tomb of Chonis

Dreamer's Rock

Monksblade

Smuggler's Stone

Wormtower

Kirinwood

Dawngleam

Accardi

Reddansyr

Redwater

Redwater

River Reddan

River Thiam

Hultail

Thunderstone

Besert

Ghars

Highcastle

Hidden Vale

Orvaskyte Keep

Lost Refuge

Battlerise

Azoun's Hold

Daerlun

Grand Ride

Westgate

Smuggler's Bank

10 25 50 100



REALMSPEAK: TALK LIKE A CORMYREAN

While overuse of fantasy dialect can become clumsy or difficult to understand, peppering in a few words or phrases can bring a certain flavor to your adventuring that makes the campaign feel more “real”. In Cormyr, expletives are rarely uttered in Common, though they are more popular using Draconic terms. The following are some common words and phrases in Cormyr that you might consider using:

Word or Phrase	Meaning
Alleyblades	Lowlife, opportunistic thieves and robbers
Anyhail	Anyhow, anyway
The Art	Arcane magic, particularly as practiced by wizards
Bells	Used to tell time, the equivalent of an hour, counting from highsun and midnight: “Meet me two bells past highsun in the market”
Breath	A second or a moment: “Give me a breath or two to recover.”
Brightbird	The person you are courting, lover
Brightcoin	Social risers, more polite than the derogatory ‘newcoin’
Brightstar	Great, exciting
Cask-smashing, Casking	Vandalism (whether they are actually smashing casks or not)
Coinlass, Coinlad	An escort
Darburl	Angry, frustrated
Deepnight	Used interchangeably with midnight
Evenfeast	Dinner
Eventide	Evening
Fancyman, Fancylady	Disapproving pejorative for a suitor. If the speaker is older than the suitor it becomes “Fancylad” or “Fancylass”
Godswake	Early morning, the hours before sunrise
Gulletfire	Strong, cheap alcohol
Hardjaw	Chatty barfly
Highborn (Highnose)	Noble, “Highnose” is an intentionally derogative derivative
Highsun	Noon
Highsunfeast	Lunch
Hrast	A non-deity specific ‘damn’
Long Song	Used by halflings and bards to refer to an amount of time up to 3 minutes or so
Mornfeast	Breakfast
Naeth	Dung, often used as an expletive (along with the stronger version ‘Naed’)
The Power	Divine magic, particularly as practiced by clerics
Rivvim	Lusty, amorous
Sharpjaws	Young tough-guys whose bark is worse than their bite
Stlarning	A mild expletive: “This whole plan is a stlarning mess!”
Swirlcloaks	Those who copy noble styles, without being nobles themselves. Typically refers to wealthy merchants.

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Chapter 1

HISTORY



For much of its early history, Cormyr was limited to the city-state of Suzail and the surrounding farmlands and fortified outposts. Since then it has expanded to include all of the territory from the Stormhorn Mountains in the west to the Thunder Peaks in the east, a distance of over 400 miles. The combination of stability brought by the rule of the Obarskyr House, rich farmland, and loyal military has made Cormyr one of the most powerful political entities in the Heartlands.

BEFORE THE FOREST KINGDOM

Long ago, the forests in present day Cormyr were the domain of dragons. The greatest of these was Thauglorimorgorus, also known as the Black Doom and the King of the Forest Country. Many other dragons and wyverns made their lairs in the Stormhorns and along the shores of the Dragonmere, but all paid tribute to the Black Doom for the privilege of doing so. Notable among the followers of Thauglor were the blue dragon Gloriantkithsanus and the red dragon Mistinarperadnacles, who served as faithful lieutenants and kept order in his realm.

Though elves would occasionally attempt to settle the forests, these lands were largely uncontested until -205 DR when Thauglor encountered the elven warrior-mage Illphar Nelnueve. A short while after their initial confrontation, the two would meet to parley and settle the competing claims of the dragons and elves of the area. Unexpectedly, Illphar challenged Thauglor to a type of ritual combat known as a Feint of Honor, typically used by dragons to settle disputes. Illphar's victory would come to be known as the Passing of Power, and allowed the elves to claim the forests while leaving the marshes and mountains to the dragons.

These forests became a part of the elven kingdom of Cormanthor, and numerous elven settlements were built in the subsequent centuries. Over the years, refugees from ancient Netheril and Impultur

CORMYR: FOUR FAST FACTS

Stability. Cormyr is one of the most stable nations in Faerûn, with a ruling family dating back centuries. Rebellions and invasions have happened, but none have managed to topple the Obarskyr monarchs.

Law and Order. Cormyr is a nation of law, enforced by the Purple Dragons and War Wizards. Both are extremely powerful and rule through a delicate balance of respect and fear. While punishments can occasionally be harsh, by and large they are considered to be just. The fear of mind reading by a War Wizard is used as a deterrent and is often enough to ensure prospective lawbreakers look to ply their trade elsewhere.

Fish and Farms. The geography of Cormyr is one of its principal strengths and ensures that food, both that which is grown on Cormyr's many farms and that which is caught from the large lakes and seas, is plentiful. This is a major factor in the peace and prosperity of the nation: a well-fed populous is a content populous and a well supplied army is a victorious army.

Nobility. The feudal system of Cormyr has created a complex system of alliances, favor seeking, and backstabbing. Because all nobility derive their authority at the pleasure of the crown, it is rare that a noble directly opposes the monarch. On occasion, however, over ambitious plots turn treasonous. These plots are typically unsuccessful, but assassinations among the royal family have occurred.

would also pass through the forests. Most of these settlers were content to simply live amongst the elves, but a few would go on to establish settlements of their own.

THE FOUNDING OF SUZARA'S CITY

Ondeth Obarskyr came from Impultur seeking a new life in 6 DR, and named his small settlement on a sheltered harbor of the Dragonmere after his wife, Suzara. At first, Suzara's City consisted of only

Ondeth, his wife, and his two sons, Rhiiman and Faerithann. More would come to settle the region shortly after, owing largely to the deep safe harbor of the fledgling city. Within months of building their home, Ondeth met Baerauble Ethar, a Netherese wizard who lived amongst the elves in the Forest Country. Baerauble introduced Ondeth to the elves of the Forest Country and over the years would

THE LOST KINGDOMS

Several other small kingdoms existed in the time of before Suzail's founding, including the civilizations in what is now the Farsea and the Tunlands. Judging by their ruins and the few artifacts which have been unearthed, these were cities with a powerful understanding of magic. They lived in towers made of glass stronger than steel, though most of their cities have long since sunken into the swamps. Historians know little else about these civilizations. Some believe them to be a part of ancient Netheril, while others believe them to be remnants of the even older Batrachi empire. Most agree, however, that the two city-states obliterated one another with powerful, fell magics, the results of which linger on today in the form of a strange pestilence which befalls any who venture into the ruins.

befriend Ondeth's son Faerithann.

Suzara left the city in 12 DR, taking Rhiiman with her and dissolving her marriage to Ondeth. After a time, Ondeth began seeing one of the settlers in his growing city, Minda Bleth. In 16 DR, most of the Bleth family was slaughtered by an elven attack on their small homestead at the forest's edge. A series of counterattacks led the humans of Suzara city to the brink of war against the elves. With war seeming to be inevitable, the wisest elves saw that they could neither stop nor defeat the human intruders and instead sought to make peace with them. Judging Ondeth to be the most influential of the settlers and in penance for the deaths of his new wife's family, Baerauble offered the position of king of Cormyr

to Ondeth on behalf of the elves of Cormanthor. Ondeth refused to take a "crown born out of a massacre", though he did make peace with the elves. He died at age sixty, and his son would take the crown a day later, founding the kingdom of Cormyr in 26 DR.

THE FIRST KING

After the death of his father, Faerithann was crowned king of Cormyr and Baerauble was appointed as his advisor and Royal Magician. During his reign, he oversaw the construction of the city walls and Faerithann Keep, which would remain the historical seat of power throughout the history of Cormyr.

During Faerithann's time as king, the kingdom expanded to include much of the surrounding lands and most of the other human settlements along the banks of the Dragonmere came under the influence of Cormyr. Watch forts were built along the frontiers, along the trails that led through the Thunder Peaks and Storm Horns.

EARLY HISTORY

After Faerithann's reign, Baerauble continued as the royal advisor and led an unparalleled expansion which saw the Forest Kingdom grow prosperous and strong. Much of the forest was cleared to make room for farmland, though the large stretch of forest known as the King's Forest was preserved and left for royal hunting parties. There were several rebellions in Cormyr's early history, particularly among the nobility of Marsember and Arabel, but these were quickly quashed.

Amongst the most tumultuous times in the history of Cormyr was the reign of king Duar Obarskyr, 52nd monarch of the kingdom. A mere 4 years into his long reign, Duar set off to defeat an army of orcs who had invaded the King's Forest. While his campaign was a success, his father-in-law used the opportunity to sell the city of Suzail to the pirate king Magrath the Minotaur. A price was placed on the king's head, and for a time he operated as an

outlaw in his own kingdom. It would take Duar three years to retake the city and kill Magrath.

THE PURPLE DRAGON

In 1018 DR, the purple dragon Thauglor awoke from his long slumber and descended upon Suzail, demolishing nearly a quarter of Castle Obarskyr. He retreated to the King's Forest before he could be engaged by the city guard, but was engaged by the High Wizard Thanderahast and his pupil, Jorunhast, in the skies high above the King's Forest. Thanderahast was burned badly by the dragon's acidic breath and forced into hiding. Jorunhast strategically retreated, luring Thauglor back towards the waiting army of Azoun II. Rows of archers targeted the aging dragon's wings, bringing him crashing to the forest floor, where Azoun drove the magical blade Orbyn through the dragon's eye and into his brain.

AZOUN IV

Cormyr reached its zenith under the rule of King Azoun IV, who was crowned in 1336 DR. It grew to near its current borders, adding the lands in the westernmost marches, and gained power as a hub for commerce in the region. It was during this time that a lasting alliance was forged with the Dales. Despite a few border skirmishes with neighboring Sembia, the reign of Azoun IV saw an unrivaled period of peace and prosperity.

This peace was broken when, near the end of his reign, the kingdom was invaded by an army of goblins and orcs led by the Devil Dragon, Nalavarauthatoryl the Red. Many of the northern cities, including Arabel, were sacked and many noble families abandoned the crown in their time of need, some committing outright treason. By the end of the war, the Devil Dragon and Azoun IV had slain each other on the field of battle, and the crown passed to Princess Alusair, known as the Steel Princess for her prowess on the battlefield, until Azoun V was old enough to take the throne.

THE SPELLPLAGUE

The Spellplague had a tremendous impact on Cormyr, killing or driving mad a great number of its War Wizards and reducing the levels of the Dragonmere, leaving much of its navy stranded in port. It also saw a devastating war on two fronts against the Shadovar and Sembians. Despite all of this, Cormyr emerged largely intact, though it has since spent much of its efforts since shoring up the cities within its traditional borders and leaving many of its border towns and protectorates to fend for themselves.

QUEEN RAEDRA

Queen Raedra took the throne just over a decade ago, and under her steady and careful rule the nation has slowly recovered after the war against the Shadovar. There is still quite a bit of instability in the region, with some of the realm's protectorates seeking independence and a number of nobles who wish to see Raedra's uncle, Baron Boldtree, ascend to the throne. The instability is made worse by the fact that Raedra is still unmarried and without heirs. With the line of succession as unclear as it has been in centuries, the fate of Cormyr hangs in the balance.

6 DR
YEAR OF THE FIRESTARS

- Ondeth Obarskyr settles on a piece of land, naming the settlement, Suzara's City, after his wife.

18 DR
YEAR OF THE LASTING
WONDERS

- Ondeth is offered the crown of Cormyr as penance for an elven attack on a family of human settlers, but he refuses.

26 DR
YEAR OF THE OPENING DOORS

- Ondeth Obarskyr dies. Faerithann Obarskyr crowned first king of Cormyr.
- Baerauble Ethar becomes first Royal Magician of Cormyr.

197 DR
YEAR OF THE UNSEEING PRIEST

- Cormyr invaded by goblinkin of Hlundadim. Arabel is burned.

200 DR
YEAR OF THE LEAPING FLAMES

- Armies of Cormyr, led by Moriann Obarskyr, defeat the goblinkin and drive them into the Stonelands.

245 DR
YEAR OF THE DUN DRAGON

- Gantharla Obarskyr is crowned first Queen of Cormyr after her brother Iltharl abdicates the throne to her.

289 DR
YEAR OF THE WAKING DREAMS

- Torst Obarskyr, king of Cormyr, and his brother Godroun are killed in the siege of Marsember.
- Keldroun Obarskyr is crowned king. Marsember abandoned to lizardfolk.

356 DR
YEAR OF THE SWIFT SWORD

- Cormyr and Valashar war over claims to northern and western areas of Cormyr.
- Armies of Valashar are defeated at the Fields of the Dead.
- Armies of Cormyr sack the city of Ithmong.

376 DR
YEAR OF THE LEAPING HARE

- Cormyr attacks the Shoon Imperium, driving it back through Amn, Tethyr, and Valashar.

429 DR
YEAR OF THE CAT'S EYE

- Duar Obarskyr sets to defeat orc army in the King's Forest.
- Melineth Turcassen sells the city of Suzail to the pirate lord Magrath the Minotaur for five hundred sacks of gold.

432 DR
YEAR OF THE SEA PRINCESS

- Duar Obarskyr kills Magrath the Minotaur and reclaims Suzail.

900 DR
YEAR OF THE AUGUST
AMATHOR

- King Galaghard III leads his army to victory against the Witch Lords of Wyvernwater.

1018 DR
YEAR OF THE DRACORAGE

- The purple dragon Thauglor descends upon Suzail, demolishing Castle Obarskyr.
- The army of Cormyr defeats Thauglor in the King's Forest.

1162 DR
YEAR OF THE PRANCING
CENTAUR

- Prince Palaghard of Cormyr and Queen Enchara of Esparin wed.
- Esparin is annexed into Cormyr.

1260 DR
YEAR OF THE BROKEN BLADE

- War of Regency, a bloody civil war between the rightful king Rhigaerd II and the regent Salember Obarskyr, begins.

1261 DR
YEAR OF BRIGHT DREAMS

- The War of Regency ends.
- Rhigaerd II takes the throne.

1336 DR
YEAR OF THE HIGHMANTLE

- King Azoun IV is crowned.

1352 DR
YEAR OF THE DRAGON

- Gondegal, “the Lost King”, attempts to establish a rival kingdom in Arabel resulting in an eight day war.

1369 DR
YEAR OF THE GAUNTLET

- The Abraxus Affair: a plot by Houses Bleth and Cormaeril to kill King Azoun IV.
- Houses Bleth and Cormaeril exiled.

1370 DR
YEAR OF THE TANKARD

- Nalavarauthatoryl the Red, the “Devil Dragon”, amasses an army of orcs, grodd goblins, ghazneths, and other monsters to attack Cormyr.
- Redspring, Arabel, Eveningstar, and Tyrluk are sacked by the orc and goblin armies.

1371 DR
YEAR OF THE UNSTRUNG HARP

- Birth of Azoun V of Cormyr.
- Death of Azoun IV and Crown Princess Tanalasta.
- Beginning of the Steel Regency of Princess Alusair Nacacia

1373 DR
YEAR OF ROGUE DRAGONS

- Birth of Ganrahast, son of Vangerdahast Aeiulvana and Myrmeen Lhal.

1379 DR
YEAR OF THE LOST KEEP

- Four Day War between Cormyr and the Empire of Netheril.

1384 DR
YEAR OF THREE STREAMS BLOODED

- Azoun V crowned King of Cormyr. Steel Regency ends.
- Alusair is named High Marshal of Cormyr. Azoun V attempts to curtail the rights of nobility, but fails.

1385 DR
YEAR OF BLUE FIRE

- Spellplague begins.
- One third of War Wizards are slain, driven mad, or go missing.

1390 DR
YEAR OF THE WALKING MAN

- Death of the Dowager Queen Filfaeril.
- Alusair attends state funeral, argues briefly with her nephew the king, then disappears from court forever.

1392 DR
YEAR OF THE SCROLL

- Cities of Pros and Illipur petition the Crown to become vassal-states of Cormyr.

1394 DR
YEAR OF DEATHS UNMOURNED

- Worst symptoms of Spellplague subside.

1396 DR
YEAR OF THE SECRET

- Marriage of King Azoun V to Nalara Marliir.

1397 DR
YEAR OF THE QUILL

- Daerlun annexed to Cormyr.

1399 DR
YEAR OF THE FALLEN FRIENDS

- Caladnei, Royal Magician and Court Wizard of Cormyr, dies.
- Laspeera assumes post of Court Wizard and begins tutoring Ganrahas to adopt the duties of royal Magician.

1400 DR
YEAR OF LOST SHIPS

- Alliance of Freesailors formally disbanded.

1405 DR
YEAR OF THE GOLDEN MASK

- Birth of Emvar Obarskyr, first son of Azoun V and Queen Nalara.

1407 DR
YEAR OF HALLS UNHAUNTED

- Haunted Halls of Eveningstar closed to adventurers without explicit warrant from the Crown.

1408 DR
YEAR OF THE SOLITARY
CLOISTER

- Urmlaspyr offers allegiance to Cormyr.

1409 DR
YEAR OF TRUE OMENS

- Birth of Foril Obarskyr, second son of Azoun V and Queen Nalara.

1414 DR
YEAR OF SEA LIONS ROARING

- Azoun V restores loyal elements of House Cormaeril to nobility.

1422 DR
YEAR OF THE ADVANCING
SHADOWS

- City of Eversult becomes protectorate of the realm.

1428 DR
YEAR OF THE ELFQUEEN'S JOY

- City of Teziir accepts rule of Cormyr.

1430 DR
YEAR OF STALKING HORRORS

- Marriage of Foril Obarskyr to Jemra Rhindaun, of the Royal House of Tethyr.

1431 DR
YEAR OF THE LASHING TAIL

- Birth of Irvell Obarskyr to Prince Foril and Princess Jemra.

1437 DR
YEAR OF THE SILENT FLUTE

- Crown Prince Emvar killed in a Sembian ambush south of the Vast Swamp.
- Princess Jemra killed in a failed assassination attempt against Azoun V.
- Calls for war against Netheril and Sembia sweep Cormyr.

1438 DR
YEAR OF SILENT WATERFALLS

- Royal Magician Ganrahas discovers Emvar's bastard son Erzoured.
- Erzoured and his mother are brought to the palace.
- Erzoured's mother, Solatha, is given the title of Countess of Dhedluk to ensure Erzoured will have a title to inherit.

1439 DR
YEAR OF THE SILENT TEAR

- Failed negotiations with Sembia erupt into war.

1441 DR
YEAR OF RESURRECTIONS
RAMPANT

- Peace treaty drafted between Netherese Sembia and Cormyr, Cormanthor, and the Dalelands.
- Daerlun and Urmlaspyr granted independence.

1442 DR
YEAR OF DARKENBEASTS
RISING

- Azoun V restores the Goldfeather family to nobility.

1448 DR
YEAR OF NEOMEN SWORDS

- Marriage of Prince Irvel to Ospra Goldfeather.

1449 DR
YEAR OF GODLY INVITATION

- Death of King Azoun V.
- Coronation of King Foril.

1454 DR
YEAR OF THE EMERALD SUN

- Birth of Baerovus Obarskyr, son of Crown Prince Irvel and Princess Ospra.

1460 DR
YEAR OF THE MALACHITE
SHADOWS

- Birth of Raedra Obarskyr, daughter of Crown Prince Irvel and Princess Ospra.

1469 DR
YEAR OF SPLENDORS BURNING

- Cormyr declares Proskur a protectorate of Cormyr.

1473 DR
YEAR OF THE HERETIC'S
RAMPAGE

- King Foril orders city of Wheloon sealed and turned into a prison colony for worship of Shar and conspiring with the Netherese.

1485 DR
YEAR OF THE IRON DWARF'S
VENGEANCE

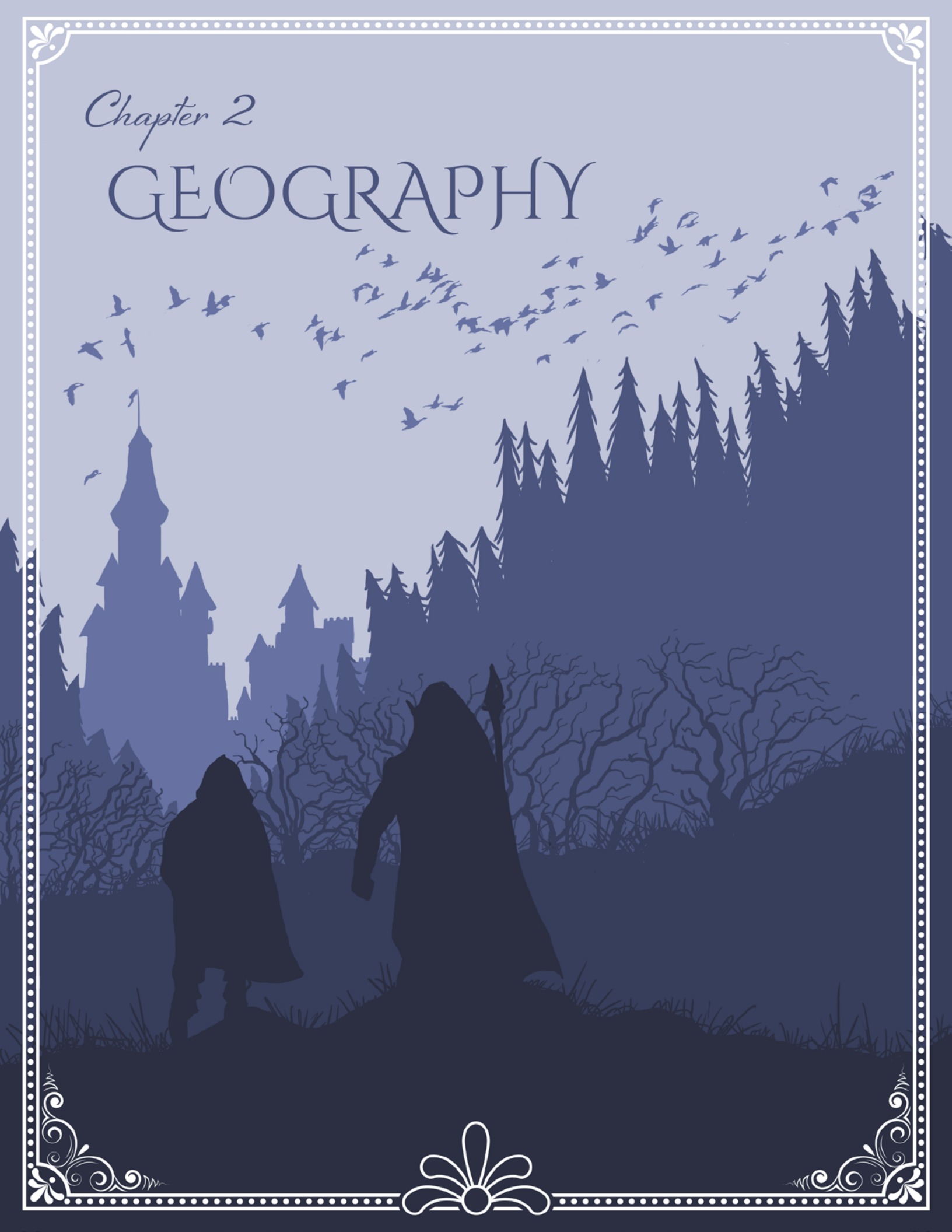
- War against Sembia erupts.
- Cormyr captures Daerlun and Urmlaspyr.

1486 DR
YEAR OF THE NETHER
MOUNTAIN SCROLLS

- Netheril attacks Cormyr from the north sacking much of the northeast and laying siege to Arabel.
- Wheloon is sacked and prisoners are released.
- King Foril dies of old age.
- Marsember is sacked.
- King Irvel is killed by the Purple Dragon Reborn during the siege of Suzail.
- Raedra defeats the Purple Dragon Reborn in single combat and Cormyr routs the Shadovar army.
- Baerovus abdicates the throne to Raedra.

Chapter 2

GEOGRAPHY



Cormyr is a nation defined, in many ways, by its own natural geography. Sometimes known as the Forest Country, due to the vast forest that once covered the nation's lower valley, much of Cormyr has since been cleared to make room for tracts of farmland. To the west and north, the mountain ranges known as the Stormhorns protect the realm from attacks, while lake Dragonmere defines the southern border. To the east lie the Thunder Peaks and the Hullack Forest, as well as the Vast Swamp which separates Cormyr from neighboring Sembia. The interior of Cormyr features numerous rivers and lakes, as well as the expansive King's Forest and smaller Hermit's Wood and Hullack Forest.

The wet, temperate climate of Cormyr is one of its primary strengths, allowing grain to grow high and forests to grow rich and green. The Dragonmere provides coastal routes to the Sea of Fallen Stars, allowing for lucrative commercial traffic with much of the interior of Faerûn.

THE DRAGONMERE

A large lake connected to the Sea of Fallen Stars by a strait known as the Neck, the Lake of Dragons is a key component of Cormyr's trade empire as much of the nation's trade passes through the ports of Marsember and Suzail before heading out into the rest of Faerûn. Numerous cities are built along the shores of the Dragonmere, including Cormyr's two largest ports.

SUZAIL

Suzail is the royal capital and richest city in Cormyr, and it is home to all of the most important nobles and merchant houses in the country. The city is divided into two distinct districts. The center of the city is the Royal Court, containing the palace, the Royal Gardens, and numerous noble estates. The Royal Court is separated from the rest of the city by Lake Azoun, which serves as a small natural moat. A

long semi-circular street known as the Promenade runs along Lake Azoun from Eastgate to Horngate, defining the border between the Royal Court and Suzail proper.

South of the Promenade lies the common portion of the city, where rows of neat little shops and houses line the streets. To the east stands the market hall, where farmers from outside the city gather early each morning to sell their wares. The houses and shops on the north of town, near the Promenade, are typically tall, narrow, and well kept, and gradually grow less impressive as one nears the docks and open market. Taverns and inns are plentiful, and a custom among wealthier merchants and nobles is

A NOTE ON NOMENCLATURE

While this book uses "Comyrean" to refer to people, places, or objects originating in Cormyr, "Cormyrian" is equally acceptable. Cormyte is common as well, though it is considered less proper. Some similar terms:

Arabel: Arabellan

Immersea: Immersean

Marsember: Marsember, Marsembian (Informal)

Suzail: Suzailan

to have meals from their favorite establishments "run-in", which is to say delivered hot to your door. All of the buildings in Suzail are stone, by civic law, to prevent fire and damage from the wind and rain that sweeps in off the Dragonmere.

To the south, along the banks of the Dragonmere, are three distinct harbors. To the west is the Basin, a deep harbor that is regularly dredged and can accommodate up to twenty large ships. The central harbor can accommodate up to thirty large ships and dozens of smaller crafts. This is the primary harbor for commercial vessels. The central wharves are accessible only through large royal warehouses, where goods are painstakingly inspected and taxed

as necessary. The easternmost harbor contains the royal docks used by the Cormyrean navy, known colloquially as the Blue Dragons.

Suzail is also the military center of the realm. A mighty eighty foot tall curtain wall surrounds the landward side of the city, Purple Dragons and War Wizards maintain a large garrison within the city's barracks on the far south-eastern side of town, and the Imperial Navy is harbored in the royal docks. From here, the military of Cormyr is able to rapid-

ly deploy to nearly any part of the interior of the nation, ensuring that revolutions are short lived and ill-advised.

The day-to-day operations of the city are managed by Lord Magister Edwin Morahan, a veteran Purple Dragon, and his herald, Lady Eleanor Thond. Under the orders of Queen Raedra, and King Foril before her, the Purple Dragons have managed to keep the city free of any major thieves' guilds or smuggling groups.

Those coming to Suzail from other large cities in Faerûn are often astounded by its relative cleanliness and lack of slums. City authorities would claim that the cleanliness is largely the result of civic pride, while its lack of shantytowns or slums is largely due to the abundance of opportunity and relative safety of areas outside of Suzail's walls. There is some truth to both statements, but in fact the small size of the city proper, high rents, and abundance of regulation and legal enforcement leads to poorer citizens and those with criminal intent making their way to Marsember instead.

Suzail is home to more immigrants than many other parts of Cormyr, and while still primarily human, there are many gnomes, dwarves, and halflings within the city. The city is quite tolerant, and non-human citizens enjoy all of the same rights as any other Cormyrean. Gnomes, in particular, have been quite prosperous as cobblers, plumbers, roofers, and tinkerers. Gnomes and halflings alike work in the warehouses near the docks performing load-label-and-fetch jobs.

Guards in Suzail are friendly and courteous, though the War Wizards who often accompany them are significantly less so. Knowingly lying to a city guard is a criminal offense incurring a fine of no less than 20 gold pieces and placement on a list of known law-breakers. Outlanders who violate this law are often instead exiled on the spot.

Suzail maintains a strict curfew, though legitimate traders may acquire license to load and unload caravans after dark. Such licenses cost 1 gold piece per night, and come with a small patrol of Purple

KNOWLEDGE: LOCAL

CORMYREAN ARCHITECTURE

During the winter and spring, much of the nation is battered by heavy snow and rain. As a result, most houses in Cormyr are built with the weather in mind: sturdy stone houses with high pitched slate roofs to provide adequate drainage are a necessity if a home is expected to last. Among the upper class, balconies are popular, allowing for long lazy days relaxing in the sun during Cormyr's long summers.

Older homes follow a style known as Azounian architecture, named for King Azoun IV who reigned during the height of this style. It is characterized by symmetry and restrained ornamentation in the classical style. Columns were popular, and often larger than strictly necessary to display strength and stability. The newer Alusairian style is, in contrast, characterized by asymmetry and ornamentation, particularly along the corbels that support the building's roof. Both architectural styles feature vaguely militaristic elements like towers, even on manor homes not built for the purpose of withstanding sieges. Widow's walks, small rooftop balconies where families could watch for the return of soldiers, were also somewhat common on larger manor homes, though they were used in peace time for entertaining guests. These militaristic elements went out of style during the reign of King Foril, but are experiencing a revival under Queen Raedra.

Aside from manor houses, a particularly Cormyrean building style is the tallhouse: tall narrow homes intended to pack as much living space into narrow city lots as possible. Many of these tallhouses are three and even four stories tall, and some are divided so that different families live on each floor of a single home.

Dragons that serve as both protection and to ensure that all such activity is lawful. Order is maintained after dark at least partially due to the well lit streets, with each corner bearing an oil lamp in a large metal cage suspended by pulleys and chains from black, cast-iron brackets mounted to the walls. In the wealthier parts of town to the north, such lamps are more frequent, several to a block, and are mounted instead on tall free-standing poles. Many private residences also have a lamp in a window, on the inside sill, to allow the light to shine out onto the street below. The only area of the city not well lit is the western heart of the city, known as the “Dark-streets” and is primarily residences for unskilled laborers.

POPULATION

125,000

INNS AND TAVERNS

Bindle’s: Since losing its allure among the nobility, this wood paneled tavern is now a popular drinking club among merchants and is commonly used as a neutral meeting place for finalizing negotiations.

Dragon’s Jaws: An inn on the Promenade commonly frequented by adventurers, this inn has been managed for the past decade by the dwarven bartender Milo Dudley after the deaths and disappearances of the last several owners. It is one of the busiest hubs of activity within the commoners’ part of the city and hosts nightly competitions of feats of skill or strength that attracts a lively crowd.

Dragonriders’ Club: A private club renown for its beautiful mask-dancers, the Dragonriders’ Club is a favorite place for young nobles to invite those they are trying to impress. During the daytime, the club also functions as a spa and offers haircuts, baths, and massages to its members.

Golden Goblin: Named for the glowing golden statue of a leering goblin that illuminates the tavern, the Golden Goblin is a seedy, smoky tavern with low ceilings and cheap ale that caters to the city’s working class. Fisticuffs are common, and it is customary for the tavern’s regulars to haze new folks with a mild beating. If they come back for a second time, they are welcomed warmly.

The Myrmidon: One of the older inns in Suzail, the Myrmidon has operated under several different names in the past. It is run by a pair of retired



SUZAIL



1. Royal Palace
2. Royal Court
3. Tower of the Royal Magician
4. Lake Azoun
5. The Silent Room
6. Shrine to Tempus
7. Eastgate
8. Shrine to Malar
9. Rowanmantle Castle
10. Greatgaunt Estate
11. Cormaeril Compound
12. Dracohorn Mansion
13. Huntcrown Estate
14. College of War Wizards
15. Emmarsk Mansion
16. Huntsilver House
17. Alsevir Estate
18. Hawklin House
19. Goldfeather Estate
20. Dauntinghorn House
21. Illance House
22. Royal Gardens
23. Truesilver Castle
24. Marliir Mansion
25. Crownsilver Castle
26. House of Lord Magister Morahan
27. House of Lady Thond
28. Monument to the Purple Dragon
29. Skatterhawk family house
30. Delcastle Manor
31. Horngate
32. Wailing Wheel (inn)
33. Six Candles (inn)
34. Dragonriders' Club (club)
35. Witch-Duke's Bride (tavern)
36. The Myrmidon (inn)
37. Promenade
38. Dragon's Jaws (inn)
39. Bindle's (club)
40. The Royal Smithy
41. Society of Stalwart Adventurers
42. Temple of Good Fortune
43. The Nightgate Inn (inn)
44. Dragoneye Dealing Coster
45. Thousandheads Trading Coster
46. Seven Suns Trading Coster
47. Six Coffers Trading Coster
48. Shrine to Milil
49. Shrine to Lliira
50. The Market Hall
51. Taverant's Tellings
52. The Lockup
53. Citadel of the Purple Dragons
54. Royal Docks
55. Harbor Tower
56. The Market Yard
57. Laughing Lass (tavern)
58. The Osculatory (club)
59. Ring of Coins (shop)
60. Skatterhawk Warehouse
61. The Basin
62. Shipyards
63. The Market
64. Field Gate
65. Iravan's Rental Yards
66. The Golden Goblin (tavern)
67. The Leaning Post (inn)
68. Talahon's Rental Yards
69. Trueshield Trading Priakos

Purple Dragons, and is frequented by adventuring companies, Purple Dragons, and War Wizards.

Teneth's: This unusual festhall, owned by Gaelyse Cormaeril, a disinherited noble and Chosen of Sune, is one of the most popular places for trysts among nobles and commoners alike. Entrants are taken to ritual bath houses where they are washed in scented waters, carefully dried and groomed, and given gauzy robes. Teneth's features a variety of exotic acts and performers wearing all manner of costumes (as well as performers that wear no costumes at all). The festhall was severely dam-

aged during the siege of the city, but has since been restored to its former glory.

The Witch-Duke's Bride: A favorite of Cormyrean nobility, the Witch-Duke stocks the largest variety of liquor in Suzail and serves exotic foods from lands across the Sea of Fallen Stars. The interior of the establishment is adorned with polished wooden paneling and artful hanging lanterns, lit with a brilliant magical luminance. An enormous glaive-fish is mounted above the door of the lintel, and it is common for diners to "touch the fish" for good luck.

SHOPS

Ring of Coins: The Ring of Coins is a pawn shop known for its wide and constantly changing variety of wares. It is a good place for adventurers trying to offload goods that they cannot sell elsewhere, and the owner asks few questions about the provenance of such items.

Tavernant's Tellings: A print shop that caters to the general public, Tavernant's prints advertisements, notices, menus, and broadsheets at a price of 5 gp for the typesetting plus 1 sp for each copy. For an additional fee of 1 sp per copy, Tavernant's posters will glue broadsheets to stone walls around town. The broadsheets have to be removed by burning them off, giving rise to the expression "scorched news" to refer to recent news or gossip.

The Wedding Knight: The Wedding Knight is an expensive tailor that's been in business as long as anyone can remember and has long become known as the place to shop for wealthy nobles

looking to set trends, though some consider their style to be overdone and foppish. Many of their garments feature cloth of gold, gemstone, and even minor enchantments which inevitably creates a look that is impossible not to notice.

TEMPLES

Towers of Good Fortune: The largest temple in Suzail is dedicated to Tymora, and welcoming to adventurers. A former high priest of the temple, annoyed by the braggadocios nature of their counterpart in Arabel, undertook a substantial renovation of the temple so as to not be upstaged by the temple of the smaller city to the north.

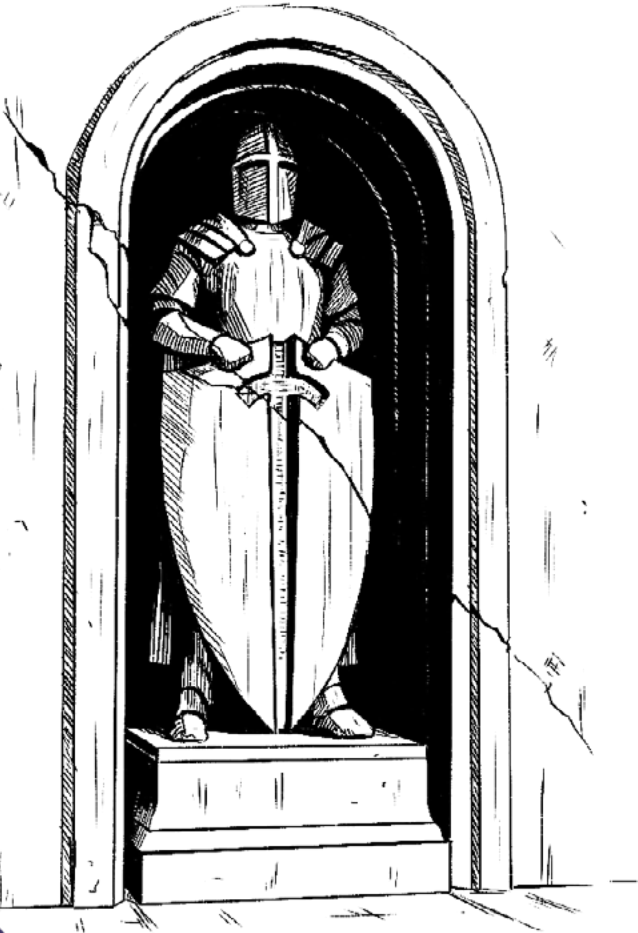
Silent Room: Once dedicated to Denier, the Silent Room is now sanctified to Oghma and is the center of the Oghmanyte Church in Exile, a splinter sect that seeks to appoint a new grand patriarch of the faith and reform the way in which knowledge is distributed. The Silent Room is renowned for its library, which is open to visitors for a small fee.

POINTS OF INTEREST

The Lockup: The prison of Suzail resembles a giant block of stone and is where the city keeps suspects awaiting trial and criminals serving time. A number of statues of Purple Dragons in full battle regalia are carved into the edifice at ground level, and it is rumored that the warden of the city can call upon them to animate and assist the local guard.

The Promenade: A long semicircular street that divides the royal gardens from the rest of the city, the Promenade is well lit by magical flames keeping it bright and safe even in the darkest hours of night.

The Royal Court: A sprawling complex of interconnected buildings that has been expanded over the centuries and houses all of the legal and administrative functions of Cormyr, including the Lord Magister and his herald. It also houses the Shrine of Four Swords, where four of Cormyr's royal blades are displayed, the Hall of Honor, where visitors can view numerous artifacts of historical significance, and the Chamber of the Purple Dragon, which



serves as the throne room of the realm and is the site of royal proclamations, weddings, and funerals.

The Royal Palace: The Palace of the Purple Dragon is a fantastical castle with numerous spires, balconies, promenades, and fluttering pennants surrounded by the forested Royal Gardens. It contains more than a hundred halls, rooms, and chambers, all decorated in royal purple, as well as countless corridors, secret passages, and hidden vaults. The royal family lives within, and the royal houses of Crownsilver and Truesilver also have apartments within the castle though they are rarely used. Only those who have been expressly invited to the palace are permitted to enter, except for knights and nobles, courtiers on official business, and senior officers of the Purple Dragons. During the Spellplague the wards in the eastern wing of the palace failed and it has since been the site of numerous hauntings and disappearances, leading to it being dubbed “the haunted wing”.

The Society of Stalwart Adventurers: An exclusive club housed in an old, luxurious mansion, the Society of Stalwart Adventurers is a common meeting place for chartered adventuring companies to research and prepare for expeditions. It’s massive library contains one of the largest collections of adventuring journals and maps outside of Candlekeep and is tended by a host of intelligent flying monkeys.

IMPORTANT CHARACTERS

Edwin Morahan

Personality: decisive, blunt, loyal

The current Lord Magister of Suzail distinguished himself as a paladin and Purple Dragon during the war with Sembia, and has served as the Lord Magister since his retirement. He is stalwart and loyal to the crown, and is an efficient and decisive leader.

Eleanor Thond

Personality: charming, intelligent, ambitious

A human courtier from an Arabellen merchant family, Lady Eleanor Thond is an intelligent and ambitious woman with an eye for detail and a

KNOWLEDGE: LOCAL SUZALE

A can’t miss for the thirsty traveler, Suzale is a nutty dark ale, specially prepared by the royal brewer of the House of King Azoun IV of Cormyr. Though its proper title is Purple Dragon Ale, most taverns advertise it by its more humorous nickname. First brewed for the royal servants and household of the Palace Royal, it can now be found throughout Cormyr and beyond.

Other popular ales and beers in Cormyr include:

- **Railur’s Red.** A “red” amber ale made in the coastal lands of Cormyr and Sembia with three roast barley, citrus rinds, and spices, and drunk throughout eastern Cormyr, Sembia, and the Dales.
- **Old Black Goblin.** A porter that contains cherrywood ash and licorice root, Old Black Goblin is expensive and available only in the finest taverns of Cormyr and Sembia. Its origins are somewhat shrouded in mystery, and is rumored to be brewed in secret by a noble family of Cormyr that tightly controls the brewing and distribution process. Imitation Black Goblin sometimes makes its way to smaller taverns, though the real stuff is distinguishable from the imitations due to the special kegs branded with a hunched black stick figure.
- **Sarmsark.** A bitter, strong-tasting, but light on the stomach ale, Samsarsk is typically served by cheap taverns because patrons can drink a lot of it before feeling ill. It tastes of orange rind and is made by many brewers using a widely-known method, leading to a wide variety in quality.

silver tongue. She compliments Lord Morahan well, providing a subtle touch that the gruff military man lacks. Lady Eleanor was once a bard and has a soft spot for dashing young men. While she enjoys the prestige of her current position, she secretly dreams of marrying into a noble house.

Gyles Hawklin

Personality: driven, focused, diligent

The senior member of House Hawklin frequently

hires adventurers to patrol the borders of Cormyr and engage in acts of espionage within Sembia. He is always in the market for rare artifacts and information.

Lavartes Dauntinghorn

Personality: adventurous, cunning, brash

Lavartes is a handsome and rugged young scion of House Dauntinghorn who oversees the family's dealings with adventuring companies and freesails. He will gladly pay bounties for wanted pirates, and keeps well informed on the movements of pirates throughout the Dragonmere and beyond.

Luckmaster Olane Davanac

Personality: wise, nostalgic, forgetful

An older Arabellen priestess of Tymora, Luckmaster Olane is widely travelled and well respected among the people of Suzail, particularly the nobility and merchants of the city. She has a soft spot for adventures, and is rumored to have been a bit of an adventurer herself in her younger years.

High Namer Wyndel Sedranis

Personality: wise, caring, calculating

The leader of the Oghmanyte Church in Suzail and distant relative to the Emmarask family, High Namer Wyndel Sedranis offers fair prices to adventurers for any unique tomes that they uncover.

KNOWLEDGE: LOCAL PRAYER TO OGHMA

"Lord of All Knowledge. Binder of What Is Known: Make my eye clear, my mind open, my heart true. Give me the wisdom to separate the lie from the truth. Give me the strength to accept what is so. My word is my steel, my reason my shield. And I shall fear no deception, for the truth remains. And Oghma has made me a lantern in the gloom. A compass in the wilds.

BLUSTICH

Blustich is a small hamlet on the edge of the Hermit's Woods along the western bank of the Wyvernflow. Villagers spend much of their time hunting, fishing, and farming. Most of the homes in the small village have private gardens which are used both to grow vegetables for personal consumption and as part of their reverence for Chauntea. Villagers also practice a religious rite known as windraising, a type of ceremonial dance used to invoke favorable winds. Several ranches to the south and west of the hamlet breed thimdors, making the hamlet a popular stopover for halfling caravans who purchase the beasts and sell them in Kirinwood and other northern towns.

BOGBROOK

Bogbrook is a muddy, unkempt farming village named for a spring that rises to the east of the Starwater River and forms a small marsh that flows into the river. The town is known for its melons, squash, and cranberries, which grow in sufficient quantity to supply most of the Dragonmere region. The houses in Bogbrook are built of stone with slanted stone roofs covered with boards and turf so that the rooftops themselves appear to be small garden hills. This provides adequate drainage for the tomatoes and melons, keeping them dry and making it easier to harvest. Some families supplement their income by gathering catfish, crayfish, trout, and frogs from the bogs using hook lines baited with nightcrawlers, bits of fat, or moldy cheese.

The village also produce a fiery black wine known as utterdark whose strong, slightly salty flavor is something of an acquired taste. The process to produce utterdark is kept secret and different families in Bogbrook often alter the recipe by including various spices or juices to produce their own varieties. While it is not widely popular it is a favorite of many quartermasters on the Sea of Fallen Stars due to its potency and many chefs love its ability to mask the flavor of spoiled or poor quality ingredients.

Utterdark sells for 1 gp a bottle in Bogbrook, but it is twice that in Suzail, Marsember, and Sembia. It can go for six times as much in Waterdeep.

Visitors to Bogbrook are advised to stay on marked paths and travel only during the day to avoid the many hazardous pits of quicksand that surround the village.

DAWNGLEAM

Situated on the northern shore of the Neck just east of the mouth of the Darkflow River, Dawngleam is a small, but prosperous fishing town. The village's docks are anchored on a series of tiny near-shore islands, the ruins of an ancient elven citadel, connected to one another by bridges.

Early in Cormyr's history, the flagship of the Cormyrean Crown Prince Azoun I was scuttled in the Neck and the crew managed to escape to the stretch of coast where the town was later founded. Grateful that all hands survived, the prince proclaimed it was "the best gleaming dawn seen in Cormyr." The phrase "dawngleam" came to mean sunrise throughout Cormyr in the subsequent years, due largely to a song commemorating the event by the minstrel Darbrukk Syndylver, and the village was named in honor of this occasion when it was founded nearly a thousand years later. Perhaps appropriately, Dawngleam is also the most easterly Cormyrean settlement on the Dragonmere, meaning it is the first to see dawn each morning.

The village remained relatively small until the mid 14th-century, when the Cormyrean navy expanded the docks and built a series of dockside ballista towers to enable the town to serve as a port for ships engaged against pirates in the Neck. The military presence brought stability which, in turn, attracted merchants to the town and resulted in a period of rapid expansion. One of the newly arrived merchants from Chessenta brought with them a process of preserving fish in seasoned oils (rather than salt) and storing them in clay shells, allowing Dawngleam's fish to be shipped and sold throughout Faerûn. They also established a joint venture

WHERE AM I? DRAEGUR HIGH

Just north of Moonever stands the ruins of what was once a fortified castle built by the Marendil noble family. After their exile, the small fortress was reduced to only three towers surrounded by rubble. One of the surviving towers, now known as the Moontower, has been claimed by the War Wizards for use as a waystop shelter and is home to a handful of War Wizards and a few Purple Dragons who assist in the maintaining of the tower as well as serving as guards.

The other two towers were leased for a time to Moonever merchants before being abandoned and left to ruin. Only one of those towers survives today, and has been restored for use as a private retreat for the Ridinghound family. Rumors of a subterranean complex beneath the old fortress has led the Ridinghounds to begin excavating the surrounding land, though as of yet they have found nothing of note.

with the local merfolk to set up a protected shallow cove that served as a clam bed. Dawngleam has remained a popular alternative to Cormyr's traditional ports in Marsember and Suzail for those seeking to avoid crowds, delays, and high fees.

The coast east of Dawngleam are inhabited by large packs of wild dogs, though these packs are opportunistic and more likely to steal loose food from travelers than they are to attack them.

POPULATION

1,200

INNS AND TAVERNS

The Maiden Danced at Dawn: This tavern serves sausages, fresh baked bread, biscuits, and nut cakes, as well as a wide selection of ale and wine. Their specialty is a dark red house brandy called

Maiden's Kiss, which was popular among locals and the Blue Dragons stationed in the town.

SHOPS

Argyr's Realmsry: This general supply shop was located in a large warehouse and sold a variety of items including food and drink, clothing, furniture, tools, hardware, and adventuring gear. His prices were fair, and his stock extensive, though anything not available could be special ordered and delivered from Suzail or Marsember in "about a tenday".

IMPORTANT CHARACTERS

Aeson Truesilver

Personality: calculating, ambitious, friendly
Aeson Truesilver is the dock warden of Dawngleam, and one of the youngest Blue Dragons to ever command such a post. He is well liked and respected by his men despite his youthfulness. His grandfather, Aysunder Truesilver, commanded the fleet from Marsember and was renowned as a strategist, a reputation that Aeson is eager to live up to. So far, he has proven himself a capable commander in confrontations against both the Sembian navy and pirate captains.

DREAMER'S ROCK

A small hamlet sheltered against the rocky face of a low mesa to the north of the Way of the Manticore, Dreamer's Rock is a small shepherd's village. The lee of Dreamer's Rock is scattered with small caves made by early settlers mining deposits of ore, which sometimes serve as temporary shelters for travelers, smugglers, outlaws, and wild beasts.

HELDUL'S REST

A small caravan stop halfway between Wheloon and Dreamer's Rock is home to a single inn by the same name. A short distance to the east lies Gyrlond-posts, the country estate of House Gyrlond.

HERMIT'S WOOD

This small stretch of forest is said to be home to a strange ghostly spirit, rumored to be that of the first inhabitant of the wood. While many claim to have seen this hermit, neither the War Wizards nor the Purple Dragons have ever managed to establish the truth of this tale.

JESTER'S GREEN

Jester's Green is a small village just north of Suzail. The town was originally settled shortly after the founding of Suzail, though the original settlement was burned to its foundations by goblins. It was later re-founded as Soldier's Green but came to be known as Jester's Green after the town's largest inn (which has also long since burned down). The town is popular among the many merchants who cannot afford the high rents of Suzail and daily caravans set out from the town just before sunrise each day.

A large open field, itself known as "the Green", lies to the south of the town and has become the traditional mustering camp of the militia ever since Gantharla Obarskyr stationed her foresters here during her return to Suzail in 245 DR which led to her coronation as Cormyr's first queen. A large stone barracks houses the Purple Dragons which patrol Cormyr from Suzail north to Calantar's Bridge and the Starwater River. The Green also serves as an open air market and once a tenday is home to a horse auction which attracts many citizens from nearby Suzail, including much of the soldiery.

POPULATION

600

INNS AND TAVERNS

The Lucky Dragon: Equal parts tavern and gambling house, the Lucky Dragon rents its gaming tables for 1 gp per hour (measured by an intricate water clock that chimes at the top of each hour). The ale and wine are of poor quality but cheap and the servings are generous. Purple Dragons play at half

KNOWLEDGE: LOCAL TRAITOR'S HEADS

This game played with five dice and two skulls is quite popular among the men of the Cormyrean military. The dice are placed inside one of the skulls and dropped out of it onto the second skull, which is placed in the center of a large dark cloak or velvet cloth (any dice that miss the second skull or roll off the cloth must be shaken and dropped again). Players take turns making a wager and throwing the dice with the objective of making the running total equal to thirty six. Wagers are added to the pot and each wager must meet or exceed the previous wager. Doubles, triples, and quartets may be taken at face value or rerolled at the casters choice (one die or both may be rerolled in the case of doubles, but if the player chooses to reroll a triple or quartet all the matching dice must be rerolled). Any casting where all five dice land on the same number wins the game instantly.

If a player goes over 36, they reroll all of the dice and subtract the roll from the current total. Thereafter, the game enters sudden death: each player rolls only a single die on their turn. Any rolls which would take the total over 36 are then ignored and the first one to reach 36 exactly wins the pot.



price, and the tavern is often crowded with off duty soldiers taking one another's money.

IMPORTANT CHARACTERS

Etain Stagblade

Personality: boisterous, brave, loyal

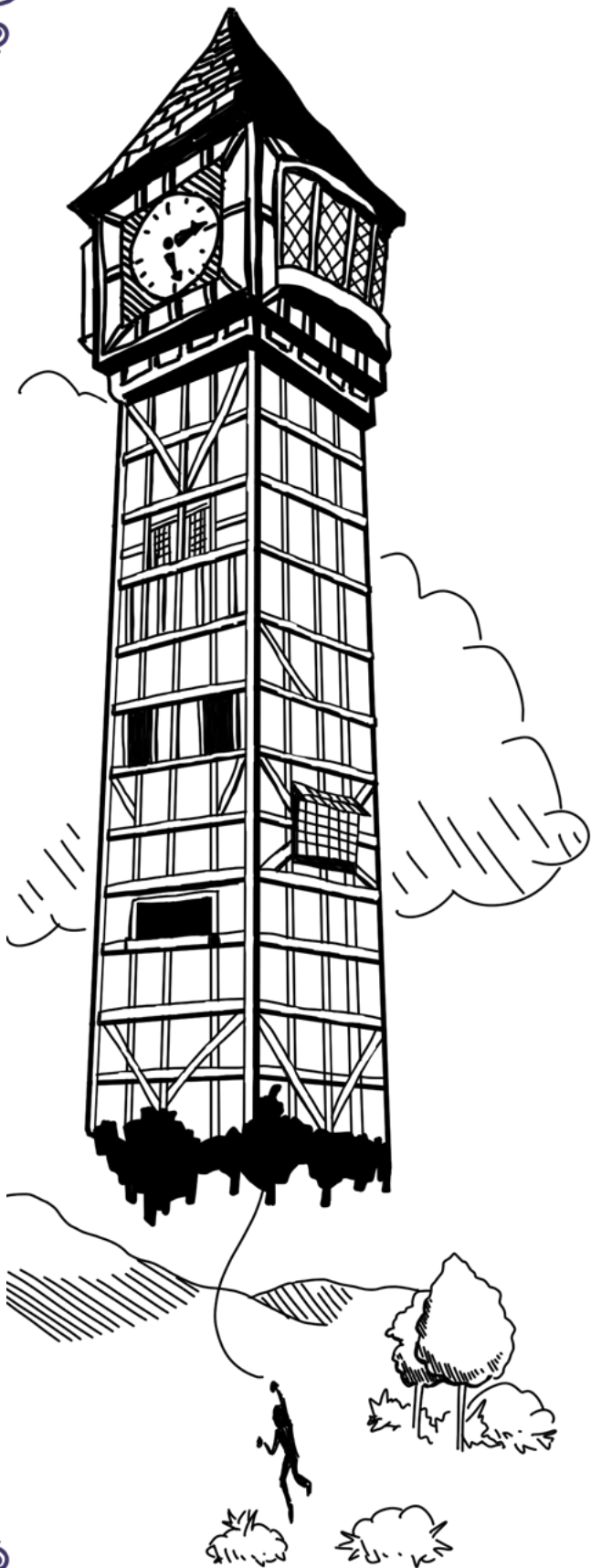
Etain is an enormous man. Rumors persist that his family carries the blood of giants, though Etain simply shrugs and smiles at such suggestions. He is from a family of commoners, though his grandfather was bannerguard to king Azoun during the final days of the Goblin Wars and his father served in the Purple Dragons with distinction. Etain was knighted during the war against Sembia, and has since come to command the garrison at Jester's Green.

KALLAMARN

A small farming village situated on the north bank of the Starwater River, the town is most known for the rapids which make passage along the Starwater difficult. A towpath along the bank allows porters or teams of thimdors to tow barges along the river, while smaller vessels are typically brought ashore and transported using carts. This has made Kallamarn a popular place for merchants to stretch their legs and get a decent meal before continuing along the river. The city is also known for a type of large apple, called the Kallamarn Catshead, which is used to make pies.

KIRINWOOD

Situated on the north bank of the Kirinar Stream where the Mistwood and Water trails meet, the town of Kirinwood is a settlement surrounded by a tiny wood around the town that is home to a busy circle of druids known as the Talkers to the Trees that head a band of foresters and supervise all harvesting within the wood. The town is known for producing a fern-and-mint wine used to treat all varieties of winter ailments and is best known for the way that it clears the throat. The village also produces a fiery mushroom ale that they sell for 5 sp a hand keg, as well as a mushroom gravy that is eagerly



sought by restaurants throughout the Dragon Coast. Because of its location, it serves as a mill town and market for many of the surrounding farms, which produce corn, oats, wheat, eggs, alfalfa, poultry, apples, raspberries, and blueberries.

POPULATION

1,400

INNS AND TAVERNS

The Old Troll's Foot: This rustic tavern is run by the local circle of druids and vaguely resembles a forest glade, its bark and vine walls lit by small ambulatory luminescent fungi and driftglobes that seem to wander from room to room. The menu is largely vegetarian, though boar is served on rare occasions such as festivals. The tavern's specialty dish, known simply as troll's foot, is a delicious blend of forest roots, mushrooms, herbs, spices, and mouth-wateringly tender beef served with fresh bread and berry crumble tarts that costs a (rather expensive) 5 gp a serving.

SHOPS

Galandor's Glassworks: A small shop which specializes in transforming the fine white sand found in ridges north of the village into glass beads, marbles, small figurines, wind chimes, and lenses.

LOCATIONS OF INTEREST

The Falling Tower: The Falling Tower is a large, square timber structure with oversized bay windows and large clock dials ringing its upper floor. It was once the seat of the Kirinar noble family, who founded a college of wizardry at the site. The school was a success and drew potential recruits from across southern Cormyr until a spell duel between two ambitious students destroyed the college, most of the students, the entire Kirinar family, and the ground floor of the tower. Somehow, the uppermost floors of the tower remained standing, well, floating 60 feet above the ground. It has remained suspended there for many years since, though heavy winds sometimes cause it to drift ever so slightly. Rumor holds that a gate can

be opened from somewhere within the tower and that it links to a second subterranean citadel built by graduates of the college and filled with treasure and many-armed snakefolk guardians (Volothamp Geddarm claims that the key to the gate is a hawk feather, though this information is about as reliable as the man who provided it). Adventures and Purple Dragons occasionally visit to clear it of pests, and Kirinese youths sometimes climb the ropes left behind by adventurers to explore the abandoned structure.

MARSEMBER

A seaport constructed on a series of islands interconnected by bridges and canals, Marsember is the second largest city in Cormyr and is, in fact, a bit older than Suzail by mere decades. The canals are used for travel and also waste disposal, and as a result the city is known to smell like a combination of rotting fish and latrine at low tide. The city boasts a thriving marketplace full of goods from far-off nations, and it is most well known for the spice trade from which it draws its name of the City of Spices. There is also a great deal of commerce in furniture, perfume, and fish, while shipbuilding and repair make up another large part of the local economy.

The city has a somewhat seedy history and it was long known for its lawlessness and corruption. While this has been mostly managed in recent years, the occasional gang of doppelgangers, Zhen-tarim smuggling crew, or lone disguised mind flayer can still be found among the city's many stone hovels. As a result, Marsember has also become a hub for Harper activity, with numerous safe houses and boltholes where Harpers can spend a season.

Few nobles call Marsember home, though the Scoril family is prominent locally and serve as loyal wardens and naval officers. The Illance family also has deep roots in the city, including many quasi-legal endeavors, and the Thundersword family owns a high walled estate said to have been purchased largely due to its private dock.

Small boats crowd the canals, and many goods

SECRET PLOTS THE FIRE KNIVES

A band of rogues that has been active in Suzail, Marsember, and Westgate for several centuries, the Fire Knives began as a group of bandits and thieves but quickly became notorious for their daring assassinations. The organization hates the nobles of Cormyr, and are responsible for dozens of deaths among the noble and royal houses of Cormyr. They enjoyed some success for many years, but after killing a very popular noble from the Huntsilver family King Azoun IV ordered a nationwide hunt for the killers, exiling them from the Forest Kingdom. The Fire Knives took up residence in Tilverton and Westgate, but were nearly eradicated completely when their plan to assassinate Azoun IV backfired spectacularly. They have been rebuilding ever since, joined by the exiles from houses Bleth and Cormaeril. They entered a brief pact with the vampire led thieves' guild known as the Night Masks, though this, too, backfired and resulted in a war between the Fire Knives and their would-be allies. The Fire Knives operate in high society, using their noble status to hide their deadly activities and allow them to get close to their victims. Members of the Fire Knives are known for using giant wasp poison on their blades and various types of ingested poisons to eliminate their targets. their casters.

simply pass from boat to boat to avoid the local laws and taxes. While most of these skiffs are functional (if a bit leaky) and utilitarian, expensive luxury skiffs are used by the local nobility and particularly well-to-do merchants. Purple Dragons also make use of skiffs, using a long twenty foot hook colloquially known as a "lawhook" to grapple and board passing boats when necessary. Such Purple Dragons are excellent swimmers and wear leather armor with easily removable helms and breastplates.

Only the wealthy can afford the flat, hard land found on the mainland, while the islands remain a tangle of homes and other establishments. Because of the fierce storms that occasionally buffet the city,

MARSEMBER



1. King's Tower
2. Morningmist Hall
3. Naval Drydock
4. Starwater Keep
5. The Old Oar Inn
6. The Barrelstone Inn
7. The Drowning Flagon
8. Xiousing Barracks
9. Xiousing Reagent's Palace
10. Thayvian Embassy
11. The Cloven Shield
12. Scoril Estate
13. Illance Estate
14. Thundersword Estate

each island features a low seawall made of quarry rubble to protect it from the tides, and buildings are required by law to be constructed of stone. During the Spellplague, the water level of the Dragonmere fell to the point that many of the canals and docks were left high and dry. The docks were extended to address the latter issue, and since the Dragonmere's return to its previous levels the city has been left with plenty of harbor space which has driven down prices and helped it recover as a port city.

While no longer the central command for the Blue Dragons, Marsember has an important role in the training of new recruits, as each newly enlisted member of the Blue Dragons receives formalized training in Marsember before being assigned to an actively patrolling ship. The training squadron is made up of four barely seaworthy carracks no longer fit for active duty, and the decrepit ships ensure that new recruits are familiar in all aspects of ship repair and maintenance.

POPULATION

38,000

INNS AND TAVERNS

The Drowning Flagon: A three-story inn with multiple entrances, including one used exclusively by locals, the Drowning Flagon features drinking,

dancing, and general merrymaking on the first two floors, with the third reserved as a small and quite expensive inn.

TEMPLES

Morningmist Hall: The only proper temple in Marsember is this slim-towered temple to Lathander. The entire temple glows with a constantly shifting rose-colored light, due to an enchantment within the stonework itself.

PLACES OF INTEREST

King's Tower: A massive smooth-sided tower rising from the northwestern corner of a coastal castle on the west end of the city.

Naval Docks: Twelve ships of the Imperial Navy are stationed in the docks of Marsember, overseen by the Dock Warden.

Starwater Keep: The Purple Dragon fortress at the east end of the city is home to the garrison of 3,000 Purple Dragons who patrol the city of Marsember.

Thayan Enclave: A small but well fortified Thayan enclave was established in Marsember just over a century ago. It has been permitted to stay, only



to avoid outright hostility with Thay, but is monitored closely by the War Wizards.

Xiousing: This small, cramped settlement on the northern edge of Marsember is inhabited primarily by Shou settlers. When the Dragonmere began to rise after the Spellplague, the entire neighborhood of Xiousing had to be enclosed in a seawall to avoid the encroaching waters. It has its own lord, Chang Li, and is run as though it were a separate political entity from the rest of Marsember. The people of Xiousing maintain traditional Shou values and culture, though they have also embraced Cormyrean law and customs.

MOONEVER

A fishing village located a few hours ride from Marsember on the eastern bank of the Starwater River, Moonever is mostly known for supplying oysters to Cormyr's inland settlements by way of small ice carts.

POPULATION

1,200

NESMYTH

This small town just north of the bend where the Starwater River turned south towards the Dragonmere was once a thriving farming village. Deforestation caused the land to dry out, ruining their crops. The city tried digging a series of irrigation canals, though the sandy soil caused the canals to dry out. They seeded the canals with a species of crayfish whose shells would decompose and seal the canals.

Unfortunately this attracted electric eels who swam upriver from the Dragonmere and resulted in a number of deaths among the local fishermen. Two solutions shortly presented themselves. First, a plant known as stalk was discovered to prevent the electric eel from being able to gather and release electrical current. Secondly, a local wizard discovered that eel-shocked canal water could be gathered in bottles and would glow brightly, replicating the magical effects of a continual light spell. The two

1. Smuggler's Stone
2. Purple Dragon Tower
3. Onar's Weelrite
4. Stables
5. Andar's Smithy
6. The Inn
7. Dry Storage
8. Harbor Hall
9. West Dock
10. Old Dock
11. Seven Oars Fishery

solutions resulted in ongoing arguments between those who wanted to begin selling light jars, those who wanted to use stalk to render the eels harmless, and those who wanted to simply close up the canals altogether and grow crops, like grapes for wine, that required less water.

In the end, the canals were combined into a single eel pool to limit the danger they posed and the water began to be treated and harvested to create light jars. In the north end of town, grapes were planted and a thriving wine industry sprung into existence in the following decades. The town remains small, but the citizens are now exceptionally prosperous. In the center of the city, wooden houses have been replaced by beautiful stone row homes and large estates are situated among the vineyards outside of the town proper.

POPULATION

600

ONGUL'S WATER

Ongul's Water is a small natural spring that lies in a tiny wooded valley to the northwest of Hermit's Wood that drains westward into the Starwater. The small nearby village grows vegetables and raises ducks, while some of the braver citizens hunt game in Hermit's Wood.

SMUGGLER'S STONE



5 10 25 50



PRESPUR

Two islands in the Sea of Fallen Stars belonging to the larger chain of islands known as the Pirate Isles, Prespur is home to the Cormyrean garrison town and shipyard known as Palaggar.

The smaller island, Traitor's Isle, is unoccupied. The only site of interest on this barren, windswept rock is the tower of a former Royal Wizard named Jorunhast. The Tower of Stars, named for the star mosaics which adorn the tower's exterior, has long remained abandoned, as it is quite difficult to reach without the aid of magic.

SMUGGLER'S STONE

An isolated cluster of fisherfolk's huts named for the landmark rock that shelters the mouth of its tiny harbor which was used as an impromptu lighthouse by smugglers for centuries. Despite the name, Smuggler's Stone is no longer a haven for illicit trade. It's now a crime to put lanterns or light fires out on the stone and the Purple Dragons and War Wizards both maintain constant vigil for pirates and smugglers. Rumors persist that buried hordes of pirate gold lie hidden in caverns beneath the hills north of town, though no such hidden caches have been found in well over a century.

The town itself houses a small fleet of private fisherfolk, and many of the well connected fishmongers in Marsember and Suzail procure eel, striped bass, and even shark from the piers of Smuggler's Stone.

POPULATION

38,000

INNS AND TAVERNS

The Inn: If asked about the inn's lack of a name Joran, the middle aged red-haired proprietor, will simply smile and ask why it would need a name. The Inn is the biggest building in town and the only inn or tavern within a several hours ride. It's a tumbledown old warehouse which has been marginally converted into a series of small rooms split across two floors. A small main hall serves as a taproom

1. Oldstone Hall
2. Slowtooth Armory
3. Rallogar Hardware and Sundries
4. Wheloon Watch House
5. Lantern Inn and Boathouse
6. Sendever's Stables
7. Rathool's Pool
8. Shrine to Selune
9. Bagult's Books and Rare Inks
10. The Green
11. Harvest Hall
12. Helms and Shields
13. Wyvern Watch Inn
14. Keeler's Mill
15. The Lady's Square
16. Valwater Traders
17. Woodsinger Wood
18. Tower of Shame
19. North Ferry Route
20. Wyvern Ferry Route
21. South Ferry Route
22. Cormyrean Coins Coster
23. Wheloon Moothouse
24. The Sembian Snail
25. Hann's Apothecarium

and dining hall, tended by Joran's wife and teenage children.

WHELOON

Once a prominent trading town renown for its white plaster buildings, beautiful green-slate roofs, and ferry service across the Wyvernflow river, the town of Wheloon was turned into a prison colony as punishment for harboring a cult of Shar in the years leading up to the war with the Shade. For years, criminals from across Cormyr were tossed into Wheloon as punishment for crimes worthy of lifetime imprisonment. During the war with the Shadovar, the mad general, Lady Marsheena, attacked the city and released its prisoners to reinforce her army. Those who weren't loyal to Shar were killed or fled the city, many joining the army of refugees and commonfolk led by Erzoured Obarskyr.

The city today is something of a ghost town. Lady

WHELOON



Marsheena left the buildings and infrastructure intact, though many had fallen into severe disrepair during its time as a prison colony. The residents who joined the army of Erzoured were granted their freedom and given deed to various properties within the city. Merchants from Suzail have begun slowly investing in the city, though its use as a stopover for merchants and traders is somewhat diminished by the pall of ill fortune that still lies over the town.

KNOWLEDGE: LOCAL WARDS IN CORMYR

Wards are magical defenses that prevent those without the proper token from passage. While nobles, merchants, and powerful mages employ many varieties of wards, often tailored to their own individual needs, the War Mages use three standard types of wards for a variety of purposes, which allows them to distribute standardized passkeys.

Ring Ward: The weakest type of ward is known as a ring ward, for the Purple Dragon ring (as do a war wizard's cloak, a commander's ring, or a passagestone) which permits passage. It unauthorized beings try to pass through the ward, they receive a mild energy shock (1 damage for each turn in which they remain in the warded area) and triggers an alarm spell in the form of a light or sound. This type of ward also absorbs the energy of any spells of 3rd level or lower, meaning that such spells cannot be cast and the effects of any such spells are suppressed while in the warded area.

Cloak Ward: The middle type of ward is called a cloak ward because a war wizard cloak permits passage through it (as do a commander's ring or a passagestone). This ward functions as a ring ward, but additionally a creature who enters or begins their turn in the warded area fails a DC 18 Wisdom saving throw takes 6d6 points of psychic damage and is paralyzed until their next turn. Undead creatures who fail this saving throw are destroyed.

Full Ward: The strongest wards require a commander's ring or a passagestone to be passed through. Full wards are typically found within the area of a Cloak Ward, and combine its effects with a wall of force and the ability to reflect spells back upon their casters.

To the north and south of Wheloon are new ferry lines, where barges travel along sturdy ropes tied to the riverbanks on the eastern and western shores. The two ferry lines compete for business, which keeps the prices low. The northern barge is less expensive (1 sp per head, 50 sp per cart), but the southern barge (2 sp per head, 1 gp per cart) can handle larger carts and is far more popular. This also means longer wait times, however, with merchants sometimes waiting several hours for their turn. Independent skiffs are also available to ferry small parties across, and each can carry up to 10 passengers for a cost of 10 sp per trip. The ferry line that operates along the road through the city is free, maintained by the crown and staffed by Purple Dragons, in an effort to bring commerce back within the city proper.

The portion of the city outside of the city walls on the Wyvernflow's eastern bank is by far the most prosperous, having never served as a prison colony, though many of the buildings were converted to administrative infrastructure for the prison.

POPULATION

4,000

INNS AND TAVERNS

The Scarlet Sheaf: A tavern of ill repute, even within the walls of Wheloon, this tumbledown wooden structure is popular among seedier residents of the city.

The Wyvern Watch Inn: Located on the western end of the ferry that brings the convicted into Wheloon just inside the city's eastern gates, this once successful inn now serves as a receiving house for the condemned.

POINTS OF INTEREST

The Tower of Shame: This now ruined temple which was built on the ruins of an old citadel. It is built into the rocky cliffs of one of the bluffs at the edge of the city. The temple was commissioned with the approval of the lord of Wheloon, Lord Redbeard, as Cormyr's first temple to Mystra and was initially hailed as a great achievement, attracting

worshippers from throughout Cormyr. The temple is the reason that Wheloon was walled off to begin with, having been secretly dedicated to Shar. The priests here were also behind a series of kidnappings within the city, with victims either mentally dominated by the Sharran cultists or tortured to death. During its time as a prison colony, the temple was home to a large gang of criminals and Sharrans. When the city was reopened, the temple was razed to its foundations and construction has begun on a Purple Dragon citadel on the site.

Wheloon Moothouse: This wide stone and timber building faces Wyvernflow from its eastern banks and serves as the city's courthouse and meeting hall. For a time it was used primarily to process those who were being sent into the Wheloon prison, but has since returned to its former purpose.

Oldstone Hall: Once the palatial, gargoyle-covered estate of the former lord of Wheloon, Lord Sarp Redbeard, Oldstone Hall became a safehouse for the city's Purple Dragon patrols within the city walls. Much of the finer appointments are threadbare and worn and entire wings of the estate went unused for years, but the old wealth grandeur of the palace is still evident. It is now home to Sarp's daughter, the current lord of Wheloon, Ella Redbeard.

Woodsinger Wood: When the wards were raised around Wheloon, many innocents found themselves trapped inside, including a caravan of wood elves who had come to the city to trade. As the city divided itself into gangs, these wood elves claimed a small patch of forest within the city walls and called themselves the Woodsingers. For many years they fought off the more vicious gangs and found some semblance of peace within their forested homes. When the Shadovar "liberated" the city, the Woodsingers fought bravely against them and their leader, Illan Wildfinder, was killed in the confrontation. In memory of his sacrifice and as a form of reparations for their wrongful imprisonment,

the forest has been given over to the remaining Woodsingers, with a statue raised to honor Illan at the forest's edge. In the past few years the forest has grown into a thriving community of wood elves and half elves within the otherwise gloomy city.

IMPORTANT CHARACTERS

Ossten Delaire

Personality: course, courteous, wistful

Goals: serve with distinction and get reassigned to Suzail

Ossten is the sergeant in command of the Purple Dragon garrison at Wheloon. His husband lives in Suzail, and Ossten wishes to prove his worth so that he can return home to the capital.

Ella Redbeard

Personality: wise, calculating, weary

Goals: return some semblance of dignity and honor to her city

The daughter of Sarp Redbeard is a skeptical and cautious woman who runs the reopened Wheloon



with calm efficiency. She can often be found standing on one of the many balconies of Oldstone Hall, looking out over her city and making notes in a small notebook that she keeps with her at all times.

Jerrick Valwater

Personality: self effacing, helpful, cunning

Goals: restore his good name

Jerrick Valwater was a prisoner in Wheloon for his part in an assassination attempt on King Foril, but was freed shortly before the war with the Shadovar. He spent the intervening years serving as an unofficial spy for the crown in Sembia, and after the war he was granted clemency for his aid in the war effort and returned to Wheloon. Disinherited from his noble house, he now runs a small mercantile business employing former convicts in the city.

WORMTOWER

A small village within a small, secluded valley north off the Bluemist Trail, about a half day's ride west of Dawngleam, Wormtower is filled with quaint cottages, winding gravel lanes, tiny hedged gardens, rubble walls, and oldgrowth trees. The village is home to a number of excellent coopers, carpenters, and potters and produces many useful items such as coffers, chests, chairs, shelves, lanterns, ladders, and all manner of other furniture.

POPULATION

500

INNS AND TAVERNS

The Dead Dragon Inn: A rustic inn with a quaint common room is pleasant in the summer months, but quite cold come wintertime. It has only a single hearth, located in the small common room, and the small outhouse lies across the stable yard. The food and drink are good enough, and the upper rooms overlook the ruins of the ruins to the north of town, giving a breathtaking view of the skeletal dragon sitting atop his pile of gold.

SHOPS

The Tower Shop: This sprawling cluttered shop burrows into and climbs the side of a small grassy hill, and is made of a series of small rooms connected by short, steep stairs and narrow passageways, all crowded with furniture and other items made by local craftsfolk.

LOCATIONS OF INTEREST

The Wormtower: At the north of town is the ruins of Wormtower, the mage's tower from which the town draws its name. The skeletal remains of the dragon who destroyed the tower can be clearly seen atop a huge hoard of gems and gold coins. Despite being readily visible, the villagers avoid the tower and no one is known to have successfully entered the ruins and emerged with any treasure. Anyone approaching within ten feet of the tower walls is struck by a terrible blue lightning bolt (14d6 lightning damage, a successful DC 18 Dexterity saving throw reduces the damage by half). Even those who have managed to make it past the lightning disappear once inside (they are, in reality, transformed into a random creature and teleported to a location appropriate to their new form unless they succeed on a DC 18 Charisma saving throw). It is said that only a passagestone created by the tower's original master, Nendar Thrinn, will allow one to enter the ruins, though whether such passagestones remain in existence is a matter of much speculation.

THE VAST SWAMP

A large stretch of forested wetlands that separates Cormyr and Sembia, the Vast Swamp has no permanent settlements and is so neglected by both of the nations that it was never even given a proper name. The forests in the swamp consist of gnarled oaks and stunted blueleafs in the dry ground surrounding the swamp, shifting to cypress, water birch, and willow in the heart of the swamp.

Numerous tribes of lizardfolk, trolls, hobgoblins, and gnolls live in the swamps, along with more powerful black dragons, beholders, hydras, grell, and catoblepas. The marsh is also home to disease bearing insects, noxious clouds of gases, and patches of quicksand.

Strange evil humanoids known as meazels are found almost exclusively within the Vast Swamp, living in crude shelters in the deep swamp. Though not particularly numerous, goblins, kobolds, and even orcs feared them as magical spirits capable of stealing away lone travelers to devour. As a result, goblins and orcs fashioned crude charms and fetishes that they believed would ward off the meazels, while kobolds sacrificed their own kind to appease them.

BATTLERISE

A small hamlet named for the hill overlooking the Darkflow River upon which rests a ruined castle, Battlerise is home to only a handful of hardy farm families and a stockaded way stable which re-provisions caravans coming to Cormyr from Sembia (or vice versa). Reconstruction on Battlegate, the ruined castle, has begun many times over the years by nobles hoping to turn the tiny hamlet into a serviceable trade town between Cormyr and Sembia, but the general unpleasantness of the surrounding swamp, coupled with rumors that the keep is haunted, has prevented anyone from completing the massive undertaking.

LOCATIONS OF INTEREST

Valwater Estate: Located a short distance from Battlerise, to the north of the Way of the Manticores, lies the tumbledown old estate of the Valwater family. After losing their home in Suzail, this disgraced minor house moved to their country home which became an early front for the war with Sembia. They lent their home and their aid to the Purple Dragons for use as an outpost and have regained some of the dignity that had been lost for their part in an assassination plot against King Foril.



GHARS

A small town built in the shadow of a sizable Purple Dragon garrison responsible for patrolling the area north and east of the Vast Swamp, Ghars serves the surrounding farmers as a market town and the surrounding region provides fruit and vegetables to Suzail. These goods must be taken by fast coaches, changing horses many times along the way, to arrive in Suzail or Marsember before they spoil, but their quality is hard to match. It mostly exports oats, barley, and wheat, which can be shipped by barges downriver from Hultail to Wheloon and Blustich.

POPULATION

1,200

THE LOST REFUGE

This ancient keep was built by the Cormyreans long ago to keep watch over the Vast Swamp and the trade road to Sembia. The keep and its surrounding town fell to a combination of orc attacks and the natural expansion of the swamp, and it was subsequently abandoned.

The keep itself lies on a planar rift that leads to the Plane of Shadow, and rumors persist that the Dusk Lord of Sessrendale fled through this portal after fleeing from his homeland. These rumors attracted a number of Sharran cultists as well as the Shadowscapes, a tribe of lizardfolk warped by the plane of shadow. While their numbers were greatly reduced by adventurers who drove them from the keep, scattered groups of Sharrans and Shadowscale remain to this day both in the surrounding swamps and on the Shadowfell. Following the defeat of the Sharrans, the Lost Refuge fell into the clutches of the Sharptooth tribe of lizardfolk who have since made an alliance and established regular trade with the kingdom of Cormyr. Some argue that this peaceful arrangement cannot last, and have attempted to push the queen into conflict with the lizardfolk.

MONKSBLADE

Monksblade was originally founded by a militant branch of warrior-monks devoted to Chauntea known as the Watchers Over the Land, on a site with a deep well of clear, fresh water. These first settlers were later joined by Red Knights of Tempus, the Lucky Knights of Tyche, and the Worshipers of the Wave devoted to Umberlee, each of whom built large fortress temples dedicated to their gods and assisted in clearing the eastern portion of Cormyr of monsters and bandits alike, allowing the nation to grow and expand. Eventually the four temples were depopulated through attrition in their wars against brigands, lizardfolk, and Sembians and the temples were left to fall into ruins. After lying vacant for some time, a group of farmers received permission from the crown to reclaim and resettle the ruins, forming the city of Monksblade.

The current village is built from the remains of the four massive fortress temples, many of which were intact enough that they were simply divided into numerous private residences and reroofed, meaning that many houses are joined to their neighbors almost seamlessly. The roads are lined with massive shady trees and many of the homes have charming overgrown gardens. Some crumbling ruins remain yet to be reclaimed.

POPULATION

300

LOCATIONS OF INTEREST

The Lost Knights' Dance: The original well around which the temple of Chauntea was built was also the site of the last stand of the original community's defenders. There, six Knights of Tempus and Tyche were killed by a group of unscrupulous mages and their allies, transfixed with arrows while helplessly shuffling about in the grip of Otto's irresistible dance. Their shadowy, fully armored forms still appear around the well some nights, dancing silently through the gardens.

THE WYVERNWATER

The Wyvernwater is a star-shaped freshwater lake in eastern Cormyr, fed by the melt water of the Eastern Stormhorns and the Thunderpeaks and flowing into the Wyvernflow to the south where its waters eventually joined the Dragonmere. It has abundant eel, crab, and fish and is covered each morning by a thick mist which spills out over its banks and into the nearby settlements.

ARABEL

A fortified city located on the Sword River north of the Wyvernwater, Arabel stands at the junction of the High Road, Calantar's Way, East Way, and Moonsea Ride and as a result it is one of the most trade hubs in Cormyr, along with Suzail and Marsember. Originally an independent logging camp, Arabel was integrated into Cormyr early in its history, though it has always maintained a degree of independence and has even seceded from Cormyr on five separate occasions.

Arabel is known for its fine jewelry and coal trade, with numerous large warehouses spread throughout the city. It has also become known for a dark stout beer known as bitter black and a sharp, robust cheddar, both known for their exquisite flavor and for traveling well over long distances.

Arabel has seen its share of ill fortune, having been attacked by dragons, goblins, and the Netherese throughout its long history. During the goblin war, Arabel was sacked and the majority of the population was evacuated to Suzail by the Purple Dragons and War Wizards. After the city was retaken with the aid of mercenary forces recruited by the city's lord, Myrmeen Lhal, many of the city's temples and public buildings had to be rebuilt, giving Arabel an eclectic style that mixes the classic and modern. More recently, Arabel was besieged by Shadovar and goblin forces led by Shade's mad general, Lady Marsheena, though the defenses held and the city never quite fell.

The city is home to two detachments of Purple

Dragons: the Army of the East, which patrols the Eastern Marches, and the city's garrison. Units are regularly rotated between the two detachments, to prevent rivalries from forming and ensure that they are capable of aiding the other in their duty, should the need arise. The city is also home to a watch, which handles local police duties and is responsible to the local lord.

Unlike other Cormyrean cities, Arabel has never adopted the custom of peacebonding weapons, making it a popular location for adventurers and mercenaries. The Red Raven Mercenary Company is one of the oldest and most well regarded companies in all of Cormyr. They have long mounted expeditions into the Stonelands to help keep them clear of potential threats, a contract with the crown that they have maintained for over a century now. The city also boasts a sizable non-human population with half-elves being the most common non-human folk and a tolerant attitude towards all types of people, save for, perhaps, goblin kin.

POPULATION

30,000

INNS AND TAVERNS

Elfskull Inn: The Elfskull Inn was one of the oldest inns in Arabel, named for the mysterious glowing skull of an elf that would occasionally appear in the entry foyer. It is located outside of the southern wall of Arabel and is known for being an excellent inn with moderate prices. Its walls were enchanted to keep the interior warm in the wintertime and cool in the summertime, and was a favorite haunt of War Wizards traveling through Arabel on their way between Suzail and Castle Crag.

The Falcon's Rest: A popular inn known for the menagerie of expertly stuffed exotic animals and monsters magically held aloft throughout the tavern, the Falcon is expensive and luxurious. The inn is also known for its impeccable service, with staff that went above and beyond in terms of quality of service and discretion.

The Watchful Lynx: Located near the city's eastern gatehouse, across from the bazaar, the Watchful

ARABEL



1. Citadel (and jail)
2. Palace (court, assembly hall)
3. House Marliir (noble family)
4. The Weary Knight (inn)
5. The Lady's House
6. The Dragon's Rest
7. The Whistling Wheel (inn)
8. The Traveler's Banner (inn)
9. The Lamps (hardware store)
10. The Bazaar (market area)
11. Eastgate
12. The Eastwatch Inn
13. Iron Throne merchant company
14. Milzar's Yards (rental stockyards)
15. Thousandheads Trading Coster
16. Dragoneye Dealing Coster
17. Elfskull Inn
18. Calantar's Gate
19. Red Ravens Mercenary Company
20. The King's Trading Yards
21. Trueshield Trading Priakos
22. High Horn Gate
23. The Night Wolf Inn
24. Mother Lahamma's House
25. Raspral's Kiss
26. Six Coffers Market Priakos
27. Gelzunduth Warehouse
28. Gelzunduth Warehouse
29. House of Gelzunduth
30. Rhalseer's boarding house
31. House of Kraliqh (local merchant)
32. House of Bhela (local merchant)
33. Well
34. House of Misrim (local merchant)
35. House Hiloar (local merchant)
36. Shassra's (boarding house)
37. Falcon's Rest (inn)
38. House of Nyaril (local merchant)
39. The Watchful Shield Bodyguards
40. Dulbiir's Escort Service
41. Mulkaer Lomdath, fine tailor
42. The Silver Tankard (tavern)
43. Mhaer Tzintin, money changer
44. Eighlar's Fine Wines
45. Jhamma's Silks and Furs
46. Dhelthaen (butcher)
47. The Strongwatch
48. The Pride of Arabel (inn)
49. Orbul's Fine Carving and Furniture
50. Khammath's Crystal (shop)
51. The Black Mask (tavern)
52. House of Thond (local merchant)
53. Hawk's Perch Trading House
54. Szantel's Ropes, Cords, and Chains
55. The Wary Warrior (weapon shop)
56. The Two-Headed Lion (tavern)
57. The Striking Snake (tavern)
58. The Coiled Whip (tavern)
59. The Gentle Smile (festhall)
60. The House of Baerlear (merchant)
61. The Black Barrel (tavern)
62. Hundar's Exotic Goods
63. Iardon's Hirelings
64. Monument to Dhalmass
65. The Silver Stallion tack shop
66. Green Phial medicines shop
67. Mhaes's (festhall)
68. Thond's (jewelry)
69. Six Coffers warehouse
70. The Bent Bow (tavern)
71. Laeduth's (boarding house)
72. The Red Sword (tavern)
73. Vaethym Olorar, rental falconer
74. Saerdar's Silks and Flowers
75. The Hungry Man (restaurant)
76. The Chalice (fine brass)
77. The Net of Pearls (gowns, jewels)
78. Nelzara's (boarding house)
79. Buldo Cravan (butcher)
80. The Eyes and Ears of Arabel
81. Kelsar's Fowl (live game birds)
82. Ssarra's (restaurant)
83. The High Moon Inn
84. The Orange Banner Inn
85. The Lady's Tastes (fine clothing)
86. Soldiers Boots (tavern)
87. The Red Stirge (inn)
88. House Misrim warehouse
89. The Velvet Couch (festhall)
90. The Burning Blade (tavern)
91. Nathscal's (rental) Warehouse
92. The Lavender Lion (festhall)
93. The Smoky Skull (tavern)
94. The Old Warrior (inn)
95. Zelond's (rental) Warehouse
96. Zelzar's (pawnshop)
97. Naneatha's (festhall)
98. The Dancing Dracolisk (tavern)
99. Thael Diirim's Scribery
100. The Roll Roast (inn)
101. Daglar Maermeet (armorer)
102. Ulbanath Map Consortium
103. The Moonlit Touch (nightclub)
104. Quezzo's (rental) Warehouse
105. Dhaliima's (boarding house)
106. The Three Sisters (pawnshop)
107. Nuirouve Domar, potter
108. Fillaro's Overland Food (fish)
109. The Blue Mace (inn)
110. House of Baerlear warehouse
111. House of Lheskar Bhaliir
112. The Dancing Dancer (tavern)
113. The Open Casket (pawnshop)
114. Ghastar Ulvarinn, stonecutter
115. Baalimr Selmarr, carpenter
116. Dazniir Relharphin, wheelwright
117. Cheth Zalbar (cosmetics)
118. Brandin Thabbold, bedbuilders
119. Lamp, Lantern, and Candle Shop
120. Tamthiir's Leather Shop
121. Psammas Durviir (tailor)
122. Elhazir's Exotica
123. The Baths
124. Wayscross Inn
125. The Ivory Jack (tavern)
126. Phaesha's (boarding house)
127. Vondor's Shoes & Boots
128. The Feasting Board (eatery)
129. House Hiloar warehouse
130. The Lame Camel (tavern)
131. Blackhand Lhaol's smithy
132. House Misrim warehouse
133. House of Kraliqh warehouse
134. The Scarlet Spear (inn)
135. The Lazy Lizard (tavern)
136. The Watchful Lynx (inn)
137. Nyaril warehouse
138. House Misrim warehouse
139. The Swinging Gate (inn)
140. The Nine Fires (inn)
141. The Three Bars (inn)
142. The Tired Traveler (inn)
143. The Wink and Kiss (tavern)
144. Thousandheads warehouse
145. The "Pork Market" (trade yard)
146. Dragoneye Coster warehouse
147. Ssantusas's (rental) Warehouse
148. Dhalgim's Yard (wood, charcoal)
149. Copper Cockatrice (hardware)
150. Irriphar's Inn
151. The Murdered Manticore (inn)
152. World Serpent Inn (also called Wild Goose)
153. Shrine to Chauntea
154. Shrine to Deneir
155. Shrine to Helm
156. Shrine to Lliira
157. Shrine to Milil
158. Shrine to Tempus

Lynx caters to commoners and merchants of lesser means.

The Hungry Man: The Hungry Man is popular with the caravaners and cargo loaders. The small restaurant doesn't waste time with fancy accoutrements, good service, or a comfortable dining experience. Instead, it offers an all-you can eat, self-service buffet of palatable roast beef, mutton, fowl, porridge, cheese, bread, and various seasonal vegetables. The price is 2 sp at the door, plus another 1 cp for a tankard of ale or wine.

SHOPS

Elhazir's Exotica: A pricey gift shop lined with elegant display cases containing a wide variety of trinkets and treasures, Elhazir's Exotica has a long standing reputation for stocking truly unusual wares purchased from traveling adventurers. Everything from wyvernskull bathtubs and fans made of griffon feathers to ancient mithral armor, ensorcelled daggers, and genuine dragon eggs can be found here. It is often the target of attempted rob-

beries, though the building itself is heavily warded and the staff is comprised of powerful sorceresses who seem to be able to spot a thief before they even enter the door. The mostly absent owner, Elhazir, is either the fourth of his name or a very long lived individual. No one is entirely sure which.

TEMPLES

The Harvest Hall: A small, fortified wooden temple to Chauntea located outside the city walls, the Harvest Hall is a popular place for farmers to stop after delivering their wares to the market. The approval of this temple took many years, as the crown worried that it would be a prime target for bandits and brigands. Only after a pair of well respected adventurers agreed to retire and work at the temple was permission granted for its construction.

Lady's House: This beautiful temple to the goddess of luck housed Tymora herself during the Time of Troubles, sparking a renaissance of her faith across all of Cormyr.

WHERE AM I?

THE WILD GOOSE & THE WORLD SERPENT INN

A shabby tumbledown inn located near the east wall, the Wild Goose is nobody's first choice of inns. It's draughty and expensive (7 gp per night), and almost always has vacancy, even during festivals when the rest of the city is filled to the brim. The only redeeming characteristic is the secret it holds, which the innkeeper is willing to share with tenants who pay an additional 2 gp.

The Wild Goose is, in fact, one of the entrances to the famous World Serpent Inn, an inn that rests in a demiplane of its own and is frequented by adventurous sorts from across many worlds. The World Serpent Inn can be reached by passing under the inn's signboard and standing in the doorway. There one makes a gesture as if knocking on a door (without touching the actual door) and invoking the name of any divine being and using the words "I" and "enter", for example, "By Tymora's luck, I enter". The actual deity doesn't matter, nor does the faithfulness of the petitioner, only the use of the proper words.

Once the invocation has been stated, the signboard shifts to display the words "The World Serpent's Inn" within a ring consisting of a mottled green serpent eating its own tail. Opening the door takes you to a dark passage full of eerie blue smoke lined with a number of large wooden doors that seem to disappear, reappear, and shift positions. The passage opens into the common room of the Serpent, a large open space with a ring shaped bar at its center and all manner of beings, from mind flayers and beholders to demons and angels all dining and drinking together. The bartender is a fat man with rosy cheeks and a long white beard who goes by the name of Mitchifer and treats everyone at the World Serpent as though they were a long lost friend. A small army of gnomes serves the various tables and fights or other unpleasantness are surprisingly uncommon. Those who violate the peace of the World Serpent are eighty-sixed to a random plane by Mitchifer. When one wishes to leave, they may simply ask a gnome to show them the door and will be promptly led to the appropriate exit.

POINTS OF INTEREST

Arabellen Palace: A noble palace featuring five slim towers and elegant sweeping roofs, the Arabellen Palace stands out for being one of the most beautiful yet impractical buildings in the city, with the palace's elegant design standing in contrast with the rest of the utilitarian buildings of the city.

The Baths: This natural heated spring is home to Arabel's Baths and are a popular gathering place for wealthy visitors and residents. They are surrounded by a number of related facilities, including a gymnasium and barber, and all of the facilities are luxurious and relaxing.

The Citadel: The Citadel is the most visually impressive building in Arabel and houses the Army of the East, and is a stark, stout-towered defensive fortification that can be seen from almost anywhere in the city.

Monument of the Warrior King: A beautifully carved statue of King Dhalmass Obarskyr is situated in northwestern Arabel, and shows the crowned and fully armored Dhalmass riding atop a rearing war horse and brandishing his sword. It is a favorite gathering place of mercenaries, off-duty Purple Dragons, and pigeons alike.

IMPORTANT CHARACTERS

Lord Arvel Kraligh

Personality: scheming, ambitious, cunning

Goals: wealth and riches

The local lord of Arabel and second son of the former lord, Arvel is a scheming drunkard and not well liked by the people of Arabel. He is, however, quite cunning and has prevented any rivals from rising to challenge him. Unlike former lords of Arabel, Arvel has a combative relationship with the local adventuring companies, seeing them as an unlawful menace that needs to be reigned in. Whether he can succeed when no one else in the city shares this opinion has yet to be seen.

Sven Vaylan

Personality: cheerful, adventurous, brave

Goals: adventure and excitement

Hailing from a long line of adventurers, many of whom have taken up arms in defense of Cormyr during times of need, Sven is a recently knighted, semi-retired adventurer who lives in a tallhouse in northern Arabel. Due to his newfound responsibilities, Sven no longer has time to set out on adventures, and is growing impatient sitting on some information about the Haunted Halls of Eveningstar that he wishes he had the time to look into.

Sir Severin, the White Knight of Arabel

Personality: loyal, dedicated, honorable

Goals: faithful service to the crown and Lathander

Once a disgraced knight who after making himself an accidental rival of Erzoured, Severin spent several months in exile adopting the persona of the Black Knight of Arabel. His aid in rooting out and defeating one of the early Sharran incursions into Arabel led to both his knighthood being restored as well as his dedication to Lathander and service as a paladin.

BOSPIR

Bospir is a dusty sheep market town consisting of a scattering of old cottages that stands at a trailmoot in the midst of many sheep and cattle ranches clustered around three deep wells. It is linked to the rest of Cormyr by a road to the north that connects with the East Way, and wool from Bospir is shipped west to Arabel and east into the Dalelands.

GLADEHAP

A town built in a dried lake bed along the Way of the Manticore to the west of Wheloon, Gladehap is the favored city for expert craftsmen who prefer a more quiet existence than the bustle of Suzail. They are particularly well known for their excellent silver and gold smiths. Because of this, Gladehap is a favorite place for nobles who want to leave the city and still have all of the comforts of home.

Gladehap is a happy, prosperous community nestled among the trees on both sides of small spring and winding creek. The spring itself is surrounded by beautifully maintained park land with meandering brick paths where Gladehappers enjoy

picnics during the summer. A raised plateau known as Gladehap Rock sits at the north end of the dell where priests of many different priests gather to preach. The site is also the traditional location for honor duels, and the remains of one of the losers of such duels lies in the raised stone mausoleum midway down the dell.

The city was abandoned during the Shadovar invasion, with most of the populace seeking refuge in Suzail early. As a result, while the city was occupied for a time by the Shade it was left largely intact.

POPULATION

1,100

INNS AND TAVERNS

Hot Highsun Handbreads: An exquisite halfling owned restaurant located in a grand house with soaring ceilings, oversized fireplaces, and large glass bay windows, Highsun is among the finest dining experiences in all of Cormyr. Guests can wander through the large manor as they please, taking a seat at whichever seat they choose. The food is light and the portions are small, but everything served is of the finest quality, with a selection of liquors and wines that exceeds that of many of the famous taverns of cities much more populous than tiny Gladehap. Their main dishes are all made with hot sliced bread, served with delicious spreads, from fruit preserves to spiced crab paste. The establishment has a reputation as being particularly romantic, and many young couples choose to dine here and are often treated with fresh flowers and bottles of fine champagne delivered to the table on the house.

The Baron's Bottle: The Bottle is a rustic roadhouse with an exceptionally relaxed atmosphere. The taproom is stationed in the uppermost floor, unusual in a tavern but allowing for a magnificent view of the dell below through the large glass windows. The Bottle is owned by the Arcandle family, which owns many of the farms west of the dell. Named in honor of Baron Feredagh Obarskyr, who had a reputation as a rollicking, lusty war leader, the

establishment skirts the boundaries of Cormyr's traditional rules against the naming of businesses after the nobility, though the exception was made because the baron himself loved the tavern (then known as the Arcandle Arms) and so the bureaucrats in Suzail have chosen to look the other way. It is said that the wealth of the Arcandle family was the direct result of their friendship and patronage of Feredagh, for when he died he left his favorite bartender a bottle fashioned of gold and filled with emeralds and rubies. While the gems were used to procure the family lands, the bottle remains on a shelf behind the bar.

The Snowbound Hound: This delightful inn looks and feels for all the world like a well-kept manor house, with carved wood panel walls, tapestries, large luxurious rugs, and comfortable feather stuffed mattresses atop canopied beds. The inn provides all of its guests with warm houserobes, and it is not unusual to see numerous gentlemen lounging in the common room sharing a bottle of fine brandy and tales of their adventures in nothing but robes and slippers. A small, heated bathhouse is situated behind the inn proper, filled with fresh water from the nearby spring. The atmosphere is always festive, and escorts are available to those who seek their company. The inn is nearly always crowded, and it is customary to book weeks or even months in advance to be assured a room.

SHOPS

Barthemir's Needle & Nail Works: Despite the name, Barthemir's makes all types of tempered steel items in the large smoky forge near Gladehap Rock. The shop is run by the large Barthemeir family, with younger children serving as apprentices and learning the family trade at the feet of their parents, grandparents, aunts, and uncles. Older children handle most of the simple orders, such as nails, beltknives, or small bodkins, and the adults are master crafters who produce fine weapons, armor, and the intricate ironwork that can be found on many a Suzalian balcony.

SECRET PLOTS

THE ILLANCE BASTARD

Tarmel Drouth is the bastard son of Rancelair Illance, the middle brother of the three Illance heirs. Exiled from Cormyr after numerous brushes with the law, including a number of hushed-up murders and the attempted arson of House Illance's manor in Suzail, Tarmel became a brigand in Sembia before returning to Cormyr to exact his revenge on his family. His assassination attempt was less than successful, but he managed to rob the treasury which allowed him to establish himself as a bandit lord along the border.

POINTS OF INTEREST

Chansa's Folly: The beautiful vine-covered ruin with high spires is located at the south end of the dell. In truth, it is not a real ruin at all. Its construction was ordered just over a century ago as a replica ruin by a wealthy widow who wanted something interesting to see from her window.

HULTAIL

A small village of only a few scattered buildings along the Hullack Trail, Hultail serves as the only port on the Wyvernwater west of Immersea, and was once the largest port on the Wyvernwater being surpassed in the last century by the rapid growth of Immersea. As a result of its location, it sees most of the traffic coming down the Thunder River from High Dale to the east and is known as the "secret door" to Cormyr for being one of the least guarded entry points into the kingdom, though a small group of War Wizards is on hand to keep an eye on those who make port.

The villagers of Hultail have maintained strong ties with the Dalesmen and the village allows merchants from the Dales to travel quickly to Thunderstone, Juniril, and Wheloon. Hultail is also a popular stop-over point for adventurers traveling to and from Thunderstone.

A nearby hill is the site of an ancient elven meeting ground, and once or twice a year elves appear atop the hill. Most give them a wide berth during these meetings.

POPULATION

600

INNS AND TAVERNS

The Plate of Eels: Named for the Cormyrean delicacy and its signature dish, a plate of fresh, still slithering freshwater eels, this tavern serves good, strong beer and a wide array of local fare. Though they specialize in seafood, they also serve chicken, goose, and boar to cater to travelers.

LOCATIONS OF INTEREST

Spawnhall: The town's fish hatchery is located in the imposing structure known as Spawnhall, which is guarded by no less than forty Purple Dragons armed with hand crossbows whose darts have been envenomed with sleep poison. Rumors persist that some strange arcane ritual is used to produce the fish that is used to stock the Wyvernwater, though the exact nature of this ritual is described differently by each drunkard who repeats it. Officially, the Purple Dragons explain their presence by simply reminding inquirers that the proper care of the Wyvernwater is vital for the health and prosperity of the surrounding countryside, an answer which appeases only the most casual of conspiracy theorists.

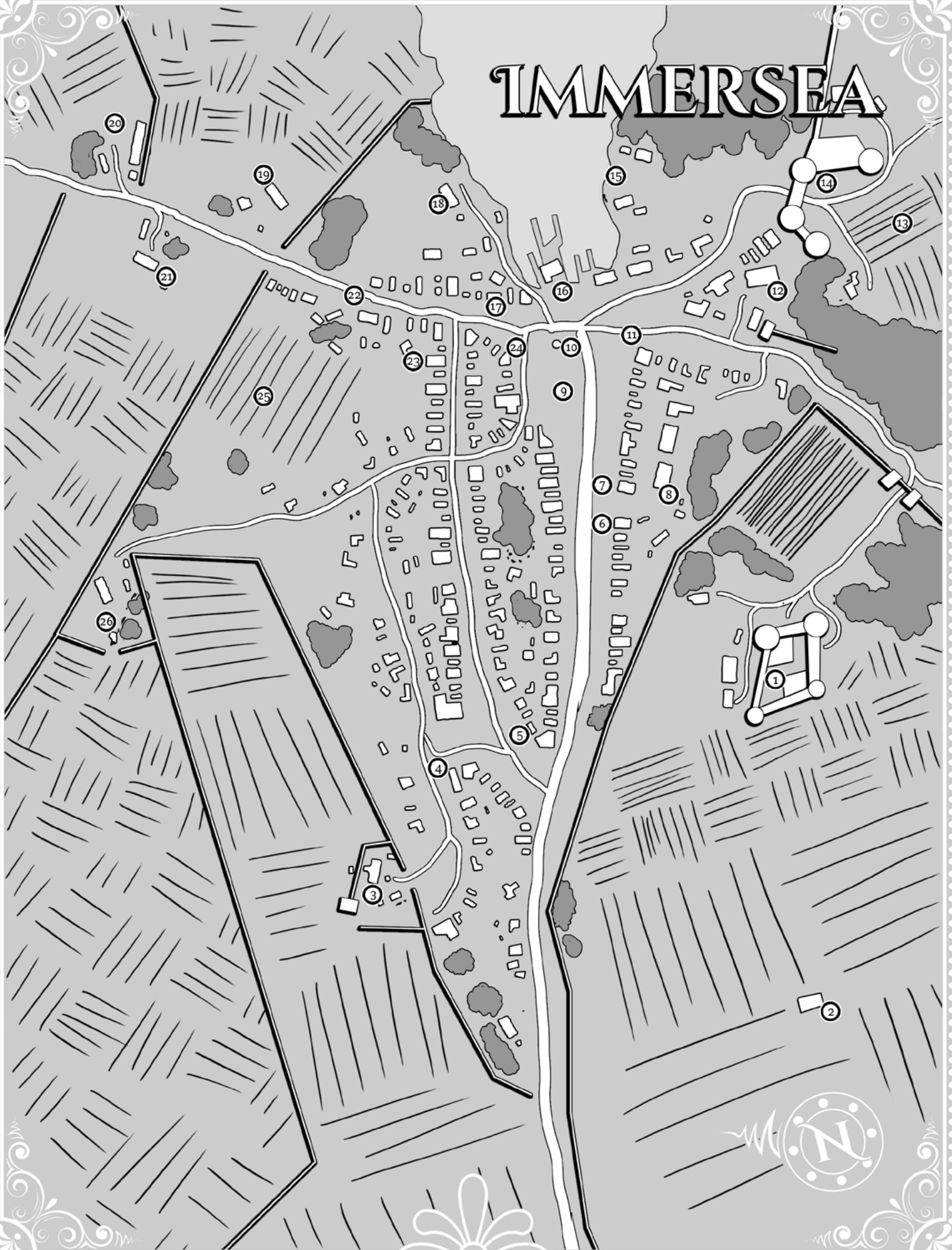
Trindar Shipyards: A large complex of docks, sheds, cranes, and slipways produces some of the finest and most sturdy fishing boats on the Wyvernwater. They are functional and utilitarian, though a cottage industry of smaller shipyards has sprung up that specializes in customizing Trindar sloops and dhows to meet the tastes of their new owners.

IMMERSEA

Located on a spur of the Wyvernwater at the crossing of the Starwater Road and Calantar's Way, Immersea is a popular trade stop for merchant caravans heading to or from Suzail. As such, the town's many inns and taverns are built to accommodate one-night stays, and focus more on quick service than long term comfort and accommodations.

Immersea is also the ancestral home of the Cor-

IMMERSEA



1. Redstone
2. Wyverns spur Family Crypt
3. Lluth Family Farm
4. Nulahh's Boarding House
5. Halaband's Inn
6. Maela's Boarding House
7. Chaslaesse's Fine Clothiers
8. Mrastos Warehouses
9. Market
10. Azoun Triumphant
11. Nelzol's Hardware & Sundries
12. Dzula-Mrastos Stable Rental
13. Cormaeril Farms
14. High Towers
15. Szalan's Shipyards
16. Fish Cleaning Shed
17. The Mist Runner
18. Kraen Gulphet Blacksmith and Ironwork
19. Gulphet's Farm
20. Nilil's Farm
21. Tathco's Farm
22. Alzael's Slaughterhouse
23. Immer Inn
24. Five Fine Fish
25. The High Common
26. Danae's Farm

maeril, Wyverns spur, and Thundersword families, who inhabit the manors on the southwest end of town. These families wield tremendous influence within the town and many of the younger sons from these families have served as Purple Dragons. It is said that the men of all three families bear strong resemblance to King Azoun IV, which has led to quite a few rumors about the dalliances of the former king's younger years.

The town is also home to a group of fishermen known as the "Mist Fishers" who leave early in the morning and catch freshwater eels, silverfin, trout, crabs, greenbacks, and other fish with draglines and scoop-nets.

POPULATION

1,300

INNS AND TAVERNS

Five Fine Fish: This small brewery and inn produces some of the finest ale in Cormyr, though the tap-room has been overtaken by the dining room over the years. It serves only its own house ale, and only with meals, so rowdy drinkers are encouraged to try the Mist Runner.

The Horn and Spur: The Horn and Spur is a clean, well maintained, welcoming, easygoing family drinking house. Its quiet atmosphere and private booths make it a favorite for merchants who wish to discuss business or families who want to enjoy a simple meal out of the house. A giant rack of peryton antlers (the horn) and the stuffed head of an enormous black stallion (the spur) lend the tavern a relaxed and rustic atmosphere.

The Mist Runner: A spartan, wooden, dockside tavern with a reputation for being rowdy, the Mist Runner is a favorite of the local fisherfolk.

TEMPLES

The House of the Lady: Sitting in a clearing in the duskwoods and shadowtops and ringed by an unbroken, circular stone seat graven with many prayers to Selune, this open air temple to Selûne is truly a sight to behold. In the center of the temple is a stepped pyramid whose every stone is carved with words of prayer. Atop the pyramid is a large statue of the goddess which depicts her as two back-to-back women: a dusky-skinned, white tressed maiden and a matronly middle-aged woman. It is said that the carved stones for the temple were provided by other temples of Selûne across Faerûn which were sent here to be incorporated into the temple's construction.

LOCATIONS OF NOTE

Azoun Triumphant: This statue of Azoun III, sword raised aloft atop a rearing stallion trampling bandits under its hooves, lies in the center of the market square and is a convenient location for meeting up with local contacts or other adventurers.

SECRET PLOTS

SHADOW OF THUNDERSWORD

During the war against the Shadovar, Lady Sulue Thundersword was exposed as an agent of Shar and executed. Many within her family believe she was innocent of the accused crimes, despite incontrovertible evidence uncovered by the War Wizards. Her young cousin, Alisar, has taken the death particularly hard and his dark thoughts have left him exposed to manipulative individuals. Recently, Alisar has been hosting meetings with other disgruntled nobles and officers plotting to declare independence. Unbeknownst to all, the head of the group is a cambion in the guise of Baron Fennick Huntcrowne, a noble and officer of the Purple Dragons who was, in truth, killed during the war.

Redstone Castle: The ancestral home of the Wyvernsbur family is a small, diamond-shaped fortress of sandstone, perched atop a high hill to the south of town and surrounded by wooded lawns. Its gatehouse contains a barracks, a carriage shed, stables, an armory, dungeon cells, and a granary. The keep is a two story house with servants' quarters in the basement and a four story tower. Its many-pillared reception hall is big enough to house the entire population of Immersea.

High Towers: Located on a small hill due east of Redstone Castle, this tall many-towered estate was the family home of the Cormaeril family, though it has been controlled by the Crown since the Cormaeril's were exiled and their lands seized. The Cormaeril family continuously lobbies to have it returned to them, and while they have reclaimed the nearby farmlands they have been unsuccessful in regaining their estate.

Thundersword House: Southwest of Wyversbur's estate in a small wooded valley, the estate of the Thundersword family is newer and larger than any other castle in town but its remoteness makes it seem far less impressive.

JUNIRIL

A bland little village in the marshes on the southeastern bank of the Wyvernwater, Juniril is best known for its large baskets, comfortable chairs, and other products made from woven rushes. The town has a thriving community of fisherfolk and farmers, but only produce enough to sustain their own local market.

POPULATION

700

INNS AND TAVERNS

The High Helm: Visible from the road that enters Juniril, the large oven of this inn is built in the shape of an enormous warrior's helm. The inn is friendly to adventurers, mercenaries, and warriors of all types and specializes in roasts and stews. It's kept warm by the large oven, and the furniture is sturdy and functional. The common hall is decorated with old shields and scraps of armor hammered to the pillars and wall, and the floor is a mix of gravel, marble scraps, and flagstones. Three rustic, wandering staircases ascend from the sprawling taproom to the two floors above. The guest rooms are arranged in a haphazard fashion connected by twisting passages.

LOCATIONS OF INTEREST

Helm's Everpresent Shield: This ruined temple of Helm was the site of Princess Kathla Obarskyr's death at the hands of brigands. The temple was left to ruin after the death of the princess and the site is said to be under a blood curse known as the Curse of the Blood Royal. The ruins are considered sacred, and locals don't take kindly to anyone entering or disturbing the grounds.

IMPORTANT CHARACTERS

Ophira Santedul

Personality: whimsical, inquisitive, observant

The current local lord of Juniril is the eldest daughter of old Lord Santedul, a young adult who spent

her youth studying to be a mage. She fought in the war against Sembia, and after the death of her father was recalled to Juniril to serve as the local lord. She chafes at the responsibility and dislikes being cooped up in the small fishtown, but regularly shipments of books by the wagonload to help her pass the time.

SUNSET HILL

Named for the golden tinge that the high grassy hill has at sunset, this location a short distance south from Masoner's Bridge on the East Way was once the site of public executions. It is now a haunted place, and on dark, moonless nights ghostly apparitions of floating, dangle-headed humans appear at the top of the hill.

Superstition prevents anyone from building atop the hill, but around its base are three scattered ponds. Numerous cottages huddle along the banks of these ponds, housing many of the local shepherds. The small village has no market or taverns, and the people of Sunset Hill take their products to nearby Bospir and Yeoman Bridge to sell.

POPULATION

800

YEOMAN BRIDGE

This small cluster of farms is centered on a covered bridge that lends the community its name. The bridge is the crossing of the Immer Trail over the Sword River and connects Sunset Hill and Hillmarch to the north with Immersea and Suzail to the south. The bridge is an impressive stone structure carved with the shields of families ennobled for military service and stretches in two two-hundred foot long spans that meet on a small rocky island where the Sword River meets the Wyvernwater. The island was once the foundation of a tower of an evil wizard, and the entirety of the island and the two bridges sit in a wild magic area created when the tower was destroyed. The covered bridges are often used as an impromptu shelter for caravans who are held up by

foul weather.

POPULATION

1,000

INNS AND TAVERNS

The Water Witch's Rest: A recently rebuilt stone inn, the Water Witch's Inn was built above the grave of a locally legendary sorceress, Aierann Yurlann, said to be beneath the main hearthstone in the inn's common room. For 5 gp a head, the retired adventurer who runs the inn, Brynden Hall, will allow folks to pass through the secret door in the basement and into the witch's crypt. Her crypt connects to a small water flooded cavern where the witch's spellbooks are reputed to lie, along with her favorite pet. The nature of this water dwelling beast remains a mystery, as no one that has seen it has made it back alive. Many have journeyed into the lair, only to flee when one of their party has been felled in the darkness by a tentacle from the dark. A small graveyard with some fifty-four tombstones lies behind the inn, attesting to the danger.

SECRET PLOTS

APHEIRLARRA

"THE LADY SINISTER"

Over a century ago, a raven haired woman known as Apheirlarra was a lieutenant within the Zhentarim whose word was second only to Manshoon himself. In truth, Apheirlarra was an guise used by Manshoon to spy on his enemies. This secret is known to few, though Elminster has commented on the fact on a few occasions when he has faced Manshoon, hinting that he "preferred him as a woman".

Today, a dark haired woman going by the name of Apheirlarra has been sighted in several towns in Cormyr, though never tarried long enough for the War Wizards to confront her. Whether she is truly Manshoon, a clone of Manshoon, a heretofore unknown daughter of Manshoon, or someone else entirely is unknown, but the War Wizards are certainly interested in finding out.

HULLACK FOREST

The most primeval forest in Cormyr, Hullack was once a part of the forest of Cormanthor and has resisted attempts to clear and settle it. The dark valleys and hidden vales are home to a wide variety of ghostly creatures and odd monsters, as well as orc and goblin warbands from the nearby Thunder Peaks. Once ruled by the druid Hullack and their followers, it fell to beholder rule in the 12th century, and has been largely the domain of monsters ever since. It is one of the most common places in Cormyr for new adventuring companies to cut their teeth and gain favor with the local nobility, though it is now claimed by a militant group of human-hating elves known as the Eldreth Veluuthra and some local nobles simply wish to leave the Hullack to the elves for now so as not to invite reprisals. For their part, it is said that the Eldreth Veluuthra have gathered the centaurs and satyrs of the forest to their side and are preparing to strike out against human settlements near the borders of their domain.

WHERE AM I? REALM OF WAILING FOG

In the far eastern reaches of the Hullack forest lies the realm of Wailing Fog. This dark forest where the Hullack climbs into the foothills of the Thunder Peaks is among the most dangerous areas in all of Cormyr, home to bloodthirsty lycanthropes, ravenous undead, and terrifying, unnatural beasts. The realm is ruled over by a mysterious coven of powerful hags.

Some scholars speculate that the fog that perpetually blankets the wood is not entirely natural, and may be linked to some extraplanar space that lies between this world and the Shadowfell. Many who have entered this realm have never returned while others have returned half-mad and raving about a mysterious vampire lord. Whatever this dreadful domain might be, adventurers are advised to exercise the utmost of caution in their travels to this area.

NOKTIL

A small village along the Immerflow, midway between the Wyvernwater and the East Way bridge, Noktil is known for fine wood that is surprisingly soft and pliable while green but hard and strong once it has dried. This has led to a growing wood trade and a specialization in unique woven designs that can be found almost nowhere else.

The city has a long history of excellent archers, with some claiming that the town's first archery instructor was a famous elven warrior. Others claim that the specialized bows and arrows crafted from local wood simply have better range and accuracy than most similar weapons, which gives them their reputation. Whatever the truth, Noktil's town guard has a reputation for accuracy and range that exceeds even the skill of professional archer companies.

The town has only one inn, which caters to adventurers and explorers venturing into the Hullack Forest, though the town stocks little in the way of adventuring gear. The townsfolk typically do not welcome adventurers, feeling that their presence simply draws the ire of the creatures deep within the Hullack Forest who would otherwise leave them in peace.

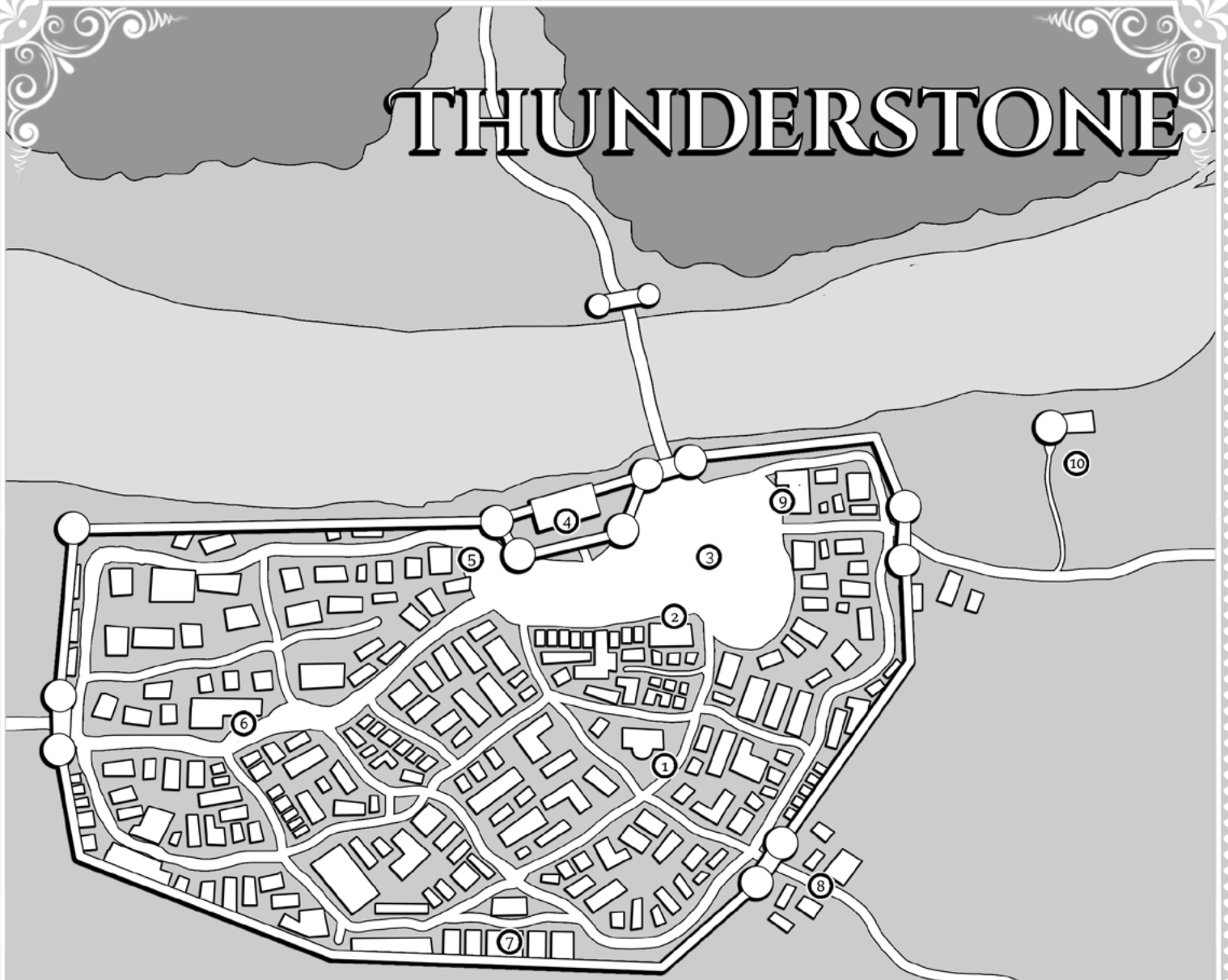
POPULATION

400

THUNDERSTONE

Thunderstone is a small logging and fishing town that also serves as a stopover for expeditions into the Hullack Forest. The town is also home to a small colony of gnomish alchemists who turn a tidy profit in selling acids, tanglefoot bags, alchemist's fire, and thunderstones to these adventurers. Thunderstone does not maintain a militia, but instead hosts a garrison of Purple Knights, which was founded primarily to clear the menaces of the Hullack Forest but has recently swelled in number due to the war with Sembia.

THUNDERSTONE



1. Thunderstone Hall
2. Badger and Badger's Adventuring Emporium
3. Market Square
4. Thunder Keep
5. Steelsong Shrine
6. Society of Stalwart Adventurer's Chapter House
7. Rental Warehouses
8. The Tuck Inn
9. Rumble's Tavern and Eatery
10. Weaslepop's (Very Safe) Alchemical Goods



The infamous Stag Skull Bridge spans the Thunder River at Thunderstone, connecting the town to the nearby Hullack Forest, and a permanent Purple Dragon Guard comprised of the realm's finest monster slayers prevents creatures from the forest from crossing into town.

POPULATION

2,000

IMPORTANT CHARACTERS

Ryn Gaelstod

Personality: cheerful, enigmatic, calm

Ryn arrived in Thunderstone over a century ago, claiming to be the Chosen of the heretofore unheard of Graethal Steelsong, god of cities and civilization. Most believe the man to be a charlatan, though the fact that he has not aged in over a century and has been seen wielding divine magic make him something of a mystery. He is often seen entering the Hullack forest alone, only to return several tendays later without any explanation or clue as to his whereabouts.

WHERE AM I? ELFMOUND

This long, flat hill in the Hullack Forest is bare of trees. Long thought to be the site of ancient elven ruins, recent expeditions have revealed it to be of Netherese origin. The brief attempt to uncover the secrets of the site were halted when a large group of explorers were struck with a death curse after discovering a deep rune-inscribed shaft. Since then, the entrance has been sealed off, but if one listens close enough they can hear crying echoes and the occasional soul-shattering scream coming from below.

THUNDER PEAKS

The Thunder Peaks are a chain of wild mountains named for their sudden, devastating storms. Lower and less rugged than the Storm Horns, they are nonetheless very dangerous, which keeps all but a few tribes of orcs and goblins from living in these mountains. While large-scale mining operations are difficult, solitary prospectors occasionally return with massive silver nuggets, though the majority never return at all. Deep in the heart of the Thunder Peaks dwells the abandoned dwarven city of Thunderholme, now home to an ancient dracolich known as Aurgloroasa the Sibilant Shade.

HIGHCASTLE

Named for the now-ruined keep located just south of the city, Highcastle serves as the crossroads between Cormyr and Sembia. The city serves as a trading post in the spring and summer, though the roads are often too perilous for traders in the winter months.

Once part of the Dalelands, Highcastle and the surrounding High Dale has been a protectorate of Cormyr only since the end of the war with Sembia, and they are still acclimating to life under Cormyrean rule. Their mercenary militia, known as the Pegasus Archery Company, is a light cavalry unit that operates from the lightly fortified barracks and stables known as Arrowpoint.

POPULATION

900

INNS AND TAVERNS

The Eagles' Eyrie: A small dirty inn that primarily caters to travelers on a budget.

The Shield and Keep: An alehouse quite popular among the locals.

The Swordsmith's House: A seasonal inn that only operates during the busy spring and summer months

SHOPS

Frogfoot's Provisions: A general store that provided rations and basic sundries

Ironhand's Arms: A small weapons and armor shop run by the Stonesplitter family

SARUUN KHEL

Saruun Khel is an ancient minotaur city within the peak known as Thunderspire Mountain sometimes referred to as "the Labyrinth". One of the many chambers of Saruun Khel was recently used as a black market trading city known as Seven-Pillared Hall established by a group of Amnian wizards calling themselves the Mages of Saruun who were driven out of Proskur by the Purple Dragons. While their plot to gain control of the trade route between Cormyr and the Dalelands has been foiled, the remaining chambers of Saruun Khel are largely unexplored and adventuring parties regularly set out from Winterhaven, undertaking the hard three day journey west to seek fortune within the twisting caverns of the Labyrinth.

SECRET PLOTS AURGLOROASA, THE SIBILANT SHADE

An ancient dracolich named Aurgloroasa lairs in an abandoned dwarven city within the Thunder Peaks known as Thunderholme after having manipulated and corrupted the king's closest advisor. The old dwarven keep is now a maze of pitfalls and traps, guarded by the animated remains of the dwarves who once lived there.

The great iron doors to Thunderholme are sealed shut, though Augloroasa occasionally sends one of her many agents to distribute a keystone to the city to Thunderstone or Highcastle, where she knows overly eager adventurers will leap at the opportunity to become her next meal and donate their own wealth to her already immense hoard.

WINTERHAVEN

Deep in the Thunder Peaks, near the border with Sembia, lies the town of Winterhaven. The small town is surrounded by a high wall to help fend off goblin and kobold attacks. It is otherwise a small town and quite unremarkable, except for its proximity to two local landmarks.

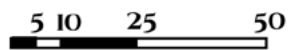
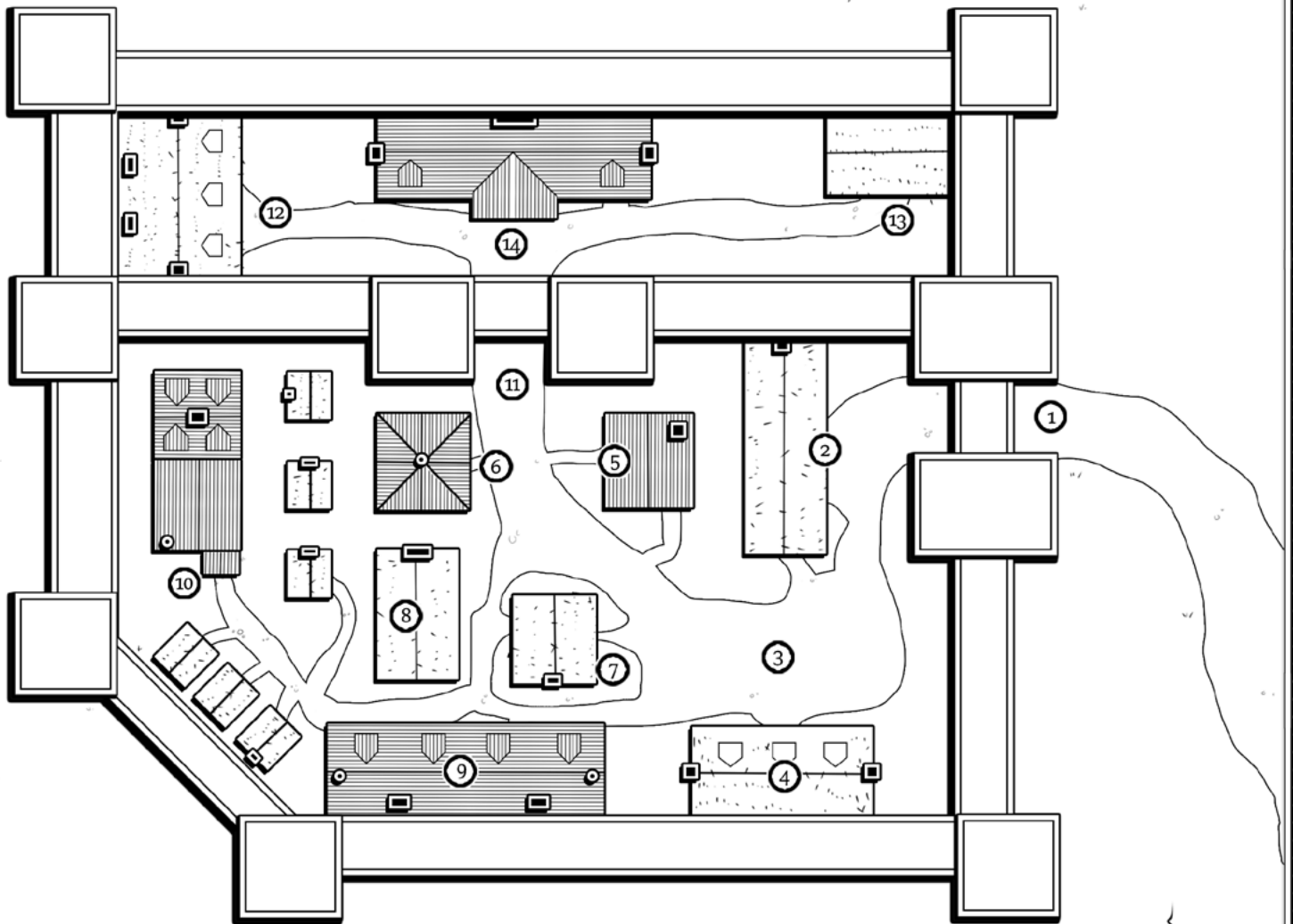
To the southwest of the town is the ancient burial site of a shadow dragon, while to the northeast lay the cursed ruins of Keegan's Keep. The town was infiltrated by Sharran cultists in 1479 DR, and while the leaders of the cult were killed by a group of adventurers, rumors persist that not all of the cultists were eliminated.

SECRET PLOTS ELDETH VELUTHRA

Eldeth Veluthra is an ancient secret society committed to the eradication of all human life. They believe that humans are a blight and that, left unchecked, they will despoil all of the natural world and bring doom to Faerun. Organized into many independent cells with no central leadership, the tactics of the Eldeth Veluthra vary widely from region to region. In Cormyr, the elves have gathered at a small spring surrounded by a ring of ancient menhirs deep within the Hullack Forest known as the Wyvernstones. There they plot strikes against the nearby human settlements while gathering recruits from the forest's fey.

The presence of the Eldeth Veluthra has drastically changed the nature of the Hullack Forest in the past century. The beholders, chimera, gnolls, and manticores that once prowled the forests have been eradicated and replaced by larger populations of owlbear, griffon, satyr, and centaur. While this has made the forest a bit less foreboding, for humans, the forest remains as dangerous as ever.

WINTERHAVEN



- | | |
|-------------------------|---------------------|
| 1. Outer Gate | 8. Warrior Guild |
| 2. Wrafton's Inn | 9. Tenements |
| 3. Market Square | 10. Temple |
| 4. Stables | 11. Inner Gate |
| 5. Smithy | 12. Town Stores |
| 6. Valthruun's Tower | 13. Barracks |
| 7. Coalstriker Emporium | 14. Padraig's Manor |

TEMPLES

Temple of Chauntea: The only temple in Winterhaven is this small temple to Chauntea, built of interlocking stones carved in a pattern of stripes and spirals.

LOCATIONS OF NOTE

Valthrun's Tower: Originally built as a watchtower for Keegan's Keep, this five story structure is the tallest building in Winterhaven. Valthrun is a sage and scholar who primarily occupies the top two levels of the tower.

Wrafton's Inn. The only inn in the area, Wrafton's is spacious and comfortable, with a large public room and alehouse which offers beer, wine, and, on occasion, spirits. Meals consist of simple fare cooked well and properly seasoned, and the portions are generous. The spacious hall fills each evening with the residents of Winterhaven, farmers from the surrounding hillsides, and any hunters, trappers, or adventurers who happen to be passing through.

IMPORTANT CHARACTERS

Lord Padraig

Personality: lazy, dull, spoiled

The local lord of Winterhaven is a man with little imagination and almost no initiative. He is content to simply collect his taxes and do little more. Despite

this, he has managed to maintain his position largely due to the remoteness and relative unimportance of Winterhaven.

Sister Linora

Personality: humble, alert, confident

Sister Linora manages the town's temple along with her acolyte, Gevarn. She is humble, quiet, and soft spoken, but is constantly on the lookout for any signs of the return of the Sharran cult.

Thair Coalstriker

Personality: gruff, short tempered, professional

Thair is the town's dwarven blacksmith and also took over the sundries shop shortly after the retirement of its previous owner. He is quick to anger and has a long memory for those who have wronged him, but cuts a fair deal and doesn't believe in taking advantage of those who are in need. Being the patriarch of the only dwarven family in Winterhaven, Thair is always happy to meet another dwarf, particularly young dwarven men who might be suitable matches for his young adult daughters (both of whom are accomplished blacksmiths in their own right and neither of whom have the least bit of interest in being married off to some scruffy adventurers).

WHERE AM I? IRLINGSTAR

Named for the Waterdhavian noble family who built the keep to serve as a stopover on the route to Sembia, this remote castle in the most remote corner of the Thunder Peaks was purchased by King Foril and turned into a prison for the most dangerous criminals in the realm. Its first prisoner was a malaugrym who was posing as Lady Irlingstar, and she has been joined by many others since then. Nearly a decade ago, the malaugrym escaped and is suspected to still be active in Cormyr to this day. As for the prison, it has been mostly forgotten in the tumultuous time since the war against Sembia and the Shadovar.



THE STONELANDS

A barren stretch of dry, parched clay, the Stonelands are named for the ponderous boulders that dot the landscape ranging in size from the height of a horse to the size of a small home. The Stonelands are a uniform sickly red and an ever-present fog prevents even the most persistent of sunny days from brightening the landscape. Scattered bands of goblins, gnolls, orcs, and bandits (known collectively as 'border raiders' by the Cormyreans) make their lairs in these desolate reaches, raiding caravans that make their way north through Groll Pass and slipping back into hiding among the rocks. It is said that the rulers of Cormyr are in communication with a pair of mated copper dragons, Gorge and Gracy Cooper, that lair in the mountains to the north of the Stonelands and who provide information on border raider gatherings and war preparations.

GWARCH

A goblin trading post built within the walls of an ancient hobgoblin keep on a small mound of earth in the center of a lake, Gwarch is an anomaly in the Stonelands. It is one of the few places where goblins interact peacefully with humans, halflings, and other civilized races. Over the years, the trading post has grown and expanded to include a number of market stalls and trading posts built on floating barges within the lake. While some of these are tied to shore, many others float freely and jostle with other barges for better positions throughout the day. The post is as chaotic as one might expect a trading post for goblins to be, but due to the large number of surrounding dungeons and ancient keeps, it is always well stocked with worthwhile supplies and odd artifacts and attracts a fair number of adventuring companies and explorers who intend to plunder the Stonelands.

WHERE AM I?

THE CAVERN OF DEATH

The cavern of death is a small natural network of caves in the southern Stonelands, cut by streams of melting ice from the Stormhorns that still trickle through them. The former wizard Asharon, now a lich, guards his home against intruders with a collection of monsters gathered from all over Faerun.

GRIFFON HILL

A small hamlet of hardy shepherds built around a tiny stone temple to Chauntea, Griffon Hill is the closest settlement to the Stonelands and a frequent target of orc and goblin raiders. It is able to survive in the inhospitable region thanks to its location on a high, defensible bluff ringed with concentric rings of sturdy walls and squat towers. Additionally, the local priests of Chauntea and their bound earth elementals have defended the village for over a century, ever since a particularly powerful priestess established a residence in town. This combination of sturdy fortifications and organized strength of arms has resulted in the local goblins giving the place a wide berth and the orcs attacking only caravans who might be leaving with a less than full guard.

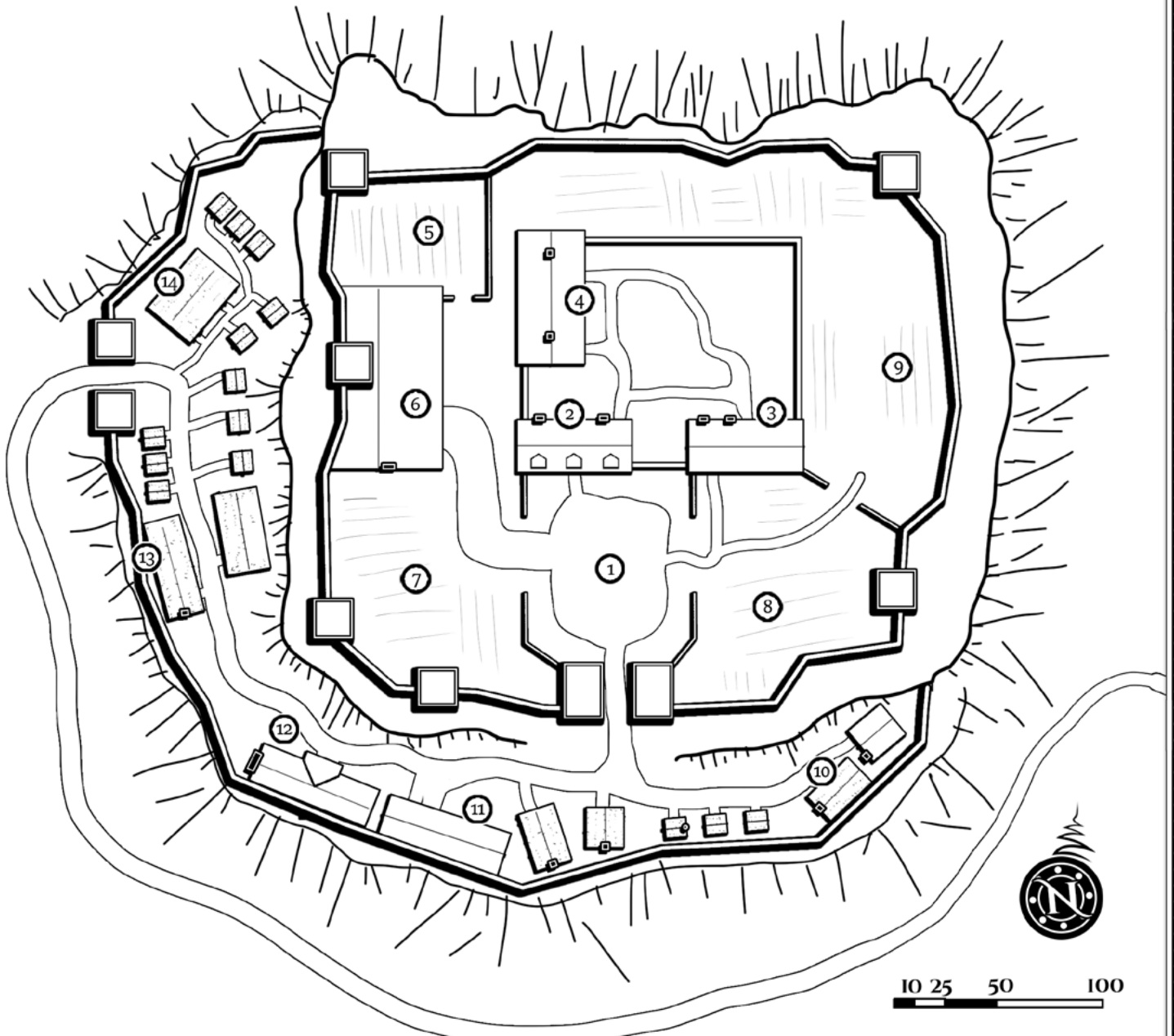
Despite its name, no griffons have lived in the region for quite some time.

HALFHAP

Halfhap was the Cormyrean settlement furthest north until the annexation of Tilverton, a dubious honor it has reclaimed since the latter city's complete annihilation.

The walled town is a bleak place that exists to supply prospectors, merchants, and ranchers operating in the region north of the Immerflow. Large keeps stand at either end of town, where Purple Dragons trained in the use of hippogriff steeds sally forth to engage orc and goblin warbands leaving the

GRIFFON HILL



1. Market Square
2. Harvest Hall
3. Community Kitchens
4. Storehouse
5. Berry Field
6. Barn and Stables
7. Orchard

8. Vegetable Field
9. Bean and Potato Field
10. Kardir's General Goods
11. Stables
12. Barracks
13. High Harvest Inn
14. Grande Old Shop

Stonelands and numerous ballistae are prepared to fire upon any enemies that come within range. Fully one-thousand Purple Dragons live within the city, and patrols regularly travel the Moonsea Ride as far as the Tilverton Scar to the north and Gnollpost, in the heart of Gnoll Pass, to the south.

A good number of halflings live in Halfhap, though since the war many of them have resettled in the King's Forest, particularly in and around Collinwood.

POPULATION

3,000

INNS AND TAVERNS

Blacknee's Beds and Baths: Owned and operated by an enterprising halfling clan, Blacknee's Beds and Baths is a large two-story inn complete with a spacious dining room, luxury baths, and a tap-house to be proud of. The plush accommodations are well appreciated after the long ride through Tilver's Gap, and the Blacknee family is able to charge somewhat outrageous rates for their rooms, as they are the only luxury accommodations in town.

Marching Myrmidon Inn: The Marching Myrmidon is a small, quaint inn built against the town's curtain wall near the northern gates. It has a spartan, military feel and is often used by Purple Dragons who are traveling to or from the keep in the Tilverton Scar.

IMPORTANT CHARACTERS

Entur of Esparin.

Personality: determined, regal, adventurous

Goals: reform the noble lines of Esparin and bring them honor once more.

Entur of Esparin is a distant ancestor of House Darlreth, a noble house of ancient Esparin, and has kept the ancient traditions of Esparin alive while in exile in Sembia. During the war with the Shadovar, Entur led his family to aid the embattled people of Esparin and was granted a title of local lord for his service to the crown. Entur is an accomplished warrior, and he often rides forth from Halfhap with his closest kin to battle orcs and goblins. When arrayed for battle, En-

tur bears the unicorn-and-trees heraldry of Esparin along with a suit of ancient dragonscale armor. He dreams of one day reconquering his ancestral lands, and takes a keen interest in any adventurers who express desire to explore the ancient Esparin ruins in the Stonelands.

REDWOLF

This small frontier town is one of the only towns in the Stonelands that is attracting new settlers at a rapid rate, thanks to the hard work and diligence of its local lord. Only ten years ago, the site was home to a small bandit camp, but once it was cleared the knight who cleared it was given a title of Marchion and granted the rights to establish a city here. Through hard work, good relationships with local adventurers, and the presence of a nearby iron mine, the town is booming and a sturdy stone keep is now under construction. Whether this attempt to tame the Stonelands will succeed where others have failed is still anyone's guess, but it has lasted much longer than most previous attempts.

POPULATION

3,000

IMPORTANT CHARACTERS

Oris Grenfeld

Personality: wise, tactical, brave

Goals: found a city that will allow Cormyr to begin taming and settling the Stonelands

Oris is a master of tactics and one of the two knights who, along with a small group of adventurers, drove the Crimson Wolf bandits out of their camp in the name of the crown.

Cora Inyn

Personality: brash, hotheaded, strong

Goals: bring honor to herself and rise to the ranks of true nobility

Cora is a skilled and ferocious warrior who leads the city guard of Redwolf. She assisted Oris in clearing the bandit camp and they have since become engaged. She is hoping that their hard work estab-

lishing the town of Redwolf will allow her to become true nobility as she rightly deserves.

TILVERTON SCAR

The once large town of Tilverton is now little more than a crater filled with magical darkness. The crater, known as Tilverton Scar, is the result of the war against forces of Thultanthar in 1372 DR. No one lives within the scar, though rumors persist of a creature known as the Shadow Shredder that lurks within the deeper crevasses. Since the town's destruction, a small keep has been erected to house a small force of Purple Dragons and War Wizards who maintain order and keep curious explorers from venturing into the scar. There are a few homes in the surrounding area, belonging to particularly brave herders and ranchers.

WHERE AM I? THE LOST PALACE OF ESPARIN

Hidden deep underground somewhere in the eastern Stonelands lies the Lost Palace of Esparin. Once the seat of power for the kingdom of Esparin, this palace was abandoned when the capitol was moved to Yerespar in the west and was eventually forgotten after much of the kingdom of Esparin was overrun by goblins, orcs, and Zhentarim. The Lost Palace once served as a hideaway for Manshoon, and is home to a number of mad liches, sealed away deep belowground and bound to the palace by one of Cormyr's High Wizards.

THE STORM HORNS

A string of massive, sharp mountains that forms a high wall to the west and north of central Cormyr broken only near High Horn Pass to the northeast and Gnoll Pass in the northwest. The Storm Horns provide excellent protection from attack, though they also limit expansion and trade to the west and north and are home to numerous small clans of goblin and orcs. The mountains are also home to a number of dragons, most of which spend decades in peaceful slumber, only to awaken and prey on the surrounding towns and villages. They are also the location of an aerie of aarakocra, though these are rarely encountered by the Cormyreans.

CASTLE CRAG

Castle Crag was built to defend Cormyr's northern border against dangers from the Stonelands. Five hundred Purple Dragons and five War Wizards are garrisoned at the castle year round. Unlike High Horn, this castle is inhospitable to adventurers and those who arrive are sent on their way as quickly as possible. For many years, Castle Crag employed a psionist to ensure that calls for help could reach Arabel's garrison immediately. While this practice was long discontinued, there have been rumors that the current commander is seeking to hire a psionist to revive the practice.

EAGLE PEAK

A small hamlet built on an outcropping of the Stormhorns, Eagle Peak is a popular caravan stop. It is fortified and serves as a base for merchants and adventurers with business in the Farsea Marshes and Tunlands. Their market features death cheese and deadeye butter (made from catoblepas milk), as well as wool, meat, and cheese from hill sheep and mountain goats. It is a bleak place of stone, tile, and slate (to prevent fires in the event of a siege), though many residents keep small well-kept gardens which are often used as a dining and entertaining space. The town doesn't have any inns or taverns,

and instead a network of carryout hot food shops, stables, and rooming houses. All attempts to start an inn have ended in failure due to pressure from these established local businesses. The Eagle Peak stables are run by the local government, and is one of the few places that guarantees mounts. If a mount is lost or stolen while in their care, they give the owner replacements that are as good or better than what was lost.

The town is home to a large Purple Dragon garrison, though many consider assignment to Eagle Peak to be a punishment. It is, at once, both the most boring and most dangerous assignment in Cormyr, rivaled only by assignment to Wheloon.

POPULATION

600

GREATGAUNT

This fortified city on a rocky plateau overlooking the High Road is named after the Greatgaunt family who founded it. The city is dominated by Greatgard, the huge castle at the south end of the walled city which is outfitted with espringales, catapults, and trebuchets. The town guard is comprised of skilled archers, who drill regularly by shooting at mark poles outside the walls for several hours a day.

Space within the walls is at a premium, and houses and shops are built as tall and narrow row houses along narrow cobbled lanes. Many of the roads are sloping and lined with bronze handrails, green with age, to allow pedestrians to manage the icy weather.

POPULATION

4,000

INNS AND TAVERNS

The Twelve Dancing Knights: The Dancing Knights is a quaint old tavern whose name is derived from some lines about it in a ballad by the long-dead bard Shalivarr of Iriaebor: O, twelve bold knights here made merrie, And when they left, a-dancing

they be. The taproom is warm, if a bit smokey, and adorned with old weapons and battle regalia.

TEMPLES

Moonrise House: This temple to Selûne was founded by a charismatic priestess from Selgaunt only a century or so ago. The temple is particularly popular among those who work at night, including a large portion of the Night Watch, Greatgaunt's police force which patrols the city from dusk to dawn, and the Purple Dragons. Moonrise House hosts festivals at every full moon and solemn rituals every moondark (new moon).

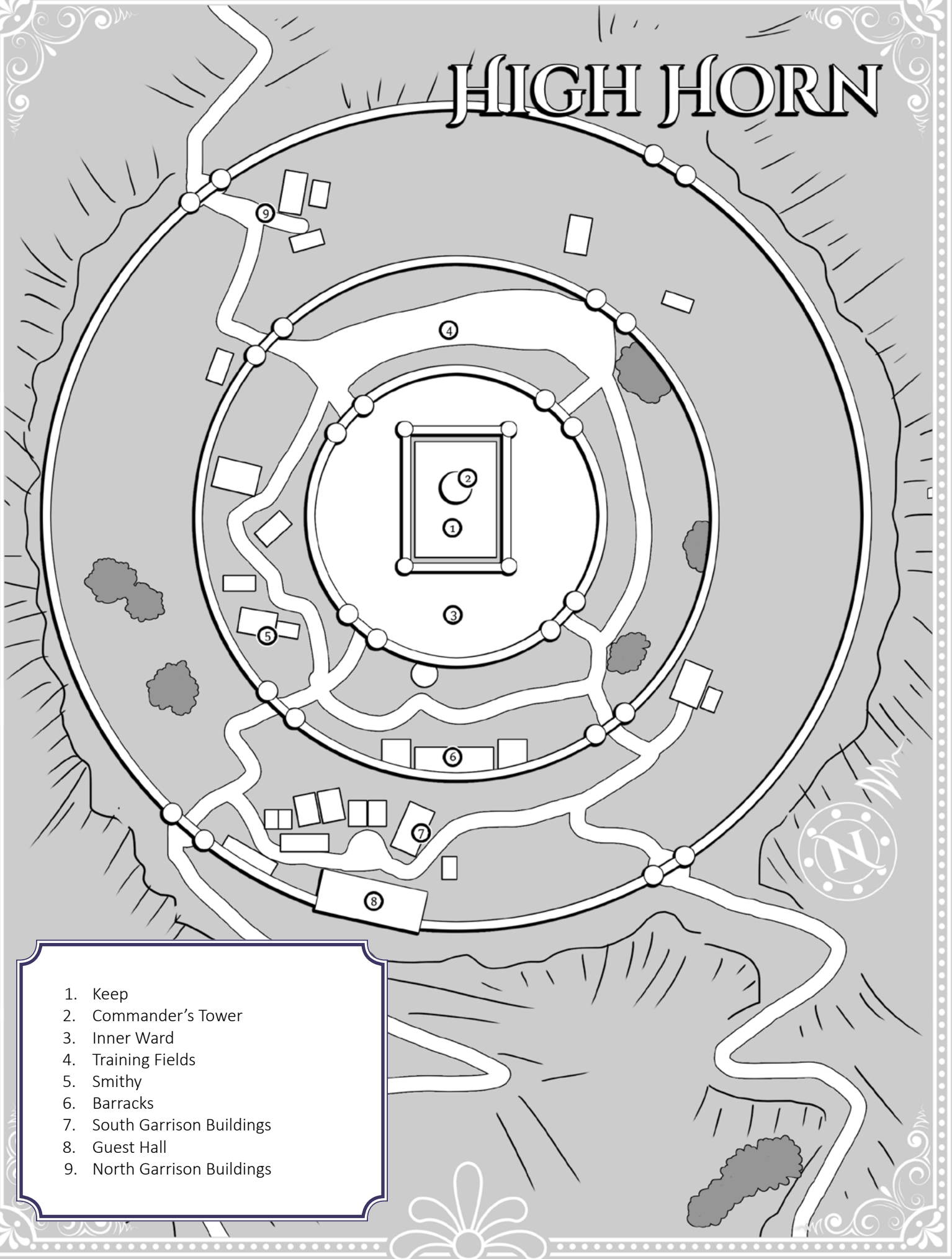
LOCATIONS OF NOTE

Greatgates Manor: The Greatgaunt family home stands at the north end of the plateau above a broken and jagged ravine that is impassable and therefore protected from attacks. This small castle boasts magnificent stained glass windows bearing the family arms, a right-hand gauntlet clutching a dove in its fist. The manor's central courtyard has a fountain known as the Steaming Fountain that is enchanted with spells that heat the water to provide hot water year-round and prevent its freezing in winter. Citizens of the town are permitted to draw water from the fountain, since the pumps for the deep wells in the market freeze up during the cold winters.

THE GOBLIN MARCHES

Once ruled by goblins and their allies, this former stronghold of goblinkin is now home only to nomadic bands of goblin raiders, as well as behir, chimeras, hill giants, giant flying spiders, medusae, perytons, wemics, and hieracosphinx. It is a desolate wasteland of crags, bogs, thorny thickets, and low hills. A number of ruins lay on the rough hillsides of the Goblin Marches, though the combination of difficult terrain, goblins, monsters, and Zhentarim agents makes expeditions to the moors quite difficult.

HIGH HORN



1. Keep
2. Commander's Tower
3. Inner Ward
4. Training Fields
5. Smithy
6. Barracks
7. South Garrison Buildings
8. Guest Hall
9. North Garrison Buildings

WHERE AM I? MARPETHGATES

Constructed between 1430 and 1440 DR by Uldros Marpeth, this weathered fortress was built as a remote retreat where the retired Amnian merchant lived out the remainder of his days after losing most of his wealth during the Spellplague. He died a few decades later, leaving the fortress abandoned to the small menagerie of monsters he had kept in the fortress's undercroft. Several Purple Dragon expeditions were mounted to reclaim the small fortification, but in the end it was decided that the inhabitants were best left in peace. The group still includes a pair of cyclops, a number of doppelgangers, many kenku, and several spiretop drakes. No one but Marpeth himself knows what they might be guarding.

LOCATIONS OF NOTE

Araugul: A great fortress built by a long dead hobgoblin empire, Araugul lies on the edge of the encroaching Great Desert and was abandoned long ago. It is occasionally used by the Zhentarim as a temporary shelter, but the lack of water, game, or edible plant life makes it unsuitable as a long term settlement.

HELMLANDS

Once a barren land of howling winds and jagged rock, the Helmlands are now wild magic area surrounding a forest of towering redwood trees. Due to longstanding superstition dating back to the Time of Troubles, Cormyreans rarely venture into the Helmlands and have avoided settling the area.

HIGH HORN

The largest and most well defended keep in the west is the mountain hold known as High Horn. Sitting atop a 1,000 foot high peak in the Stormhorns, High Horn was built by dwarves emigrating from Anauria and consists of multiple towers and a concentric ring of curving walls, surrounded by a moat and lined with defensive structures. In the winter

months, it houses half the Cormyrean army and a large contingent of War Wizard. During the rest of the year, the Purple Dragons set out on patrol, leaving only 400 soldiers and a handful of War Wizards. The atmosphere at High Horn is one of discipline and readiness, even though the citadel rarely faces any real threats.

The keep guards the road to the West, defending the interior of Cormyr from border raiders such as the tribes of goblins, orcs, gnolls, and lizardfolk that live in the Goblin Marches and Farsea swamps. It also serves as a defensive outpost to protect the nearby royal gem mines.

High Horn has spartan facilities for housing travelers, though such visitors are expected to stay out of the way and not become a burden.

HILLMARCH

Built into the easternmost foothills of the Stormhorns, Hillmarch is the only real mining town in eastern Cormyr and produces primarily copper, as well as a bit of silver, zinc, and nickel. Much of the ore is refined and smelted into brass and worked into lamps, candelabras, and other useful items. The whole town is filled with reeking smoke and it has a reputation as a rowdy, rough-and-tumble place that isn't particularly friendly towards strangers.



IMPORTANT CHARACTERS

Lord Ordamon Thorland

Personality: private, stoic, focused

One of Cormyr's few mining magnates, Thorland owns at least six rich iron and silver mines in westernmost Cormyr. His blazon, a gold anvil split by a three-zag gold lightning bolt, on a pale blue field, commemorates the defeat of a dwarven clan, centuries ago, that helped one of his ancestors retain one of the family's first mines. The Thorlands are reclusive, having a great distaste for Suzail and for politics.

HORNSHIELD

An isolated mountain keep a short distance north of Skull Crag, Hornshield was the ancestral home of the family whose name it bears. Since the family died out over two centuries ago, the keep has housed a collection of brasscrafters, locksmiths, glassblowers, chainmakers, and armorers. All of the families live within the many rooms of the keep and govern themselves through a collective council. Food is grown in glass-topped greenhouse gardens located on the castle's roof, though they still must import much of their food from the surrounding villages, and water comes from a spring deep beneath

the keep. Hornshielders are efficient and productive, creating a great quantity of fine worked goods. Transport from Hornshield is prohibitively expensive, so the goods are transported directly to warehouses in Suzail by a small staff of well-paid wizards.

HUTHDUTH

A small keep in a wooded valley where High Road breaks out of heavy mountains and turns southwest into rolling hills, Huthduth is home to a monastic community of Chauntea worshipers. The keep is home to a large group of warrior-priests and the monastery is known for its generosity. Visitors to the monastery are given lodging and food for up to three nights free of charge. The priests are notorious gossips and are willing to exchange news from the surrounding world for information they have gathered about abandoned mines, old dwarf holds, and monster lairs. It is also whispered that some secret lies in the halls beneath Huthduth, though who or what it is remains a mystery.

MINROE

Minroe is a quiet, sleepy mining town reputed to have the best jewelers and gemsmiths in all of Cormyr, particularly after the arrival of dwarven refugees from fallen Tehyamar. In addition to its



exquisite gems, Minroe is also known for having converted some of the older mines that are no longer profitable into mushroom farms that grow the delicious buttery pixie caps (which can fetch prices as high as 50 gp for a single sun-dried mushroom).

For a time the town was plagued by medusae, until it was discovered that a type of mushrooms known as hedgehog shriekers screech only when medusae approach. These ambulatory fungi were planted throughout the mines and in the gardens around town, which eventually drove the mushrooms away back into the Underdark. Since then the population has recovered beyond what it once was and the small town has begun to grow once more.

POPULATION

500

REDSRING

Iron in the soil around Redspring colors the rust-red spring that gives the town its name. The town of Redspring was long a shepherds' village until it underwent a period of rapid expansion in the mid 14th century when a Purple Dragon garrison constructed a keep at the edge of town and the War Wizards erected a mansion at the center of town. The town was sacked during the Goblin War, which all but ended its hopes of becoming a proper trade town and to this day many half-constructed buildings remain abandoned and incomplete. Not quite a ghost-town, but certainly no longer the frontier boomtown it had hoped to become, Redspring has returned to its roots and is now a place for shepherds to deliver their wool to be prepared for shipment to Arabel and beyond.

SKULL CRAG

A mining community built in the shadow of a large, skull-shaped rock dedicated as a shrine to Kelemvor. On a large, flat-topped spur overlooking the High Road lies a large Purple Dragon citadel. From here, hippogriff mounted patrols range out across the Tunlands and Vast Swamp to keep an eye out for po-

tential lizardfolk or barbarian incursions. Aside from the raw ore brought forth from the mines the town is known, perhaps surprisingly, for its embroidery and lacework produced by the wives of the miners in the long dark hours of winter.

POPULATION

1,100

SLINGDYKE

Home to a Purple Dragon guardpost with a squat little keep and the burnt out ruins of an old inn known as the Slingdyke Arms, there is little of note in this former trade town. The inn burned down centuries ago, and has not been rebuilt due to a royal decree forbidding anyone from resettling the area. The farms to the south house both a Harper safehouse and a secret War Wizard outpost. Why so many seem to be interested in this barren little patch of land seems to be a mystery lost to everyone but its guardians.

TYRLUK

A small village nearly destroyed by rogue dragons and later sacked during the Goblin War, Tyrluk consists of little more than a smithy and an inn, as well as a few newly built homes and shops. The area surrounding Tyrluk is fertile grazing ground and many prominent horse and pony breeders have settled the area.

Local legend holds that Tyrluk was the home of the Blue Blade, a famous gallant brigand who stole from rich travelers throughout the King's Forest and gave the most valuable gems from earlier hauls to pretty ladies when he waylaid them. It is said that his cache of treasures still lies somewhere in the nearby forests.

KING'S FOREST

The westernmost fragment of Cormanthor, the King's Forest has long been cleared and settled by the people of Cormyr. The high, thick forest canopy keeps undergrowth limited to only scattered clearings and provides shelter for an abundance of wildlife, and for many years was considered to be a pleasant place for vacationing nobles to ride and hunt. Since the goblin wars, however, the forest has been home to scattered tribes of orcs that have thus far resisted attempts to eliminate them. The Purple Dragons regularly patrol the area, however, keeping the roads reasonably safe for merchants and other travelers.

AUNKSPEAR

Aunkspear is a village of horse breeders and cabbage farmers located just a short ride northwest of Immersea, just off of Calantar's Way. It is named after its most famous resident, a common soldier who gained the favor of King Galaghard III and coined a number of still popular Cormyrean phrases, such as "Any battle ye survive is a victory." The village was once home to the royal mint, though it was eventually removed to Suzail, and it is now known primarily as a place to buy gray gees (or their eggs).

POPULATION

700

KNOWLEDGE: LOCAL THE GRAVE OF AUNKSPEAR

The resting place of Aunkspear's namesake is marked by a stone bearing his name, his arms (a two-headed flying falcon with the motto "I see both sides, and say so"), and the following inscription:

Here lies a man who served Cormyr well
And spoke with kings as a friend.
And when at last his death befell
He went contented to this end.

COLLINWOOD

A tiny village built in the shadow of an ancient manor house, Collinwood is home to a large population of halflings, humans, and half-elves displaced from many of the surrounding villages when goblins and orcs marched through the King's Forest during the Goblin War. The community has a thriving economy founded on woodcrafting, weaving, and cheese-making, but is otherwise quite unremarkable. Travelers occasionally stop over in town on the journey from High Horn to Eveningstar, though this is not particularly common due to it being a few hours ride south of the High Road. Despite the lack of a city wall, Collinwood is considered to be exceptionally safe due to the local lord's large private army.

POPULATION

500

IMPORTANT CHARACTERS

Earl Bryton Taysith

Personality: reclusive, honorable, taciturn

Earl Taysith claim on the lands surrounding Collinwood predates the founding of Cormyr, and his family has a longstanding title granted to them by Faerithann Obarskyr himself, making him one of the only earls in Cormyr. The truth of the matter is a bit more complex, as the alabaster hall of the Taysith family holds an ancient secret: there is no Taysith family, only Bryton, an immortal who fled the destruction of Thaeravel over a millennia ago and has been the lord of Collinwood ever since. When he was encountered by Faerithann, the two agreed that a battle between them served no purpose and Bryton was willing to pledge fealty in exchange for simply being left in peace. The secret of Collinwood is known only to the queen, the mage royal, the High Harpers of Cormyr, and Elminster of Shadowdale, and is considered to be a state secret of Cormyr. In times of great trouble, the personal army of Earl Taysith, a force of fifty helmed horrors of ancient origin, marches forth from the family crypts to

defend the village and nearby lands, but otherwise the people of Collinwood keep to themselves.

CROWNPOST

A ruined fortress stands just off Calantar's Way, having been destroyed in a lightning storm several centuries past. During the excavation of the ruins, a previously hidden iron door beneath the stable cellars was discovered, which led into a massive subterranean wizards' lair consisting of numerous extra-dimensional spaces connected by means of gates. The lair was the home or prison of many ferocious creatures, which escaped into Cormyr and caused mayhem before they could be subdued by a desperate force of War Wizards. This titanic battle resulted in the first known wild magic area in Cormyr, which persists to this day, as do numerous nests of strange flying chimerae with the ability to phase into and out of existence seemingly randomly.

POPULATION

150

INNS AND TAVERNS

Blisterfoot Inn: Servicing the travelers who once used Crownpost as a stopping point, the Blisterfoot Inn is a renovated barn located on the next hill to the east, a short distance behind Crownpost. A wide, looping trail circumnavigates the old ruins, bringing travelers to the inn from both directions along this short detour. The owner of the inn advertises it as a safe location amidst the terrors of Crownpost using small signboards along Calantar's Way, and has built a steadily expanding business from the traffic he has attracted. The barn features several additional wings, as well as numerous outbuildings where a small collective of artisans ply their trades producing armor, weapons, and all manner of other crafted goods, turning the inn into the center of a little village of its own. Merchants doing business with the artisans stay at the inn, as do adventurers seeking to explore the ruins.

DHEDLUK

Dhedluk is a small community of quail farmers, woodcutters, herbalists, and retired nobles located in a clearing in the forest dappled with sunlight and surrounded by gigantic moss-covered trees. Dhedluk has been threatened by orc raiders for the past century, though the village's sturdy stockade wall and small contingent of Purple Knights has managed to keep them at bay. A number of fine woodcarvers live in the village. Despite its origins as a lumber town, the town now has laws against cutting live wood that are punishable by hanging.

Dhedluk is also home to an organization known as the Women of the Woods, which dates back to the time of King Azoun IV, who believe that females should rule Cormyr and all realms. For a long while they engaged in banditry against the village, though they have turned over something of a new leaf since the crowning of Queen Raedra. Despite their banditry, the Women were placed under protection of the crown since their founding, leading to a persistent rumor that the founder, a woman known as Vandara Thulont, was in fact Azoun's daughter. This rumor has never been authenticated, but the crown's protection remains and any who speak to loudly of

SECRET PLOTS THE HIGH HUNT

A decadent cult embraced by some nobility in Cormyr, the High Hunt holds that the vitality of the land can only be renewed by the sacrificial slayings of Cormyrean nobility. To this end, they hold a secret ritual each year in Dhedluk where a noble is transformed into a deer and set out into the forest. Cult members wearing masks decorated with stag antlers set out into the King's Forest to hunt and slay the deer. The practice was outlawed centuries ago, and the severe punishments for kidnapping and confining nobles for any reason were also in response to this cult, but despite the efforts of the crown and the Purple Dragons the High Hunt continues to this day, growing ever more creative in their efforts to avoid being found.

it are visited by Purple Dragons who “respectfully” ask the rumormonger to keep quiet. The Women of the Woods live in the old Meliyekur estate in the forest west of the village and conduct trade within Dhedluk.

The village is also home to a small two-way portal connecting to a location near the Royal Court in Suzail. A short forest trail known as the Ranger’s Way leads to the town of Waymoot in the southwest, while the Starwater Road connects it to Eveningstar to the north.

POPULATION

1000

INNS AND TAVERNS

The Blushing Maiden: Among the only noteworthy places in Dhedluk is the rustic wayhouse known as the Blushing Maiden, named for the long-dead leader of the Freeswords Aradaera “Ravensong” Tinshar. Its soundproofed private suites feature luxurious owlbear pelt rugs, breathtaking views of the surrounding forest, and each a private bathroom. One of the long halls in the inn has an enormous elven made tapestry fully one-hundred paces long featuring scenes of a forest hunt. The tapestry glows slightly with golden light, and it is said that woven within are numerous gates to and from lo-

SECRET PLOTS LAST HIDEAWAY OF THE SWORD HERALDS

Several centuries ago a secretive group of mages undertook a variety of rituals for the betterment of Cormyr. Their most notable accomplishment was the construction of extra-dimensional refuges throughout Cormyr, known as hideaways, to protect the nobility and local lords from natural disaster, brigands, war, and rampaging monsters. Over the centuries the keys to these hideaways have mostly been forgotten or lost to time, but rumors persist of a particularly large and well guarded hideaway containing the combined wealth of several ancient noble families as well as the library of the Sword Heralds themselves.

cations throughout Faerûn. The inn’s reputation for comfort and service are without equal, and many merchants take the longer Starwater Road rather than Calantar’s Way just so that they can stop here and at the Tankard in Eveningstar.

ESPAR

Located just west of the King’s Forest, this town of about 120 stone buildings is a farming town centered around a small shrine to Helm and is best known for having a long history of excellent blacksmiths. Quiral’s Blades, founded by an adventurer-turned-blacksmith named Quiral, has been in continuous operation for over a century and is a source for specialized made-to-order blades. Lesser known, but no less important, is the town’s history as the birthplace of Florin Falconhand, one of the famous adventuring company known as the Knights of Myth Drannor. The town is home to many half-elves, and has been since its founding, and is also renowned for its skilled rangers.

Of particular note are the wood elves who arrive to market once each month with their trained stag mounts and hunting wolves. Once, such elven bred mounts and companions were far more common, but today the market of Espar is the only place where these highly sought after hunting beasts can be found.

POPULATION

600

INNS AND TAVERNS

The Watchful Eye: Espar’s only inn is the Watchful Eye, a quaint little wattle-and-daub structure that primarily services the fur traders, grain merchants, and adventurers who visit the small town.

LOCATIONS OF NOTE

Stormhaven House: This fortified manor house stands on a small wood-fringed plateau west of the village proper and is home to a small college of War Wizards, where fledgling wizards are instructed on the history and politics of Cormyr and given a safe place to practice new spells. The manor

is heavily warded and protected by a number of trained magical beasts. It also features a large two-story stable, where hippogriffs are stabled for use by the War Wizards and visiting court officials.

EVENINGSTAR

A crossroads town located north of King's Forest on the intersection of the High Horn and the Starwater Road, Eveningstar serves the nearby farms and the adventurers who travel along the High Road. It is a pastoral village, surrounded by grazing fields and small orchards, and produces apples, milk, eggs, poultry, mutton, carrots, beans, parsnips, cheese, and wine. Evenor ranchers also raise sheep and sharrada, a type of woolly cattle accustomed to the colder climate, and produce a great quantity of the wool which eventually finds its way to clothiers in Suzail. The nearby woods are mainly chestnut, elm, and oak, as well as scattered shadowtops, and are

WHERE AM I? SENTINEL ROCK

A short ride from the quiet farming community of Espar is a large rocky outcropping known as Sentinel Rock. It can be entered by crawling through a small crevice halfway up the steep cliff and into a large cathedral like cavern. A sloping path leads down to an altar dedicated to Helm, which is protected by a magical animated sword (CR 2, 30 hp, +11 to hit, 11 damage) which attacks any it deems unworthy of approaching the shrine, including anyone who doesn't worship Helm.

A crack in the ceiling produces a streaming spotlight that strikes Helm's shrine at exactly mid-day on the last day of summer. When this happens, the light bounces off of the shrine to reveal a small alcove 30 feet above the cavern floor which contains the dancing blade's sister sword. This sword, a holy avenger, may be borrowed for a quest in Helm's name. The quest must be a worthy one, however, and the blade must be returned after the quest is complete or they will risk drawing Helm's displeasure.

home to an abundance of pheasant, quail, and rabbits. All of its exports are sold at a weekly farmer's market and much of it is purchased for export to Arabel and Suzail. Eveningstar was badly damaged in attacks by rogue dragons just over a century ago, but was rebuilt shortly after.

Eveningstar is typical of prosperous farming communities in the region, looking much like similar settlements in the dales. A typical Evenor home is fieldstone with a thatched roof, while homes of wealthier farmers or merchants instead have slate roofs. Dirt basements are common, allowing families to store food for the long white winters. Upper floors are typically timber framed and covered in stucco. The farmhouses outside of town and away from the river rarely have second floors, and instead have sprawling basements with numerous rooms. These underground living spaces are insulated by the soil from the cold winters and some seemingly small farmhouses hide large complexes almost like rabbit warrens beneath the earth.

It is primarily known for two things: its proximity to the Eveningstar gorge, which leads into the mountains and the heart of a cluster of ruins, including the Haunted Halls of Eveningstar, and as the origin of the winged cats known as tressym. This is one of the few places in the world where tressym roam free and feral, lairing in the nearby gorge and subsisting on the rodents in the farmers fields. A portal created by a cleric of Mielikki connects a blueleaf tree to another in the gardens of Suzail.

POPULATION

1,000

INNS AND TAVERNS

Lonesome Tankard: The Lonesome Tankard is a tavern and inn famous in Cormyr for its fresh, home cooked meals and is regarded as one of the best stopovers for merchants, caravaners, and adventurers in all of Cormyr. Thanks to a longstanding arrangement between the proprietor and the Ruldo family, guest's of the Tankard can stable their

horses across the way at the Ruldo stables free of charge.

The Hailing Hand: This recently rebuilt inn was built on the burnt out foundations of the old Welcoming Hand, though this establishment has little in common with its predecessor beyond the name. It is a rowdy and lively establishment that attracts a younger crowd than the rustic Tankard or quiet Unicorn. It is popular with adventurers recently returned from a successful job, and the sorts of people who make their livings lightening the purses of such adventurers.

The Golden Unicorn: This quiet, discreet tavern is popular among merchant traders, local businessmen, and others who need an atmosphere conducive to conducting business.

SHOPS

Orsborg's Adornments: Orsborg's is an Evenor institution and has been providing body adornment services, from simple shaves and hair styling to custom scented perfumes and intricate tattoo artistry, for nearly two centuries. The current owner, Katrin Orsborg, leads a team of artists and craftsmen who have perfected their respective crafts. Adventurers heading to the Haunted Halls often stop by the shop to get matching tattoos to commemorate their expedition, leading to a steady supply of customers.

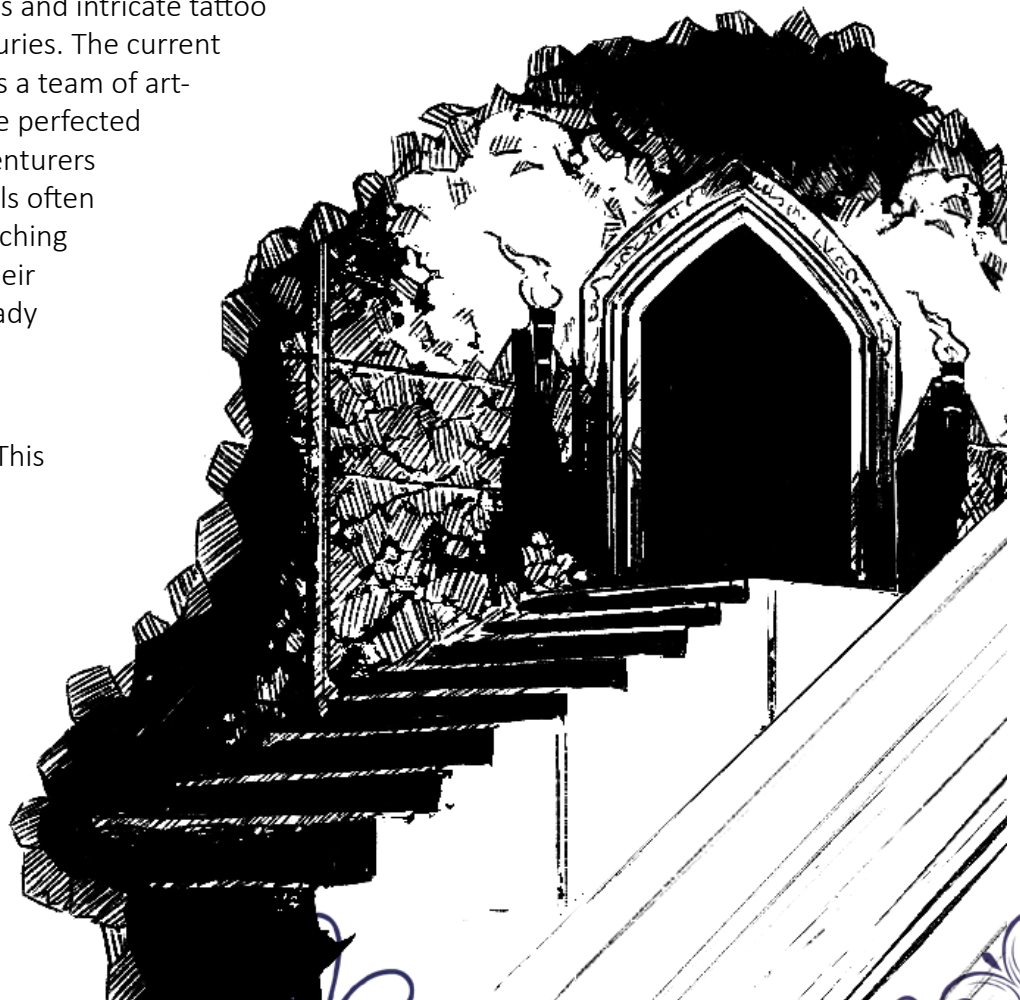
TEMPLES

The House of the Morning: This large, many-spired temple dedicated to Lathander is a popular destination for the faithful in northern Cormyr. The priests of the temple run a very successful farm which produces all varieties of medicinal plants,

as well as nuts, fruits, and vegetables sufficient to feed both the temple and the entire town if needed.

LOCATIONS OF INTEREST

Haunted Halls of Eveningstar: The Haunted Halls are a subterranean stronghold built by dwarves for the human bandit-lord Rivior. It is located part of the way up the western cliff of the Eveningstar Gorge, and since Rivior's death some three centuries ago it has been the temporary dwelling of kobolds, bandits, goblins, Zhentarim mages, trolls, and all variety of other monsters. Despite frequent expeditions into the Halls, they never seem to be cleared completely and are fresh and full of newly arrived monsters each summer. It is said that the lowest chambers of the Haunted Halls were used by a secret sect of wizards known as the Mages



EVENINGSTAR



1. Eveningstar Hall
2. Lonesome Tankard
3. Orsborg's Adornments
4. Tessaril's Tower
5. Ruldo Stables
6. Market Square
7. Highsong Butcher
8. Ashairn's Fine Clothing
9. Purple Dragon Barracks
10. The Old Boot- Wagons and Harness
11. House of the Morning
12. Temple Granaries
13. Temple Fields
14. Old Meg's Hut
15. Redhand Pool
16. Deltar's Mill
17. Hailing Hand Inn
18. South Stables
19. Golden Unicorn Inn
20. Baskar's Pring Shop
21. The Iron Hand Smithy
22. Shen Apple Orchard
23. High Pasture (Common Grazing Land)
24. Ruins of Thaddath Farm

Regal whose secrets still lay entombed far beneath the surface.

Tessaril's Tower: The tower of Lord Tessaril Winter, the lord of Eveningstar for over a century, is a large stone house with a wide porch across its front. Near the front door is a shield-shaped plaque that bears Tessaril's name and title.

Hidden House: The very existence of this maze of ever-changing walls and passages is a state secret of Cormyr. The Hidden House was once the abode of the Netherese sorcerer Phaeryl and can be reached through a portal in the uppermost room of Tessaril's Tower. There are no maps of the Hidden House, and such a map would be worthless anyway as doors seem to open to different rooms and passages each time they are opened.

Old Meg's Hut: This old ruin was once the home of a crone that lived near the village but who had very little interaction with the locals. Today it is a favorite place for the town's more adventurous

children to play, much to the consternation of overprotective parents.

IMPORTANT CHARACTERS

Lord Tessaril Winter

Personality: friendly, loyal, assertive

Goals: prosperity and well-being of Eveningstar

The lord of Eveningstar is the former adventurer and one-time consort of King Azoun IV known as Tessaril Winter. She is attentive, considerate, and utterly loyal to the crown, serving as wise counsel to four generations of Obarskyr monarchs. She is particularly attentive to the new queen, Raedra, and frequently hosts the young queen at her home. Despite her advanced age, the lord is quite striking. She stands six feet in height, with long silver hair and piercing blue eyes. Her once slim, muscular build has grown frail with age, but she still walks rigidly upright and carries herself with poise and dignity. She typically wears simple dark robes while at home in her tower or a leather jacket and riding breeches when out amongst the people. Perched on her shoulder is her ever-present companion, her tressym familiar, who insists on tasting all of her food and drink and has saved her from poisoning more times than anyone can count.

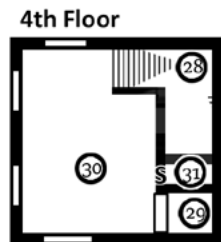
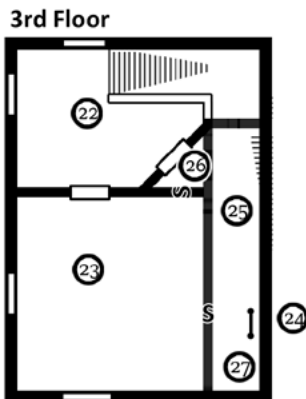
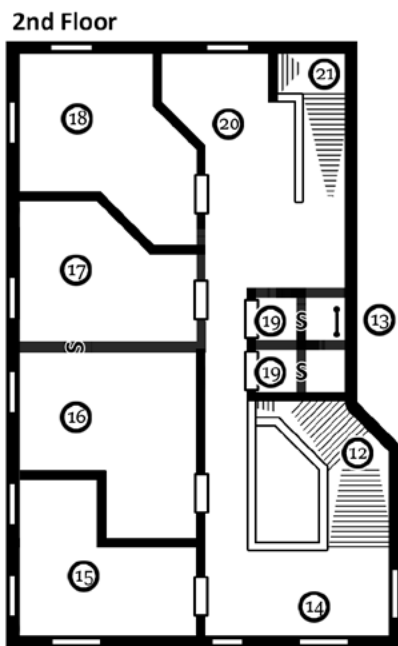
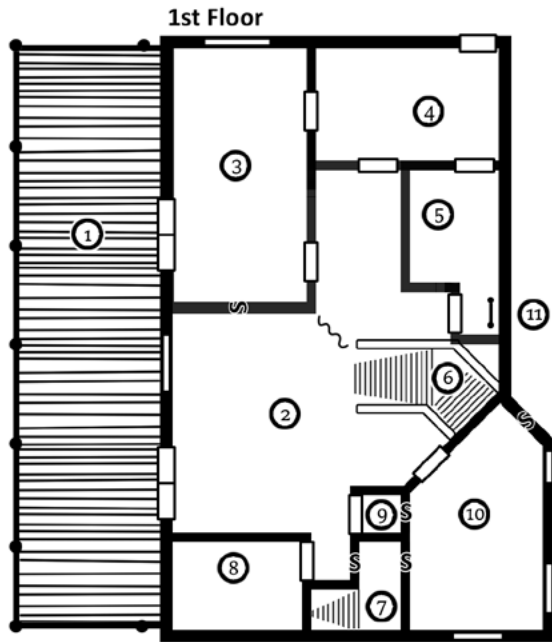
GRAY OAKS

A small village with a sizable halfling population, located just north of Calantar's bridge and east of the King's Forest, Gray Oaks is a quiet, simple farming town known for its woodcarvings and glowing mosses. The village is built on the ruins of a larger settlement known as Black Oaks that was destroyed in a battle between a party of Zhentarim mages and a force of War Wizards. Recently, the town has recovered some of its status as a market town, thanks in part to the relaxing of hunting laws as a result of orc tribes making camp in the King's Forest.

POPULATION

800

TESSARIL'S TOWER



1. Porch
2. Entry Hall
3. Dining Room
4. Kitchen
5. Pantry
6. Grand Stair (to 2nd floor)
7. Stairs Down to Cellar (cellar not shown)
8. Washroom
9. Cloak Closet
10. Audience Room
11. Ladder (to 2nd floor closet)
12. Grand Stair (from 1st floor)
13. Ladder (from #11)
14. Upper landing (sitting area, gallery)
15. Tzin Tzummer's Chambers
16. Guest Bedroom
17. Guest Bedroom
18. Guest Bedroom
19. Linen Closets
20. Bower (sitting area with plants)
21. Upper Stairs (to 3rd floor)
22. Lofty Landing
23. Spell Chamber (for spellcasting)
24. Ladder from #13
25. Stairs to Cupola (4th floor)
26. Locked Closet Fitted With Alarm Gong
27. Magic Storage (potions, scrolls, etc)

KNOWLEDGE: LOCAL

THE LOST HELM

The Iron Helm of Heroes is an artifact and minor relic of Ilmater that was once owned by Lord Tessaril Winter of Eveningstar. The helm is unremarkable in appearance, but quite powerful in its ability to grant its wearer access to a wide variety of healing spells. Lord Tessaril used its magical properties to aid adventurers exploring the Haunted Halls, but one day after healing an adventurer the helm disappeared without a trace. Though she has no need of the helm, Tessaril would gladly pass along rumors of the helm's whereabouts to adventurers she considers to be worthy.

INNS AND TAVERNS

Trailswatch: Graywatch has only a single inn which serves double-purpose as a hunting lodge for Suzerains who have a license to hunt in the King's Forest. Licensed guides operate out of the hunting lodge, guiding hunters through well-used trails to hunt deer, boar, and bear. The lodge itself is decorated with the preserved pelts of gigantic owlbears, dire wolves, manticore, and other such ferocious beasts, which gives the tourists a bit of a thrill, though the chances that they will face such deadly game within the nearby woods is quite low.

HILP

A small town to the southeast of Cormyr on Calantar's Way between Immersea and Suzail, Hilp marked the western terminus of the Way of the Manticore which continued to the east through Gladehap, Wheloon, and beyond. It is surrounded by rich farmland and grazing pastures, though it is most well known for its markets. In addition to the local produce and grain, the market did a brisk business in wagons and barrels. The city has a small fortified wall, though much of the city lies outside of the wall along Calantar's Way and the Way of the Manticore. The buildings of Hilp are typically tall and narrow, most of which feature a shop or tavern on

the first floor with homes on the floors above and are shingled with blue and green slate. The town is industrious and somewhat boring, despite being a bustling production center. During the war with the Shadovar, much of the city was razed by the Purple Dragon Reborn, though due to the industriousness and skill of the local craftsmen you could hardly tell today.

POPULATION

400

LOCATIONS OF NOTE

Handibar's Stelk Farm: Hilp is one of the few places where a strange shrub known as stelk could be commercially farmed. A small shrub resembling a cluster of brown, fist-sized cabbage heads, stelk is an excellent fish bait, useful in attracting all types of fish. Handibar's farm is a marvel of agriculture, with varieties of stelk that have been bred specifically to attract specific types of aquatic life, including strains that can attract dragon turtles. The farm itself lies to the west of town, while the sale outlet is in Hilp proper.

KNIGHTSWOOD

This clearing holds the remains of a small hamlet that grew up around the steadings of several knights. For a time it was known only for the rare plants that it exports down the Starwater River and the circle of druids known as the Knightswood Nine who dwelt in a subterranean cavern reached by climbing through the roots of a huge hollow tree, where they cultivate all manner of rare and wondrous mushrooms.

The hamlet was decimated in the war against Shar, and only a few homes remain standing. Rumor has it that a group of druids has once more settled into the caverns near Knightswood, though whether they are survivors of the war or a new circle entirely is still unclear.

WHERE AM I? THE CRYPT OF DRAGONS

Somewhere within a days ride of Hilp lies a vast subterranean tomb and shrine to the dragon god Null, though the exact location has long been forgotten. A weaver and his two apprentices discovered the location in 1356 DR and reported that the crypt contained a massive horde of gold, upon which were lain several mummified dragon corpses. The weaver's apprentices were killed by the crypt's traps, and while the weaver escaped to tell the tale he disappeared shortly after, before divulging the crypt's location. Agents of the Cult of the Dragon have since made their way to Hilp in hopes of uncovering the location of the lost crypt.

LOCATIONS OF NOTE

The Old Oak: A huge, gnarled old tree that is the favorite meeting place of a group of young satyrs that call themselves the Sons of Baerelus. These satyrs are known as pranksters, but also give wise advice to young lovers, runaways, and other Cormyreans with problems. Their advice is given in the form of intricate and impromptu morality plays featuring a rotating cast of colorful characters.

MOUTH O' GARGOYLES

A small village situated on the Starwater Road between Dhedluk to the northwest and Immersea to the east. The village's odd name comes from a long dead wizard who would use gargoyles to raid barges traveling along the Starwater River. He was eventually defeated by a group of adventuring wizards, who founded a village at the site, though their battle also created an area of wild magic on the very site where the village was founded. As a result, the use of magic within the village has been banned by order of the crown, and violations of this law result in imprisonment for a tenday.

The town is home to woodcarvers, furniture makers, and purveyors of oil produced from deep rock fissures near the site of the old wizard's cave. The oil

is pumped up from underground, allowed to settle, and then filtered to produce flammable oil and amberglow, a lubricant used to keep blades from rusting.

POPULATION

800

INNS AND TAVERNS

The Gargoyle's Perch: A ramshackle roadhouse inn founded by a group of twelve friends who also hired themselves out as escorts. It has a good selection of ales and stouts, though the wine, food, service, and cleanliness leave something to be desired.

SHOPS

Wyrund Woodcarvers: The Wyrund family is famous for their exquisite cabinetry and woodcarving. Furniture from Wyrund can be found in most noble villas in Suzail.

Bendegar's Barrels: Though the namesake of the shop is long since dead, Bendegar's Barrels is known for making some of the finest barrels in Faerûn, including custom made-to-order barrels of almost any size.

THE PLUNGEPOOL

The terminus of the Sharragh river is the mist lined limestone shaft known as the Plungepool, which swallows the river in an endless waterfall that empties into the Underdark lake known as Lake Thalmiir, which in turn empties into the deeper lake Daerbraun. Descending the Plungepool is quite dangerous, as the rocks are slick with water and are home to swarms of stirges.

STAGSTEADS

The site of the royal hunting lodge, Stagsteads is a small town that primarily exists to keep the crown's guests comfortable during state visits. A substantial garrison of War Wizards and Purple Dragons is also located here year round, both to patrol the nearby forest and to ensure the security of the lodge.

WAYMOOT

Located within a small five-mile diameter clearing of the King's Forest, Waymoot is a trader's town built around a large old keep. It is the largest town within the King's Forest and its economy is driven largely by the fine horses and wagons produced here. The horses of Waymoot are so famous that the town's name is often synonymous with fine warhorses, such as the term "Waymoot come calling" to refer to a cavalry charge.

Rumor holds that a collapsed dungeon labyrinth lies under Waymoot, catacombs once used by a gold dragon to store its horde. These same rumors purport that the dragon was later killed by a beholder who tunneled up from the Underdark and may, in fact, still reside there. Waymootan children still tell these tales, though whether or not they are true is a matter of some debate.

Waymoot was once home to a large and active thieves' guild, but they have long since been eradicated.

POPULATION

2,000

WHERE AM I? SSCHINDYLRYN

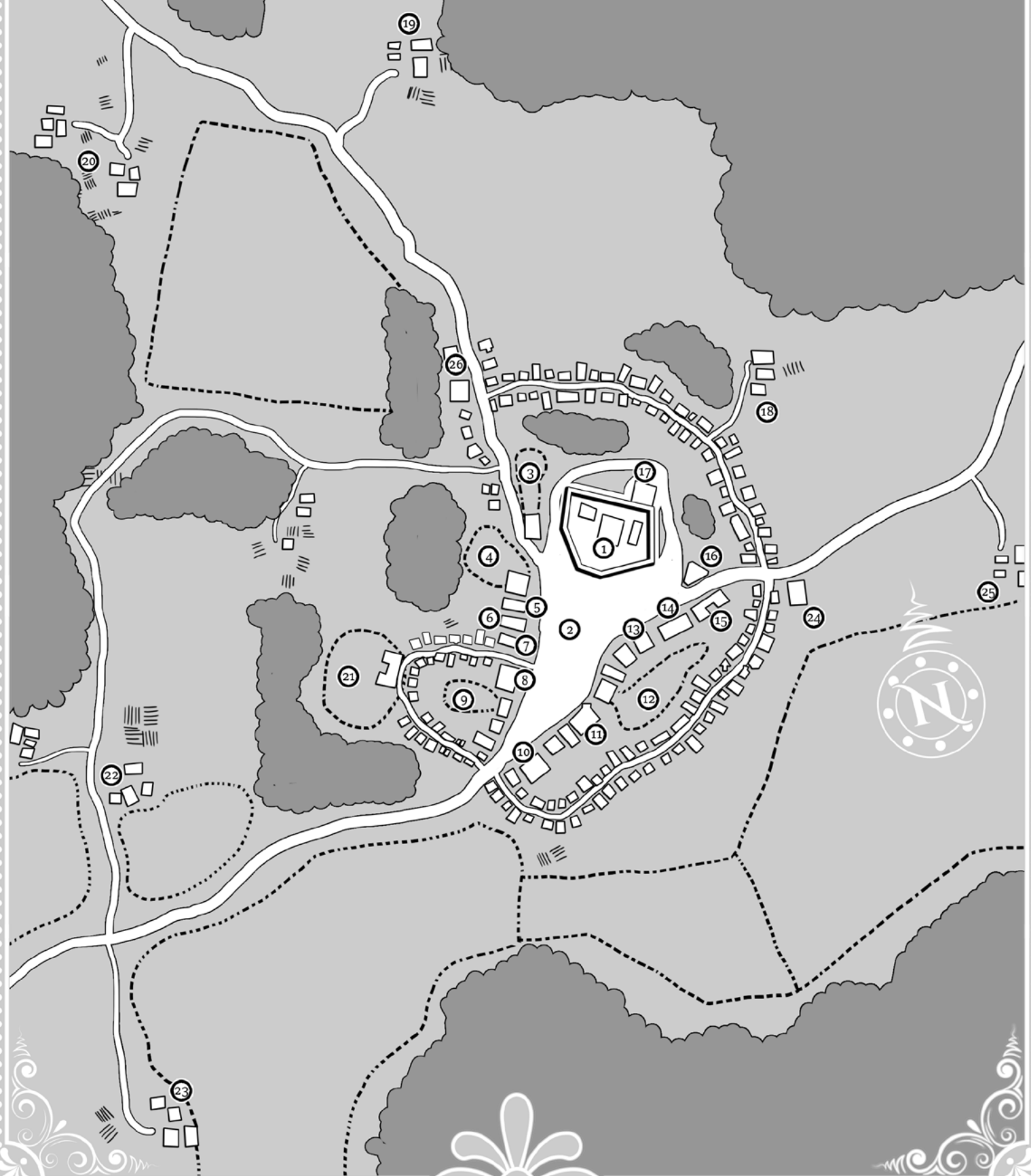
Known as City of Portals for many magic portals connecting elsewhere in the Underdark, Sschindylryn is built on kuo-toan ruins in the shallows of Lake Thalmiir. Several sections of the city are submerged beneath the surface of the lake, including underwater portals. The citizens of Sschindylryn are successful merchants, prospectors, and slavers. The priestesses of Lolth have lost much of the control they once had over the city, leaving the city largely free of the Spider Queen's influence.

INNS AND TAVERNS

Silver Wink: The most popular inn in town, the Silver Wink is a favorite of local adventurers and craftsmen. It is a large establishment with a spacious dining room and tastefully furnished rooms of varying sizes. The taproom is well equipped to handle any sort of traveler, featuring wines from Evermeet and ancient Tethyr, liquors from Zakharra and Shou Lang, and dozens of varieties of fine dwarven ale.



WAYMOOT



TEMPLES

The Sheltering Hand: This temple to Tymora does a brisk business in healing and aiding adventurers and is protected by a stout shield guardian. The priest is known to offer advice to youngsters who seek to become adventurers, and often gifts a sharp sword, a sturdy shield, and a suit of leather armor to young men and ladies on their sixteenth birthday. Parents in town have split opinions of this sort of “mentoring”, but the priest believes that facing and overcoming risk produces the best experience in life.

The Sounds of Joy: The temple to Lliira is led by the beautiful half-elven Queen of Joy Jazarai Moonbolt, who has overseen worship here as long as anyone can remember. Now aging and with silver hair, she is seeking someone to take over the small

1. Woodbrand Keep
2. Central Market
3. Llamskir’s Horse Farm
4. Tirin’s Horse Farm
5. Bone Warmer Tavern
6. Kuala’s Boarding House
7. Marker’s Fine Goods
8. Marker’s Warehouse
9. Kryson Horse Farm
10. The Old Man Inn
11. Jerlak’s Warehouse
12. Burilla’s Horse Farm
13. The Moon and Stars Tavern
14. Timin’s Fine Goods
15. Strongwood (Morler Family Home)
16. The Silver Wink Inn
17. Waymoot Jail
18. Derlith’s Farm
19. Orr Farm
20. Cheerlair Farm
21. Brimstone (Dulea Family House)
22. Chunil Farm
23. Dulea Farm
24. The Sheltering Hand (Temple to Tymora)
25. Ulian Farm
26. The Sounds of Joy (Temple to Lliira)

temple and oversee the wild costumed festivals that the town, and noble visitors from as far away as Suzail, has come to enjoy. The festivals are unscheduled affairs, announced a mere tenday before they are to take place, and often feature revelry that includes not only dancing and drinking but also seemingly random shape changing into various beasts and birds. Many nobles return to Suzail gossiping about what some noble or the other did while transformed into a songbird or rabbit.

IMPORTANT CHARACTERS

Harlaen Jerlak

Personality: sharp witted, humorless, unimaginative
Harlaen runs the business interest of the large Jerlak family, including numerous warehouses and business interests that run the gamut from chest-building, cart repair, and hempen sack production. The Jerlak family also does a brisk trade in lamp oil, which has brought them a great amount of wealth.

FARSEA SWAMP AND THE TUNLANDS

These two desolate places are only nominally claimed by Cormyr, due to the scarcity of arable land and the lack of major settlements.

The Farsea Swamp is covered by muddy hills swept with golden-green grasses and channels of bronze water. Thick forests and dense underbrush spot the landscape, making travel particularly difficult. It is rumored to have been the seat of a pair of rival ancient civilizations who destroyed one another with fell magics, and fantastical ruins made of crystal as hard as steel can be found half buried in the swamps. While most simply assume that the ruins are from the Netherese empire, the wisest historians will tell you that they are all that remains of a pair of ancient Batrachi settlements. Despite numerous expeditions by the Society of Stalwart Adventurers, these ruins have yet to be cataloged. All those who have ventured deep into the marshes has succumbed to some sort of plague and pestilence shortly thereafter.

The southern stretch of marshland is less forested and was known as the Marsh of Tun before the two creeping swamps eventually joined and were renamed in the early 15th century. It is inhabited by various lizardfolk tribes, including the Stragjaw and Dawn Hunter tribes, as well as the ancient black dragon Skurge. It is also home to a band of Cormyrean bandits on the run from justice known as the Tun Bandits who have formed a sort of truce with the dragon. Across the river, to the south, the low grasslands are primarily home to a tribe of human barbarians known as the Mir.

The Cormyrean settlers of the Farsea and Tunlands are known as marsh drovers, and despite the bleak landscape they are a welcoming and colorful people. Their scattered villages are resilient, built either on stilts or floating atop small barges. Particularly dry islands are home to the larger trading communities, and narrow plank-topped trails connect these

KNOWLEDGE: LOCAL THE MIR BARBARIANS

A group of noble horsemen native to the Tunlands who have often fought the Zhentarim forces of Darkhold, the exiled bandits of the Tun Marshes, and the Purple Dragons of Cormyr, the Mir Barbarians are a fierce people who have yet to be tamed. Said to be pureblood descendents of the Angardt barbarians of southwestern Netheril, the Mir are expert hunters and gatherers, though they supplement their hunts with occasional raids against Zhent caravans that travel north of their home.

The Mir are deeply suspicious of outsiders, and have rebuffed all overtures of peace from the crown of Cormyr. They are reluctant to give up their ways or betray their tralmir (tribal leader) to bend the knee to a foreign king, something they know will inevitably be demanded if they establish relations with the kingdom of Cormyr. Occasionally, an exile from the Mir may find their way to the nearby Cormyrean settlements, often seeking work as local guides or bodyguards. The Mir practice an unusual form of sorcery, lending credence to the tales of them being of Netherese descent.





WHERE AM I? THE DARKHOLD

A high-spired keep of black stone rising from a bare rocky spur of the Far Hills, the Darkhold is the central stronghold of the reformed Zhentarim. This ancient citadel was built to suit giant-sized humanoids and is said to have been constructed using powerful magic. The black stone walls are clearly fused together with something other than normal mortar, and the stone itself is clearly not native to the region.

The keep can house 1,000 men, though at present it houses barely a few hundred reformed Zhentarim. Among those who inhabit the Darkhold is Kurn Cormaeril, a vampire skymage who long ago betrayed the royal family of Cormyr. Though most believed him dead, he has, in fact, been plotting against the crown ever since his exile.

with the smaller outlying settlement. The drovers are known for making the most of the marsh's bounty; all types of exotic game and fish can be found here, and cheese produced from the milk of domesticated catoblepas is a regional delicacy.

CASTLE ARIS

A small keep surrounded by a circular curtain wall, Castle Aris maintains a regiment of about 200 Purple Dragons to protect and maintain the trade roads in the Farsea Swamp. The Purple Dragons of Castle Aris have a long tradition of constant readiness and frequent drills, due to their history of opposing the Zhentarim based in nearby Darkhold.

MALOREN'S REST

Maloren's Rest was Cormyr's only noteworthy settlement in the Tunlands, and little can be said of it other than the fact that it technically exists. Formerly a bandit camp on a small bluff overlooking the nearby fens, the hamlet consists of a mere half dozen small homes and a market square. The inhabitants are all second and third generation descendants from the original bandit settlers and have turned the camp into a fairly stable village that relies heavily on hunting and trade with the lizard-folk tribes of the Tunlands.

POPULATION

80

OLD AXE

Built in the shadow of a sharply upthrust peak in the foothills south, this mining town appears to be abandoned, its houses reduced to ash and burnt timber as a result of repeated orc and hobgoblin raids. The few miners remaining live within the caves of Old Axe that have been walled off to make them secure against intruders. The mines produce unusually pure iron, making it an important strategic resource to the Cormyrean military. Some of the mines are deep enough to break through to the Un-

derdark, but a small contingent of War Wizards and hired adventurers provide protection in the event of monster attacks.

POPULATION

100

TERRINTON

Among the most prosperous villages in the Farsea area, due largely to the relatively fertile farmlands that produce dependable harvests of apples, grapes, and other fruits, Terrinton is the closest thing to a trade hub that the surrounding villages have. From here, goods from the nearby villages are sent by mule-drawn carts to Castle Aris.

POPULATION

1,400

VEILSTONE PEAKS

The Veilstone Peaks are a forested spur of mountains fifty miles to the northwest of the Farsea Swamp, considered to be a part of the Sunset Mountain range. Of particular note in this region is Nightmare Keep, a small ruined keep above a dungeon complex once inhabited by a powerful demilich.

1. Woodbrand Keep
2. Central Market
3. Llamskir's Horse Farm
4. Tirin's Horse Farm
5. Bone Warmer Tavern
6. Kuala's Boarding House
7. Marker's Fine Goods
8. Marker's Warehouse
9. Kryson Horse Farm
10. The Old Man Inn

TERRINTON



THE LIGHTNING STEPPES AND HORSE PRAIRIE

A vast expanse of grassland covered in low, rolling hills and scattered woods, this area covers the lands south of the Dragonmere as far west as the Chlonthar Tributary that runs south from the Sunset Mountains.

EASTING

Easting is a small town so-named for lying east of the larger city of Iriaebor. It is a trade and market town which collects grain from the nearby farms to export to Iriaebor and Priapurl.

The status of Easting is a bit of an open question at the moment, as despite requesting and being granted status as a protectorate of Cormyr, the crown has been focused on matters in the east since the war with Sembia and Netheril, leaving the town to its own devices. Absent strong Cormyrean leadership, some Eastans are openly calling for independence and stronger relationships with Iriaebor and Elturgard.

PRIAPURL

A small town on the Trader's Way, Priapurl was originally settled by bandits on the run from the Purple Dragons but has recently come back under Cormyrean protection.

LOCATIONS OF NOTE

Mindulgulph Castle: Headquarters of the Mindulgulph Mercenary Company, a mercenary group famous for its large number of monstrous and otherwise non-humanoid members, Mindulgulph Castle lies in the hills to the south where they can look out over the steppes and keep a wary eye out for potential invaders. Throughout its history, the Mindulgulph have counted as part of their number a

beholder, several blink dogs, cave fishers, a handful of centaurs, a cloaker, numerous giff, a hengeyokai, kenku, loxo, mimics, shambling mound, a number of tabaxi, a pair of thri-kreen, a small grove of treants, a triton, and a tribe of wemics. The company maintains a standing strength of around eighty humanoids and as many as one hundred and twenty monstrous creatures.

PROSKUR

Proskur is an energetic and fast paced city that serves as a crossroads between Cormyr, Elturgard, and Amn, with each nation establishing trading posts and mercantile interests within the city. This blending of cultures has led to the city having a unique architectural style that combines the sturdy stonework of Elturgard, high pointed towers of Cormyr, and wide plazas and walled villas of Amn. The blending of cultures has also led to a business environment where merchants are both hard working and diligent, but willing to cut corners to get the advantage in a deal. Nearly anything can be found in the markets of Proskur- for the right price.

1. Market Square
2. Low Market (flour, fruits, grains)
3. Proskur Hall
4. Temple of Waukeen
5. Stables
6. High Market (spices, gems, luxury goods)
7. Horse Market
8. Proskur Citadel
9. Long Ride Inn
10. Brass Sheaf Tavern
11. Park Plaza
12. Ankhana's Warehouses
13. The Grand Palace (tavern and festhall)
14. Dragon Coin Trading Coster
15. Erain's Wagonworks
16. Blade and Bow Tavern
17. Storain's Farm and General Store
18. South Hill Inn

PROSKUR



Formerly a den of thieves, Proskur became a protectorate of Cormyr shortly after the war against Sembia when they proved too obnoxious to be left unchecked. The thieves' guilds and Thayan enclave, which had previously operated openly, were forced underground by the arrival of Purple Dragon patrols and the city has become more stable and safe in the intervening years. Despite their initial rebellious attitude, the city of Proskur has done well under Cormyrean rule and while the Purple Dragon presence here is now only a fraction of what it once was the city remains relatively orderly. However, some of the old thieves' guilds have become to reappear and merchants worry that the city will declare its independence of Cormyr and, given Queen Raedra's disinterest in expanding beyond their traditional borders, that they will be permitted to fall back into lawlessness once more.

POPULATION

14,000

INNS AND TAVERNS

Long Ride Inn: This small but well appointed tavern and inn is a favorite of merchants from the Sword Coast. It is built in the style familiar to residents of Waterdeep, with heavy wooden beams and plastered walls, and while some will claim that the atmosphere is not entirely authentic most appreciate the little slice of home far from their own land.

The Grand Palace: This once magnificent mansion was converted into a gambling house, festhall, and inn nearly a decade ago when its Amnian owner fell ill and could no longer travel to tend to it. The new owner, Abdi Kalai, is a priest of Waukeen and has turned the estate into a sort of escape where commoners can get a taste of the luxury enjoyed by the nobility of Amn.

TEMPLES

Hall of Gold: This immense temple to Waukeen is among the largest in the Heartlands, its exterior a combination of brilliant white marble and blue-and-gold mosaics. Wide steps lead from the golden temple doors down to the high market, where

priests of Waukeen oversee trade, settle disputes, and offer credit to commoners who sometimes lack the funds to strike fair bargains.

LOCATIONS OF NOTE

Proskur Citadel: Originally built by a retired Zhen-tarim warlord for his own protection, this large dark gray citadel is something of an eyesore. Lacking any of the ornamentation that Proskur is known for, the building is simply a large, featureless stone box surrounded by equally featureless stone walls. The Purple Dragons have begun to refurbish the citadel since the town came under Cormyrean protection, though the short, squat outbuildings have done little to improve the building's appearance. Rumor has it that the Purple Dragons are currently occupied clearing out the citadel's numerous subterranean levels which were full of odd and dangerous traps and creatures.

SECRET PLOTS

THE PROBLEM WITH PROSKUR

Despite currently being a protectorate of Cormyr, the city of Proskur has a long history of lawlessness and was once notorious for its open thieves' guilds. While Purple Dragons drove most of these underground throughout the reign of King Foril, the focus on maintaining control within Cormyr proper has led to reduced guard patrols outside of Cormyr's traditional territorial bounds and a resurgence of the old thieves' guilds in Proskur.

Additionally, an independence movement known as the Draeven Marauders has formed and grown in strength in recent history. These rebels seek a return to independence for the territories south of the Dragonmere and engage in clashes with the local Purple Dragons using a short pike that has become a symbol of their movement.

Merchants worry that allowing these outlaws to regain a foothold within the city will disrupt the peace and stability that has allowed the city to prosper in recent years, and seek licensed adventuring companies to root them out and protect local businesses.

TEZIIR

Once the largest free city on the coast of the Dragonmere, Teziir has recently become a protectorate of Cormyr in an effort to displace Westgate as the principal trade city for goods traveling from the Sword Coast to the Inner Sea. Their aspirations have been stymied, however, due to the seasonal freezing of the Neck which prevents ships from sailing through the Dragonmere to the Sea of Fallen Stars for several months each year, making it a seasonal destination, at best. It remains the principal port city for goods traveling between Suzail and Baldur's Gate, however, leading to good relations with merchants from both kingdoms. A large garrison of Purple Knights has been stationed here, helping to drive out the Night Masks and Astorians thieves' guilds.

POPULATION

40,000

TEMPLES

Abbai Abbathor: This large, blocky structure topped with a high spire houses the temple to the dwarven deity of greed, Abbathor.

WHERE AM I? WESTGATE

A seedy and squalid metropolis located on the Neck, the strait between the Dragonmere and the Sea of Fallen Stars, Westgate has a long history of piracy, thievery, black-market trade, and other sordid affairs. Throughout its history town has been ruled by a topaz dragon, various bandit lords, crime syndicates, vampires, and pirate kings. The city is also home to many enemies of Cormyr, including nobility in exile, who scheme against the crown and the realm. All of this has made Westgate a historical thorn in the paw for Cormyr, and despite all attempts to manage the situation with Westgate the unpredictable and chaotic nature of this major criminal hub makes any lasting peace completely untenable.

ELVERSULT

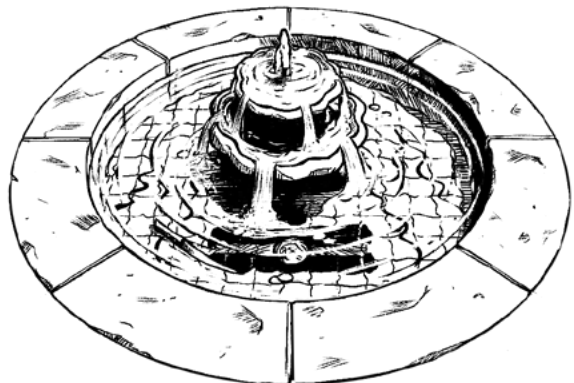
A rich community at the junction of the Overmoor Trail, which led northwest to Proskur, and the Trader's Road, which led east to Teziir and Westgate and west to Iriaebor, Elversult was a trade town with many large warehouses and a thriving industry of wagons, carts, tarpaulins, harnessware, and barrels. The city is quite beautiful and many wooded glades, knolls, and spring fed ponds can be found scattered throughout. The center of the city is the rocky tor known as Temple Hill, upon which rest temples to Waukeen and Lathander. Below the hill is the city's large open air market, known locally as "the Fair", and Elversult Hall, which serves as the assembly hall. The city is also home to a sizable Shou Town, though much of it, including the embassy, was destroyed by the storm drake Hathaulanyx in 1373 DR.

TEMPLES

The House of Coins: The House of Coins is a large temple complex dedicated to Waukeen. It has a vast treasury and is finely appointed with imported silks and marble.

Tower of the Morn: This beautiful high spired temple has become the dominant temple not only in Elversult but the entire region south of the Dragonmere.

The House of Hands: A small, functional temple, the House of Hands is equal parts laboratory, workshop, and shrine to Gond located at the edge of the city.



OVERLAND TRAVEL

While much of the travel in Cormyr takes place on well traveled roads patrolled by the Purple Dragons, Adventurers often need to travel through dangerous wilderness where others fear to tread. Whether these take the form of travels through lonely roads, open plains, or forbidding forests, such expeditions are rarely easy and almost never entirely safe.

An expedition is broken down into several distinct phases. First, the players determine their destination and the roles each character will play in helping to arrive there. Next, the DM determines the number and types of challenges the group will face during the journey. He then describes the journey and resolves each of the challenges in order. Finally, the group arrives at their destination perhaps a bit worse for the wear from their ordeal.

Using this method, the journey is not described day by day, but rather in general terms describing

several days worth of travel, punctuated by important or noteworthy events that might tire the characters, tax their resources, or provide interesting background information.

PLANNING

During this phase, the players should determine their destination and the route they will use to travel there. A map, particularly one divided into hexagonal sections, is commonly used in this phase, though simple descriptions of roads, trails, forests, and deserts may suffice for narrative purposes. What is important is that the DM has a sense of the distance and the type of terrain that will be traversed.

The players should also decide what roles each of them will play during the expedition. There are several distinct roles that a character may play, each of them important to the success of an expedition:



Guide. The guide is in charge of navigation and preventing the group from becoming lost. They rely on Intelligence (Navigation) checks.

Scout. The scout helps the guide to locate trails and avoid danger. They rely on Dexterity (Stealth) and Wisdom (Survival) checks.

Hunter. The hunter helps keep the group supplied with food, whether through hunting or foraging. They rely on Wisdom (Survival) checks.

Look-Out. Look-outs help keep watch for the group, and help to protect the group from ambushes. They rely on Wisdom (Perception) checks.

With the exception of the Guide, more than one character may be assigned to the same task. These additional characters may either roll on their own or Help with any challenges that may arise.

No character may perform more than one role at a given time. If a task goes unfilled, any character able to make the check against the challenge may do so, but has Disadvantage on any rolls to do so.

THE JOURNEY

Once the characters have planned and prepared for their expedition, the DM divides the journey into a number of discrete components, known as legs. Each “leg” of an expedition represents a specific length of trail that the group must traverse to reach their destination. What defines a leg is up to the DM, but typically they represent a specific length of trail that shares a few common attributes, such as the quality of the road, terrain, or type of creatures

RULES BARRISTER MAPS AND SCALE

Our maps of Cormyr uses a scale of 6 miles per hex. Overland maps often use a larger scale, such as 10 or 12 miles per hex or do not have hexes at all. Because these rules are based on distances rather than numbers of hexes, they should work without modification regardless of the scale of your particular map.

that inhabit the region. They may also choose to define a leg as the distance between important waypoints, such as towns or villages, on the trail.

The DM determines the difficulty of each leg of the journey, using the guidelines in Table 2-1. If a leg of the journey uses a mix of the traits listed, the DM is encouraged to make a rough estimation of the overall risk (typically the average of the two, rounded up). A map of Cormyr color coded to represent the general difficulty of travel in various parts of the realm has been included in the appendix of this product.

The weather can also impact ease of travel. Increase the rating by 1 in the event of severe storms or by 2 when traveling in the depths of winter.

For each leg of the expedition, the guide makes an Intelligence (Navigation) check against the DC determined by the type of terrain. If the roll is a failure, the group encounters one additional encounter.

The number of encounters in a leg of a journey

Table 2-1: Journey Difficulty

Difficulty	Check DC	Encounter Modifier	Description
Simple	5	-5	Flat terrain, clear roads, familiar to the characters or well mapped, inhabited by friendly folk
Easy	10	-2	Low hills, broken roads, roughly mapped, inhabited by neutral or uninterested folk
Moderate	12	0	Deep forests, narrow trails, maps exist but are unreliable, inhabited by bandits or other ne'er-do-wells
Difficult	15	+2	High mountains or rugged swamps, no trails, unmapped, inhabited by violent and aggressive enemies
Very Difficult	20	+5	High mountains or rugged swamps, no trails, unmapped, inhabited by violent and aggressive enemies

depends on the distance traveled (Table 2-2).

TRAVEL PACE

Table 2-2: Number of Encounters

Distance	Miles Travelled	Encounters
Very Short	0-18 mi	1d2-1
Short	19-36 mi	1d3
Medium	37-72 mi	1d4+1
Long	73-144	+8

While traveling, characters can choose to move at a slow, normal, or fast pace. The Table 2-3 states how far the party can move in a period of time and whether the pace has any effect on their encounter rolls.

ENCOUNTERS

Table 2-4 gives a range of possible events. The lower numbers represent minor inconveniences, while higher numbers represent hazardous conditions, lethal obstacles, and deadly enemies. Roll a d20 and add the modifier associated with the difficulty of this leg of the journey. The DC of any skill checks related to an encounter is determined by the leg's difficulty.

COMPLETING YOUR JOURNEY

Once you have completed a leg of the journey, proceed to the Journey step for the next leg until the players have reached their destination.

RULES BARRISTER REST ON THE ROAD

To make the encounters meaningful, we recommend that the DM not allow characters to take a long rest each night as they normally would. Travelling through the wilderness is hard and accommodations are often quite humble. Some of the random encounters will offer a safe haven and some reprieve, while other encounters will be made more meaningful by the weariness that they gain through hard days of travel.

If the end of a leg of the character's journey is at a town with an inn, they may rent a room for the night to gain the benefit of a long rest, before setting out on the next leg of their journey.

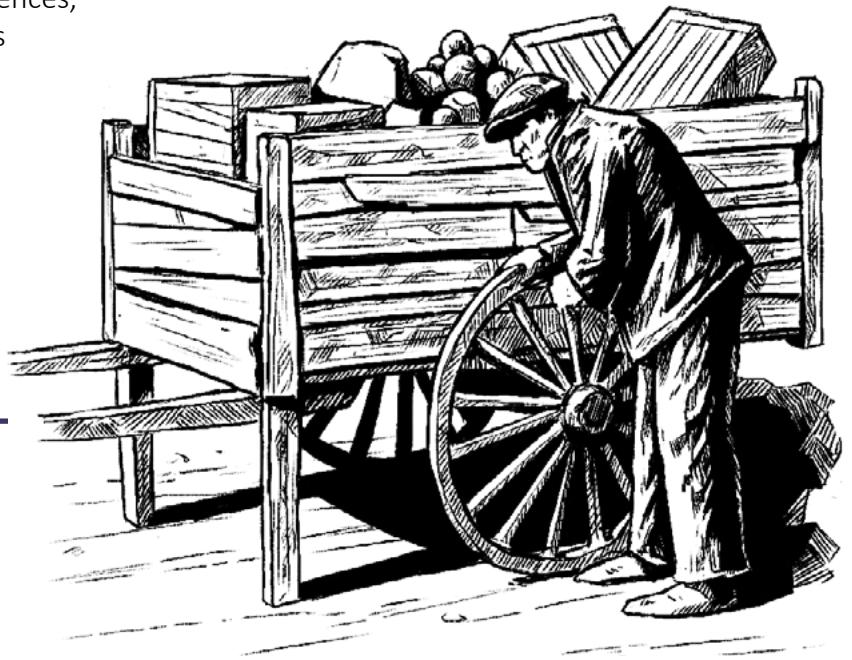


Table 2-3: Traveling Pace

Pace	Distance Travelled per...				Effect
	Round	Minute	Hour	Day	
Slow	20 ft	200 ft	2 m	18 m	Can use Stealth
Normal	30 ft	300 ft	3 m	24 m	-
Fast	40 ft	400 ft	4 m	30 m	Disadvantage on Encounter rolls

Table 2-4: Encounters

d20 Result	Description
1-2	Friendly Encounter. You encounter a group of fellow travelers. If you wish to avoid them, the Scout may make a Dexterity (Stealth) check. Otherwise, any member of the group can make a Charisma (Persuasion) check to establish friendly relations with them. If this check is successful, you gain the benefit of a long rest and the travelers share their experiences on the trail ahead, granting advantage on your next encounter roll.
3-4	Full Bellies. You find plentiful food and water. You gain the benefit of a long rest.
5-7	Caravan. You encounter a large group of travelers who have escaped from some peril. You may choose whether or not you wish to help them. If you choose to help, you must make three different ability checks to aid them. The types of ability checks are determined by the Dungeon Master and depend on the type of misfortune they have encountered. Each check must be made by a different character and will typically be one of the following: Wisdom (Animal Handling), Strength (Athletics), Wisdom (Carpentry), Wisdom (Cooking), Wisdom (Herbalism), Wisdom (Insight), Intelligence (Investigation), Wisdom (Medicine), Intelligence (Nature), Wisdom (Perception), Charisma (Persuasion), Wisdom (Survival), or Wisdom (Woodcarving). If all the checks are successful, each character gains Inspiration and may gain the benefit of a long rest. If more than half of the checks are successful, each character gains the benefit of a long rest. If at least one check is successful, that character gains the benefit of a long rest. If no checks are successful, each character must make a successful Constitution save or gain 1 level of exhaustion.
8-9	Obstacle. You encounter a natural obstacle of some kind, such as a river, rockslide, mire, or canyon. The Scout may make a Wisdom (Survival) check and the entire party must make a group Strength (Athletics) check, with advantage if the Scout's roll was successful. If less than half of the group succeeds on this check, each character must make a successful Constitution save or suffer 1 level of exhaustion. If the group has horses or mounts, someone in the group must make a Wisdom (Animal Handling) check. On a failure, the group loses their mounts. They may recover them, but must make 1 additional encounter roll to do so.
10	Natural Wonder. You encounter a particularly beautiful view, such as a picturesque clearing, clear brook, towering mountain range, or beautiful sunset. Each character may make a Charisma check. If the check is successful, that character gains Inspiration.
11-12	Noteworthy Campsite. The Scout must make a Wisdom (Survival) check. If the roll is a success, he finds an adequate campsite, and each character gains the benefit of a long rest.
13	An Ill Omen. You encounter some type of ill omen: a snake eating its own tail, a rotting corpse, skulls and bones strung from tree branches, or another sign of trouble. The Guide must make a Wisdom (Insight) check. If the check is a failure, immediately roll on the encounter table with a +5 to the roll.
14-16	Trouble Ahead. You encounter signs of an enemy. The Scout may make a Dexterity (Stealth) check to lead the group around them. If the check fails, the characters face a group of enemies determined by the DM with an Encounter Rating equal to the Average Party Level – 2.*
17-20	An Enemy Approaches. Enemies have caught signs of your passing and are closing on your position. The enemies have an Encounter Rating equal to the Average Party Level – 1. A Look-Out may make a Wisdom (Perception) check to notice the enemy before they become aware of you. If this roll is successful, your group can choose to sneak past the force by making a group Dexterity (Stealth) check against the enemy's Passive Perception or turn to face them. If the Look-Out's check fails, the hostile creatures are able to catch you off guard, triggering combat with the hostile creatures having surprise.*
21+	Enemy Ambush. Enemies have found you and are poised to attack. The enemies have an Encounter Rating equal to your Average Party Level. A Look-Out may make a Wisdom (Perception) check to notice the enemy before combat begins. If this check fails, the enemies have surprise.*

* A list of encounters appropriate to the various regions of the realm can be found in the Appendix of this book. Each encounter is given an Encounter Rating, representing the level of party it is appropriate for. The encounters are balanced for a party of 5 characters. For groups of 4 characters or fewer, use an encounter 1-2 levels lower. For groups of 6 or more characters, use an encounter 1-2 levels higher. We've included a few different encounters for each level, and the DM is encouraged to choose one appropriate to their story and to avoid repeating similar encounters where possible.

Chapter 3

CULTURE



The day-to-day operations of the city are managed by Lord Magister Edwin Morahan, a veteran Purple Dragon, and his herald, Lady Eleanor Thond. Under Cormyreans are largely a happy, contented, and even romantic lot, from the lowest farmer to the highest noble. This comes not from simple prosperity, but rather from a shared sense of responsibility and a respect for those who excel in their chosen sphere. This sense of community and unity is one of Cormyr's greatest strengths. The noble respects the skilled craftsmen for the fine goods that he has to offer and the farmer for the fine food that he produces. The farmer and craftsmen respect the noble for their skilled stewardship of the lands. Taxes in Cormyr are kept low, both by the nobility sharing the load and by the crown's wise management of the treasury (and secret gem mines).

FARMING

The foundation of Cormyrean society is agriculture, and a large portion of its citizenry makes a living as farmers. A typical farmer lives a simple life, tending a farm quite far from any major town or commercial center. Cormyr has never permitted any form of serfdom, and all farmers are free citizens.

In upland Cormyr, much of the farm work is done by "crofters": farmhands who live and work on land owned by a noble or wealthy family. These landless farmers are not bound to the fields they work, and because of this the nobility is obligated to treat them fairly or risk losing the hands they'll need to sow and harvest

the following season. Downland Cormyr, which is roughly the area south of Wyvernwater, is a mix of large farms worked by crofters as well as the farms of independent Cormyrean farm owners, known as smallholds.

Fallow lands in Cormyr can be claimed by any citizen willing to till the land and work the soil for a number of seasons. If no titleholder challenges their claim, the farmer can receive clear title to the land they've worked from the local lord, in exchange for paying a portion of the land's yields in the form of taxes.

During the war with Netheril many commoners gained title to land confiscated from nobles found in dereliction of their support for the crown. Refugees in Suzail were given prime tracts of farmland, many near Suzail itself, in return for military service. This was among the many actions taken as regent which endeared Raedra to the commoners of Cormyr.

CRAFTING

Several cities in Cormyr have a rich history of producing fine goods, often in accordance with local resources. Most towns have at least one crafter's

guild which works to train new artisans in their chosen craft, keep taxes low, and maintain trade routes with the rest of the world. Such guilds are not particularly powerful political entities and instead rely on fostering relationships with the local nobility to gain a voice in court. By and large, guilds provide a few select services, such as publishing a roster of members in good standing, thus legitimizing their work, agreeing on a going rate for

KNOWLEDGE: LOCAL COMMUNITY SPIRIT

The loyalty and sense of responsibility of the average Cormyrean is best illustrated in a famous Cormyrean saying by Baerauble, first Lord High Mage of Cormyr, which is featured prominently on many a Cormyrean tombstone::

The gods do not grant to us all
The shining mantle of the hero.
Do what you can,
And it will be enough.
He went contented to this end.

certain goods or services, negotiate with suppliers on the guild members' behalf, provide warehousing services, support retired guild members, and maintain precise definitions of weights and measures.

The one exception to this is the construction guilds, which include bricklayers, stonemasons, and joiners. These function much more like the guilds of other nations, and are organized and quite powerful. They often band together to help drive up the prices of major construction projects to ensure that their members are not competing with one another.

Due to the many restrictions on carrying weapons in Cormyr, weapon and armorsmiths must be licensed, which costs 600 gp per year and requires both Cormyrean citizenship and sponsorship by the local lord. The first year's licensing fee must be paid up front, though this is sometimes paid by the local lord if there is great enough need. Smiths must also account for all of the iron they receive to ensure that arms made within the kingdom don't fall into the hands of unlicensed individuals or brigands.

The guilds recognized in Cormyr, in roughly de-

scending order of influence, are as follows:

- **Sculptors and Masons Guild:** controls stonework, statuary, quarrying, plastering, and waterproofing
- **Guild of Carpenters and Joiners:** controls wood cutting, curing, staining, furniture making, fitted carpentry, and joinery
- **Armors Guild:** controls armor- and weapon-making, as well as the crafting of any tempered steel items
- **Guild of Coachlars, Carriers, Waymen, and Locksters:** controls wagon makers, wagon owners, locksmiths, coach drovers, carters, and draymen, as well as warehouses
- **Truebreeds Guild:** controls breeding, training, and trade in horses, oxen, sheep, cattle, and dogs
- **Seafarers Guild:** includes sailors, captains, ship owners, sail-makers, navigators, mapmakers, rope-makers, shipwrights, and ship repairers
- **Vintners and Falconers Guild:** controls falconry, raptor breeding and trading, wine making, vineyard owning and tending, and the sale and distribution of wine

KNOWLEDGE: LOCAL

ROYAL DECREE OF QUEEN RAEDRA

"Any person able to march and carry a weapon who comes to the Royal Court, beginning tomorrow, may swear their oath of fealty. If you do not have arms and armor, they will be given. You will ride the Way of the Manticore, scattering the Shadovar raiders and escorting refugees from their predations back to Suzail. You will be paid as Purple Dragons are paid, your families will be granted the same benefits in the event of your death. When the Shadovar threat is routed, your farms and your villages will be the first that the Crown sees to, and the powers of the war wizards will be given to your aid...

Whichever noble family does not do their duty to Cormyr in the efforts of our defense shall have their lands seized by the Crown. And those of the common class who take up arms, despite never having sworn oaths to do so, will be allotted a portion of those lands as reward. The finest farm and pasturelands in Cormyr. You will have earned them...

These are dark times. But they are not our darkest, and it is within our power to bring back the light. It is Cormyr who stopped the Tuigan Horde. It is Cormyr who halted the Shoon Imperium. We have weathered goblins and elves, orcs and pirates, dragons and the Blue Fire. And we have never fallen, we have never surrendered."

- **Brewers and Cheesemakers Guild:** made up of brewers, spirit blenders and importers, and cheesemakers
- **Roofers, Thatchers, and Glaziers Guild:** made up of roofers, slate masons, shingle cutters, thatchers, glaziers, sandglass makers, and glass stainers
- **Tanners and Leatherers Guild:** composed of tanners, dyers, corvisers, cobblers, harness makers, battle leatherers, trimmers, weatherdarrs, and leatherwork repairers and alterers
- **Guild of Weavers and Coopers:** made up of coopers, weavers, textile dyers, garment cutters, embroiderers, clothiers, and drapers
- **Guild of Naturalists:** controls medicinal, edible, lubricant, dye-source, and craft-worthy uses for plants and animal matter

MERCHANTS

The most powerful class outside of the nobility and local lords are the merchants, whose power and influence has grown steadily in recent years. Cormyr's relationships with the rest of Faerûn relies heavily on the representation of wealthy merchant houses and the trade that they bring. The stable, brigand free roadways of Cormyr and well patrolled waters of the Dragonmere have resulted in Cormyr being a prime trade destination for foreign lands, allowing them to export commodities like armor, weapons, food, timber, coal, and finely crafted goods while importing rare luxuries like glass, ivory, perfume, and spices.

While Cormyrean merchants are indeed powerful, the same sense of unity and purpose that binds together the rest of Cormyrean society also extends to the merchant class. While some are indeed exploitative, most are willing to put their own interests aside when they conflict with the needs of the nation as a whole. This loyalty is, in part, related to the fact that merchants know that risking the stability and safety of the kingdom would, in turn, put their own ability to make profit at risk.

Businesses in Cormyr must possess unique names, both for the purposes of tax collection and to avoid

KNOWLEDGE: LOCAL THE IMPORTANCE OF COMMERCE

“Coins are what matter. And to earn coins, one needs roads—or the love of Umberlee”

- King Palaghard II

confusing customers. Additionally, businesses cannot use place names in the name of their shop unless they are actually located in that place, which causes particular trouble for inns or taverns located outside of the city walls. Inns, public stables, and taverns are required by law to have clearly visible signs that can be seen from the street, and such signs must be lit at night whether by lantern or magical means.

Complaints about the quality of goods are taken seriously, and a petition to the local lord can result in inspection of kitchens, taps, and merchandise that is reported as unsafe or of insufficient quality. These inspections can result in the closing of business or loss of license, but most often end with the Purple Dragons simply confiscating such goods. Generally, their duty is simply to prevent disease, poisonings, and deception. These laws extend to product names so, for example, Malaxan's Best Brew must be a beer brewed by a person known as Malaxan and the beer must legitimately be what he considers to be his best. While this regulation is often seen as inconvenient to foreign traders unused to such rigorous standards, it is part of Cormyr's commitment to honest dealing. There is no usage tax on ale, wine, and spirits but brewers are taxed at a rate of 1 cp per standard sized barrel.

Weapons trade in Cormyr is closely monitored and weapons may only be purchased legally through licensed merchants. These licenses may be acquired for 4,000 gp and must be renewed each Greengrass for 2,000 gp. Counterfeit licenses exist, though they

too are expensive and anyone found to possess such a counterfeit is subject to immediate execution. Even transporting weapons through Cormyr is expensive, with each crate of weapons requiring special seals costing 25 gp. Such crates are subject to scrying by the War Wizards and inspection by the Purple Dragons, and tampering with the seals to open the crate carries a fine of 100 gp per crate and the contents being immediately seized.

The use of foreign currency is frowned upon, as introducing foreign money is seen as a subtle way of infiltration and building reliance upon foreign kingdoms. The local herald's office is the official location for currency exchange, though merchants

who deal in high value goods, such as jewelers, have the proper equipment to properly test, weigh, and evaluate the value of foreign currency and will often agree to exchange currency for a small fee. Suzail, Arabel, and Marsember also operate large money exchanges to help facilitate the exchange of foreign currencies.

CURRENCY

Cormyr mints its own currency in the Royal Mint in Suzail and the mint in High Horn. Coins in Cormyr carry their own unique names with copper pieces being referred to as "thumbs", silver pieces being "falcons", gold pieces being "lions", and platinum piece being referred to as "tricrowns". Modern Cormyrean coins bear the monarch's face and name on the foreface as well as a date, denomination, and mint mark on the obverse. The mint mark of Suzail is a bearded wizard's face, commonly referred to as "Old Vengey") while the mark of High Horn is that of two parallel crescent moons, horns to the right.

In times when the succession is unclear, such as when Alusair served as regent following the death of Azoun IV but before the coronation of Azoun V, the coins instead bear the Purple Dragons royal arms. The first minting of Queen Raedra occurred only recently, with the first coins bearing her image just entering into circulation.

FASHION

Fashion in Cormyr largely follows the trends set by nobles and wealthy merchants and as a result change frequently as nobles are eager to find the next new trend. The current trend for men involve tight fitting cotton shirts with patterned vests, paired with slim fitting pants worn over boots. Formal attire adds a doublet to the ensemble, often in a solid color. Short cloaks known as stormcloaks, with or without sleeves, are worn in foul weather often lined in a pattern that matches ones vest. Most nobles wear at least two belts, one to hold

KNOWLEDGE: LOCAL TRADING COSTERS

Trade in Cormyr is controlled by powerful consortiums, often known as 'trading costers'. Originally a shortened form of the word 'costermonger' used to indicate an individual who sold goods, particularly fruit and vegetables, from a handcart or wagon. Today, trading costers are large mercantile interests owned by one or more wealthy merchants that transport goods between towns and cities. Some of the more influential costers in Cormyr include:

Seven Suns Trading Coster

A coalition of merchants held by seven partners, the Seven Suns operated throughout the Western Heartlands and Sembia, with regional bases in Baldur's Gate, Suzail, Everlund, Almraiven, Calaunt, Ormpetarr, Sheirtalar, and Milvarune.

Thousandheads Trading Coster

The Thousandheads Trading Coster connects the cities of Waterdeep to Hillsfar, passing through Scornubel, Berdusk, Iriabor, Priapurl, Arabel, and Essembra. Thousands of caravans run along this route, with hired adventurers and mercenaries guarding each one. It is based out of the Bhaerkantos stronghold near Riatvin.

up their pants and a second fitted with pouches to carry gold and goods, though some merchants and nobles wear two such belts. Sword belts are common among the nobility, while baldrics are often worn by guards and adventurers despite being somewhat out of fashion. A wide brimmed hat with a flat crown has been a prominent part of Cormyrean fashion for quite some time, though the current trend includes pinning up one of the brims. Beards, wildly in fashion during the reign of Azoun IV, are now out of fashion and are neatly trimmed if they are worn at all.

Womens fashions include dresses with a fitted

bodice ending just below the bust, giving a high waisted appearance, and a gathered skirt which is long and loosely fitting. Petticoats have started to go out of fashion, except for formal occasions. When dressing formally gowns are still worn, often with high necklines and open backs. Vests or coats are often worn for warmth, typically loose fitting and in dramatic patterns. Women typically do not wear head wear, though younger women have taken to wearing hats similar to those worn by the men.

During the Netherese siege of Suzail, Princess Raedra wore leather and chain armor and donated her silk dresses to be made into cloth armor for



the local guard, which inspired many of the young female nobles to do the same. This inspired a new trend among the women of Cormyr, noble and commoner alike, who wished to be seen as more than just “pretty things”. Such women have since taken to wearing pouchbelts and sword belts, shirts with high fitting bodices, knee-length breeches, and knee high leather boots. Many of the older nobility believe that the trend is unbecoming, but it is catching fire with younger women, particularly in Suzail, Arabel, Eveningstar, and Marsember.

Commoners and merchants follow these same basic trends, though they typically wear clothes with less ornamentation and of more common materials. They also pair these fashions with aprons, smocks, or coveralls that better allow them to perform the tasks associated with their profession. Scholars and mages are less susceptible to the changing tides of the trends, and simple robes and over-cloaks are still common.

FOOD AND DRINK

Food in Cormyr is varied according to what is locally available. In Arabel and the surrounding territories grouse and hare pies are the traditional fare, often served with mushrooms and leeks. Marsember and the other eastern towns, particularly those along the Wyvernwater, are fond of fish pies and fresh-water eel. Boar is popular among the people of the King’s Wood and Suzail, whether served as a roast or baked into pie. Breakfasts throughout Cormyr typically consist of hard-boiled eggs served with a spicy goat cheese dipping sauce, fried bread, and bacon or smoked fish. Pies can be served either as large dishes intended to be shared or smaller, single-serving dishes commonly known as handpies.

The differences between commoners and nobility is one of quality rather than type. Where a commoner may be content to eat hen, duck, or goose eggs (according to price and availability) wealthy merchants and nobles often acquire tastes for more exotic eggs like those of doves, turtles, or eagles. Where commoners may take their meals only some-

what warm, the food of nobles is covered with towels heated by the hearth so that it is always served perfectly hot.

For travelers, cheese is popular. The bright yellow Arabellen cheddar is hard and resistant to spoilage, making it ideal for taking on the road. A wheel can be purchased for 4 sp, making it easy on the budgets of caravaners. It is often served with a type of dry flatbread common throughout Cormyr, and paired with a mug of ale (or a glass of wine for those of a more refined pallet). Among natives of Cormyr, smoked fish and eel are popular, often carried in jars filled with oil.

In larger cities, food is served from carts and market stalls, and many inns and taverns are equipped with windows through which people can order food ‘to-carry’, meaning to take with them to their homes. Smaller towns and villages maintain more traditional taverns and inns, where people gather in spacious common rooms to share a meal, and cooking in one’s home is more common here than in larger cities.

CATS AND OTHER PETS

Cats hold a special place in Cormyrean society, and are respected as the eyes and messengers of the gods. They are considered to be sacred animals, and are said to be able to intervene in the case of tragedy. As a result many Cormyreans have at least one cat, and cats are never kept in cages or altered in any way (such as clipping ears, trimming fur, declawing, neutering, etc). Stray cats are common, but often well cared for and given temporary shelter, baths, and food.

In and around Eveningstar a type of winged cat, known as a tressym, is quite common. Though tressyms have begun to be exported to other parts of Faerûn, they are native to the northern King’s Wood and were first domesticated in Eveningstar. Owning a tressym is quite rare, and most folk simply leave out a dish of milk and scraps of food for their favorite strays.

Dogs are common in much of Cormyr, particularly

mastiffs and large hounds. They are seen as working animals rather than pets, however, and are rarely kept indoors. Instead, they have small shelters built alongside barns and coops.

Cormyreans are proud of their horses, and many towns in northeastern Cormyr and the Horse Prairie are renowned for their steeds, which are exported to other parts of the Heartlands and Sword Coast.

More eccentric individuals, including some War Wizards, domesticate far more exotic beasts. Pegasi, hippogriffs, and griffons are commonly used as flying mounts. It is even rumored that a War Wizard managed to successfully train a hellhound as a mount, until the beast mauled and killed him.

ROYAL AND NOBLE CUSTOMS

Commoners of both sexes are expected to bow their heads to royalty. Cormyreans have great respect for the royal family, and visitors to Cormyr are expected to show the same respect. Foreigners are also expected to bow their heads to the local lord. This custom has been enshrined into law, and while the punishment is minimal, the social implications of ignoring the custom are not.

Another law related to the royal family is the restriction against using royal names, nicknames, and heraldry for business purposes. The law also prevents directly naming a business after a particular battle, noble, noble family, local lord, or using the specific heraldry of any noble family or local lord. This extends to any sort of parody or farcical use of such names, and the Purple Dragons take a dim view to anyone who violates this law.

The Legal Court

Cormyr has a well functioning legal system, particularly since Azoun V instituted the Suzail Writ, which instituted major reforms of the legal system. Commoners are judged by a jury of their peers and the local lord sentencing the guilty to punishment. Nobles are tried by either the king or a jury of other nobility.

Those accused of committing crimes are required to respond to the charges, and the accuser is re-

quired to “substantiate” the charges. The accused is considered to be neither guilty nor innocent until the trial delivers a verdict. Typically the head of the local militia serves as the accuser, though private citizens may accuse others of wrongdoing. Such cases are often dismissed unless the accuser can provide meaningful evidence to support his claim. Neither the accused nor accuser are provided with any special facilities by the kingdom, and each is responsible for gathering the evidence needed to make their case.

Those found guilty can appeal the verdict to the judgment to a higher authority. Even the verdict of the king can be appealed, in which case a jury of a dozen commoners is appointed by the king to be the final authority on the matter.

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KNOWLEDGE: LOCAL CORMYREAN LAW

“Cormyr’s full of rules that don’t make sense. Commoners can’t wear more than one kind of feather in their hats, adventurers need special permission to hunt monsters, and if a king gets resurrected, they castrate him like a yearling and throw him out of the country, and his benefactor gets executed—gods only know what that’s about.”

- Dahl Peredur

to respond to the charges, and the accuser is required to “substantiate” the charges. The accused is considered to be neither guilty nor innocent until the trial delivers a verdict. Typically the head of the local militia serves as the accuser, though private citizens may accuse others of wrongdoing. Such cases are often dismissed unless the accuser can provide meaningful evidence to support his claim. Neither the accused nor accuser are provided with any special facilities by the kingdom, and each is responsible for gathering the evidence needed to make their case.

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COURTSHIP

The color purple figures into many of the courtship practices of Cormyr. Young women who are single and of appropriate age wear purple scarves around their waist or throat to indicate that they are interested in finding a mate. Approaching a woman without such a scarf is considered to be quite rude.

During courtship, a woman will typically offer her

purple scarf to indicate romantic interest. Lovers also frequently give purple scarves to one another as gifts. Husband and wives often publicly refer to one another as “My Lord” and “My Lady” as a sign of reverence or love, irrespective of real-world rank or title.

FAIRS AND FESTIVALS

Cormyreans have a deep love of festivals, often celebrating in festivities of other faiths outside of their own faith. In addition to the usual festivals of Midwinter, Greengrass, Midsummer, Highharvestide, and the Feast of the Moon, there are several local fairs and festivals celebrated in Cormyr. The most noteworthy of these are the hiring fairs, the Festival of the Sword, and Chasing the King. Royal birthdays and weddings are also celebrated kingdom wide, though the center of such royal festivities is, of course, Suzail.

Hiring Fairs

Held at the start of spring, summer, and fall, the hiring fairs are an opportunity for skilled trade workers to gather and demonstrate their craft to prospective employers. These fairs offer employers an opportunity to view a wide selection of skilled craftsmen. The public nature of the fairs also encourages



employers to be generous, as their reputation, and therefore their ability to hire mid-season, will rest largely on the contracts signed at these fairs. Among those considered to be skilled trade workers in Cormyr are adventuring companies, and hiring fairs are a great place for a group of adventurers to attract a noble patron.

Festival of the Sword

This celebration of Cormyr's military might is held each year in Suzail, and is an important festival for the military of Cormyr and all of the skilled craftsmen and traders that supply them. The day begins with a mounted parade of armor and weapon smiths, bedecked in their finest armor and weaponry. When the bells toll at the Citadel of the Purple Dragons, the parade turns into a race to the Royal Court, where they are toasted by the nobility and given fine food and drink. In the afternoon and carrying on late into the evening, is the Festival of the Sword, which pits chosen champions against monsters in a prepared ring on the court grounds. The festival provides ample opportunity for adventurers. The most skilled adventurers can claim a sizable prize as a champion, while less skilled adventurers are often hired to capture monsters for use in the bouts. On occasion when suitably terrifying monsters cannot be found, the War Wizards will polymorph lesser creatures into shapes resembling dragons or gorgons, though lacking some of the creatures more terrifying abilities.

Chasing the King

Chasing the King is another uniquely Suzalian festival, held in remembrance of the mad king Boldovar Obarskyr. During his reign, mad Boldovar would occasionally go into fits of rage, roaming the streets and murdering nobles and citizens alike. After his death, this festival was created as a macabre tribute. On the eve of this festival, a criminal condemned to death is volunteered to play the role of the king and is fitted with a unique suit of armor and a blunt sword. He is then set loose to roam the streets. Anyone in the city can attack the "king", and he is allowed to defend himself. If the "king" can

survive until sundown, he is given a purse of 50 sp, a good horse, food, clothing, and his freedom.

The Night of Masks

Also known as the Night of Many Thumbs, the Night of Masks is a festival in which citizens don fanciful costumes and parade through the city. Children are given small candies, while adults typically spend the evening drinking heavily. Most taverns lower the price of a mug of ale to a copper piece, known locally as a 'thumb', a tradition from which its more common name is derived.



NEGOTIATIONS AND AUDIENCES

While many social interactions can be handled using the normal rules for ability checks, there are times when the stakes are particularly high and the opposing arguments are particularly intense which may require some additional structure to increase the tension and highlight the importance of the scene. These situations may range from an audience before a king or fierce negotiation with a crafty merchant to a brutal interrogation or defusing an angry mob.

ATTITUDE

The first step to setting up a social encounter is determining the attitude of the NPCs with whom the characters will be negotiating. Attitude is a scale, ranging from openly hostile to helpful, and can be adjusted

Helpful. You are viewed in the best possible light, and your appeals will always be considered even if they present some degree of risk.

Checks using Emotional Appeals, Flattery, Logic, or Rhetoric against a helpful target gain two boons. Threatening or Mockery checks instead suffer two banes.

Friendly. You are treated warmly and fairly. Most minor requests are readily granted, and even more difficult favors are possible if negotiations are successful.

Checks using Emotional Appeals, Flattery, Logic, or Rhetoric against a friendly target gain a boon. Threatening or Mockery checks instead suffer a bane.

Indifferent. You are viewed impartially, with emotion rarely factoring into decisions. Simple requests will be granted for the right price, though requests that impose significant cost or risk are likely to be dismissed.

Distrustful. You are regarded suspiciously or with some degree of mistrust. You will likely have to provide ample compensation for even minor re-

RULES BARRISTER BOONS AND BANES

These rules use a system of 'boons' and 'banes'. Boons and banes are effects that grant a bonus or penalty on your roll. When you have either you roll 1d4 and add (in the case of boons) or subtract (in the case of banes) from the roll's total.

Like advantage and disadvantage, banes and boons cancel one another out: you cannot have both a bane and a boon to the same roll. If a roll would have 3 boons and 1 bane, the bane cancels out one of the boons and the final roll is made with 2 boons.

If an effect would allow you to reroll a d20, you reroll only the d20 and not the banes or boons associated with it.

quests, and more difficult or costly favors are likely to be ignored entirely.

Unfriendly. You are treated with derision, mockery, or otherwise made to feel unwelcome. Even minor requests are likely to be ignored or will require paying an almost extortionate cost.

Checks using Emotional Appeals, Flattery, Logic, or Rhetoric against a helpful target suffer a bane.

Hostile. You are more likely to be attacked than to reach any sort of peaceful accord.

Checks using Emotional Appeals, Flattery, Logic, or Rhetoric against a helpful target suffer two banes. Important NPCs found in our companion adventures will often have a Personality section of their stat block which will list factors that influence their starting attitude, such as resentment based on culture, standard of living, or background. In most cases, however, it is up to the DM to determine starting attitudes based on whatever best suits his interpretation of a particular NPC. Most NPCs are likely to be Indifferent to the characters and their goals until given a reason to feel otherwise.

STAKES

After determining the attitudes of the relevant NPCs, the players next determine the stakes. The stakes of an argument are dependent on two factors: what they wish to gain compared to how much they are willing to give.

Minor Request. A minor request is one which imposes little to no risk or cost to the NPC. Buying an item at fair market value, for example, would be a minor request, as would hiring the services of a manual laborer.

Major Request. A major request is one which imposes some risk or cost to the NPC, but will be adequately compensated. Buying a particularly rare or valuable item at fair market value, for example, would be a major request, as would be hiring the services of a scout or bodyguard.

Minor Favor. A minor favor is one that imposes little to no risk or cost to the NPC, without any form of compensation. Asking for relatively easily obtained information which poses little direct threat to the NPC or his loved ones would constitute a minor favor, as would asking for a meal or basic material comforts.

Major Favor. A major favor is one that imposes some degree of risk or cost to the NPC, without any promise of compensation. Asking for secret information which may pose a risk to the NPC or his loved ones would constitute a major favor, as would asking for valuable or rare materials.

These terms may not always be entirely descriptive of the exact situation. For example, a ‘favor’ made of an unfriendly or hostile enemy may better be described as a demand, while a ‘request’ may be more like a bribe. The rules, however, remain the same.

Table 3-1 explains the number of successful exchanges must be obtained before an NPC of a particular attitude will grant your request. If the characters lose three exchanges, the encounter is lost and the NPC will hear no further arguments. They must seek another way to obtain what they are after.

RULES BARRISTER RAISING THE STAKES

In particularly tense or volatile negotiations, the DM may wish to set additional penalties for failing a negotiation. For example, a meeting with a hostile warlord may erupt in violence if he is not adequately appeased or a particularly canny merchant may charge up to twice the true value of a rare and valuable item. The DM may keep such counter-stakes secret, if they wish, but signaling the possible outcome, either explicitly or implicitly, often makes the encounter more tense and enjoyable.

Table 2-1: Exchanges Needed to Win Negotiation

Difficulty	Check DC	Encounter Modifier	Description
Simple	5	-5	Flat terrain, clear roads, familiar to the characters or well mapped, inhabited by friendly folk
Easy	10	-2	Low hills, broken roads, roughly mapped, inhabited by neutral or uninterested folk
Moderate	12	0	Deep forests, narrow trails, maps exist but are unreliable, inhabited by bandits or other ne'er-do-wells
Difficult	15	+2	High mountains or rugged swamps, no trails, unmapped, inhabited by violent and aggressive enemies
Very Difficult	20	+5	High mountains or rugged swamps, no trails, unmapped, inhabited by violent and aggressive enemies

EXCHANGES

Once the attitudes and stakes have been determined, the war of words may begin. Social encounters are handled as a series of exchanges, with each side making points and counterpoints, until either the characters have suffered five lost exchanges or succeeded a number of times determined by the stakes.

Each exchange is made up of a number of ability checks, known as **arguments**, each of which sets the DC for the subsequent argument. An exchange continues until one side fails to exceed the previous argument's DC.

The side that failed to rebut the previous argument loses the exchange and the character who made the losing argument must make a Charisma saving throw against the DC. A character who fails this saving throw must withdraw from the encounter and cannot make arguments in subsequent exchanges. If all characters on one side of an encounter have withdrawn, the other side automatically wins.

Sides

Negotiations are typically a debate between two distinct viewpoints. During a negotiation, each character that will be involved chooses a 'side' of the issue. Characters who are on the same side typically agree on their general preferred outcome, though they may disagree on the best way to achieve that outcome or even many of the factual details. Despite any general disagreements they might have, for the sake of the rules as long as they are advocating for the same stakes they are considered to be on the same 'side'.

Initiative

During an exchange, there is no set turn order for characters, and any character may choose to offer an argument for their side.

The characters typically are permitted to open the first exchange, though the DM may decide that in some circumstances it is more appropriate for the NPCs to do so. Subsequent exchanges are begun by

the side that won the previous exchange.

Opening and Closing Exchanges

The first argument made in an exchange is referred to as opening argument and the last successful argument is known as the closing argument.

Repetition of Arguments

Using the same argument repeatedly rarely makes much of an impact. If a side uses the same argument as they used in their previous argument or the same argument used to win a previous exchange, their check suffers disadvantage.

Conceding an Exchange

At any time, a side may concede an exchange. If they concede it is still considered to be a loss, but they do not have to make a Charisma saving throw and are not forced to withdraw.

ARGUMENTS

The following are the types of arguments typically employed in social encounters. Each argument has a list of skills associated with that type of argument. Some arguments are particularly effective or ineffective when used to counter another, and such interactions between arguments will be found in the argument's description.

AT THE TABLE ARGUMENT CARDS

The various types of arguments are presented on the following two pages in a format that makes them easy to cut out and use as cards. This is not an accident! Each side having their own set of cards makes it easy to remember the skills used and the various rules interactions so that they can plan and strategize according to their strengths. Cards can also be set aside or marked to help remember the "Repetition" rules.

ALLEGORY

You use a fable or parable to relay a message that supports your cause.

Associated Skills

History, Religion

Interactions

When you use an allegory as your opening argument and your opponent chooses to concede rather than continue the exchange, they gain a boon to their first argument in the following exchange.

BAITING

You lay out a series of simple taunts or barbs that goad your opponent into making a mistake which you can later pounce on.

Associated Skills

Performance, Deception, Intimidation

Interactions

Baiting cannot be used as an opening argument. Your side's next argument gains a boon.

EMOTIONAL APPEAL

You make a plea that resonates with your opponent's emotions.

Associated Skills

Deception, Insight, Persuasion

Interactions

You gain a boon to emotional appeals when countering Logic, Presence, and Rhetoric.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

FLATTERY

You appeal to your opponent's vanity to gain an advantage.

Associated Skills

Deception, Insight, History

Interactions

You gain a boon on this check. If your opponent chooses to concede rather than continue the exchange, they may open the following exchange.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

LOGIC

You present cold, hard fact and indisputable logic to advance your cause.

Associated Skills

Arcana, History, Nature, Religion

Interactions

When you win an exchange with logic, you do not suffer disadvantage on future uses of logic.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

MOCKERY

You use personal attacks and creative insults to belittle your opponent and weaken their position.

Associated Skills

Intimidation, Performance

Interactions

You suffer a bane if you use Mockery to counter Logic or Wit. If you win the exchange and your opponent fails their Charisma saving throw, you gain a boon on the opening argument of the following exchange

Attitude

Helpful- 2 banes	Friendly- 1 bane
Hostile- 2 boons	Unfriendly- 1 boon

PRESENCE

You show confidence and poise, brushing aside a prior argument.

Associated Skills

Insight, Persuasion

Interactions

You gain a boon to emotional appeals when countering Logic, Presence, and Rhetoric.

RED HERRING

You advance unrelated lines of reasoning to distract from the heart of the matter, diverting the conversation away from issues that might negatively impact your position.

Associated Skills

Deception, Persuasion

Interactions

Red Herring cannot be used as an opener. If Red Herring is the closing argument, your opponent is not required to make a Charisma saving throw but you gain a boon on the opening argument in the following exchange.

RHETORIC

You rely on a combination of complex reasoning, linguistic precision, and subtle emotional appeals to advance your argument.

Associated Skills

History, Persuasion

Interactions

You gain a boon on this roll.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

SARCASM

You use irony to convey contempt for their previous argument.

Associated Skills

Deception, Persuasion

Interactions

You cancel any banes you would normally suffer on this roll.

THREATENING

You employ intimidation, insinuating that bad things might happen to your opponents if you don't get your way.

Associated Skills

Intimidation

Interactions

You suffer 1 bane when making a roll with Intimidation. If it succeeds, the counterargument suffers disadvantage.

Attitude

Helpful- 2 banes	Friendly- 1 bane
Hostile- 2 boons	Unfriendly- 1 boon

WIT

You employ clever humor to try to gain an advantage in a risky attempt to de-escalate the exchange.

Associated Skills

Insight, Performance

Interactions

You suffer 1 bane when making a roll with Wit. If it succeeds, the counterargument suffers 2 banes.

Chapter 4

ADVENTURE



While much of Cormyr has been cleared and settled, the realm still hides many secrets. In ages past it was variously the site of the Ba-trachi empire, an innumerable host of dragons and wyverns, an elven kingdom, Netherese refugees, bandit lords, and more monsters than one could ever hope to count. Each of these has left its mark on the landscape of Cormyr, and many of Faerûn's most infamous dungeons, from the Haunted Halls of Eveningstar and Nightmare Keep to the so-called Keep on the Shadowfell lie within Cormyr's borders. As a result, the nation is home to many adventurers who risk life and limb to plunder the wealth left behind.

ADVENTURING COMPANIES

Adventuring companies are strictly regulated in Cormyr, due in part to the risk inherent in having well armed and magically capable strangers roaming the countryside. Adventurers may not gather, while armed, in groups of more than five in any place save public markets, inns, and taverns. Those who violate this law are immediately disarmed, stripped of any goods, and face either imprisonment or exile. The exception to this rule is for those adventuring companies with a royal charter.

A charter may be obtained from the Lord Commander at High Horn, the Warden of the Eastern Marches in Arabel, or the Royal Court in Suzail. A basic charter costs 25 gp per year, while a gold-leaf foil charter personally signed by the queen costs 1,000 gp, with an annual tax of 300 gp.

Chartered companies cannot number more than thirty persons, and members of the company must wear their badge at all times when armed in Cormyr. Violations of local laws can result in the company charter being revoked. Adventuring in Cormyr is a privilege, and not one to be taken lightly. For those willing to abide by the laws, however, there are

great rewards to be had.

MERCENARY COMPANIES

Larger than chartered adventuring companies, mercenary companies have all the same rights as adventuring companies but may maintain a roll of up to thirty standing members plus one temporary member. The price for such a charter is quite expensive: 2,000 gp for the charter with an additional 300 gp for the annual renewal, plus 25 gp per temporary member.

FRESAILS

While the Alliance of Freesails has been dissolved, Cormyr still recruits privateers, known as freesails, to hunt pirates and help defend Cormyrean merchant vessels from attack. Freesails must be chartered, which costs 1,000 gp and there is an annual renewal fee of 300 gp. Freesails are also expected to turn over the Crown's portion of any loot they acquire, amounting to fifty percent of the total value.

PEACEBONDING

Those who would wear weapons in Cormyr, including chartered adventurers and mercenaries, are required by law to wear peacestrings about their sword hilts, preventing them from being unsheathed. Peacestrings are brightly colored and tasseled cords, and the proper tying of peacestrings is considered to be something of an art among Cormyrean nobles and adventurers alike. A proper knot is one that appears extremely complex, but can be undone with a single tug to free the weapon. The Purple Dragons regularly keep an eye out for those bearing weapons that are not peace-bonded, and stop such individuals to inform them of the local "custom". Those who refuse or who persistently violate the custom are subject to imprisonment and having their weapons seized.

MAGES IN CORMYR

Cormyr has long had respect for mages and wizards due to their historic role in the protection and defense of the kingdom. All arcane magic users of sufficient skill (5th level or higher) in Cormyr are expected to register their presence with a king's herald, local lord, or at the Court in Suzail. Registration involves reporting your name, sigil, abode, and general whereabouts, all of which are reported to the War Wizards. The War Wizards are sure to keep such records up to date, scrying upon them when necessary and occasionally arranging for surprise visits.

A wizard who takes up residence within Cormyr is generally left in peace, though they are automatically considered to be a part of the local militia of wherever they happen to reside. As a result, even small hamlets are often under the protection of a powerful wizard.

KNOWLEDGE: LOCAL ECONOMY OF ADVENTURE

Adventuring is quite beneficial to the local economy. Adventurers come to town, buy weapons and equipment, spend a few days visiting the local taverns, and head off into some nearby dungeon. They either die or return with a bunch of ancient gold coins, which enter circulation in the town, and loot, which can be purchased, repaired, and resold to the next group of adventurers that comes along.

Most of the loot they bring back is largely worthless, but it provides good iron and steel for use in more practical projects. Any truly valuable items are purchased for half their value, and then shipped off to a larger city like Suzail where they are resold at a profit.

This can all go wrong when a dungeon located near one such boomtown is finally wiped clear of whatever evil was stocking the dungeon with monstrous creatures and treasure. When this happens, adventurers no longer come to spend coin at the inns and taverns or purchase supplies. Most of the inns and general stores close their doors, and the economy must adjust to fill new markets.

Once registered, they are welcomed at meetings of the Council of Mages held in Suzail once every three tendays. These meetings are chaired by the High Wizard of Cormyr or the Lord Warder, and during such meetings all business related to the use of magic is discussed and debated. The War Wizards also have a recruiting agent at such meetings with an eager eye for talented young mages loyal to the crown.

CHARACTER OPTIONS

While characters of all types can be found within Cormyr, the following are particularly appropriate.

CLASSES

The twelve classes found in the Player's Handbook are all found throughout Cormyr. The material in this section describes some additional class options appropriate for a campaign set in the Forest Kingdom. These include:

Barbarian: Path of the Bloodsworn Chieftain

Bard: College of Secrets

Cleric: Luck Domain

Druid: Circle of the Warden

Fighter: Marshal

Monk: Way of the Sohei

Paladin: Oath of the Dragonslayer

Ranger: Falconer

Rogue: Daring Duelist

Sorcerer: Arcanist Ancestry

Warlock: Shaman

Wizard: Swordmage

FEATS

Blademaster, Business Sense, Dirty Fighter, Herbal Healer, Learned Scholar, Master Smith, Shield Bash, Trained Physician

BACKGROUNDS

Brightbird, Forester, Gambler, Laborer, Noble Scion, Political Rebel, Oghmyte Librarian, Society Apprentice, Smuggler

PATH OF THE BLOODSWORN CHIEFTAIN

The Mir barbarians who inhabit the Tunlands are led by strong chieftains who lead their tribes through strength of purpose set to a common cause, the strength of personality to unite his tribe, and the strength of body to accomplish their lofty goals. These descendants of ancient Netheril have the conviction and strength of personality needed to push their tribe to succeed in their harsh wetland homes.

STRENGTH FROM BLOOD

Starting when you choose this path at 3rd level, whenever you hit an opponent with a melee attack while you are raging you can grant 1d4 temporary hitpoints to you or an ally within 10 feet.

This bonus increase to 1d8 at 10th level.

DEMORALIZING SLAUGHTER

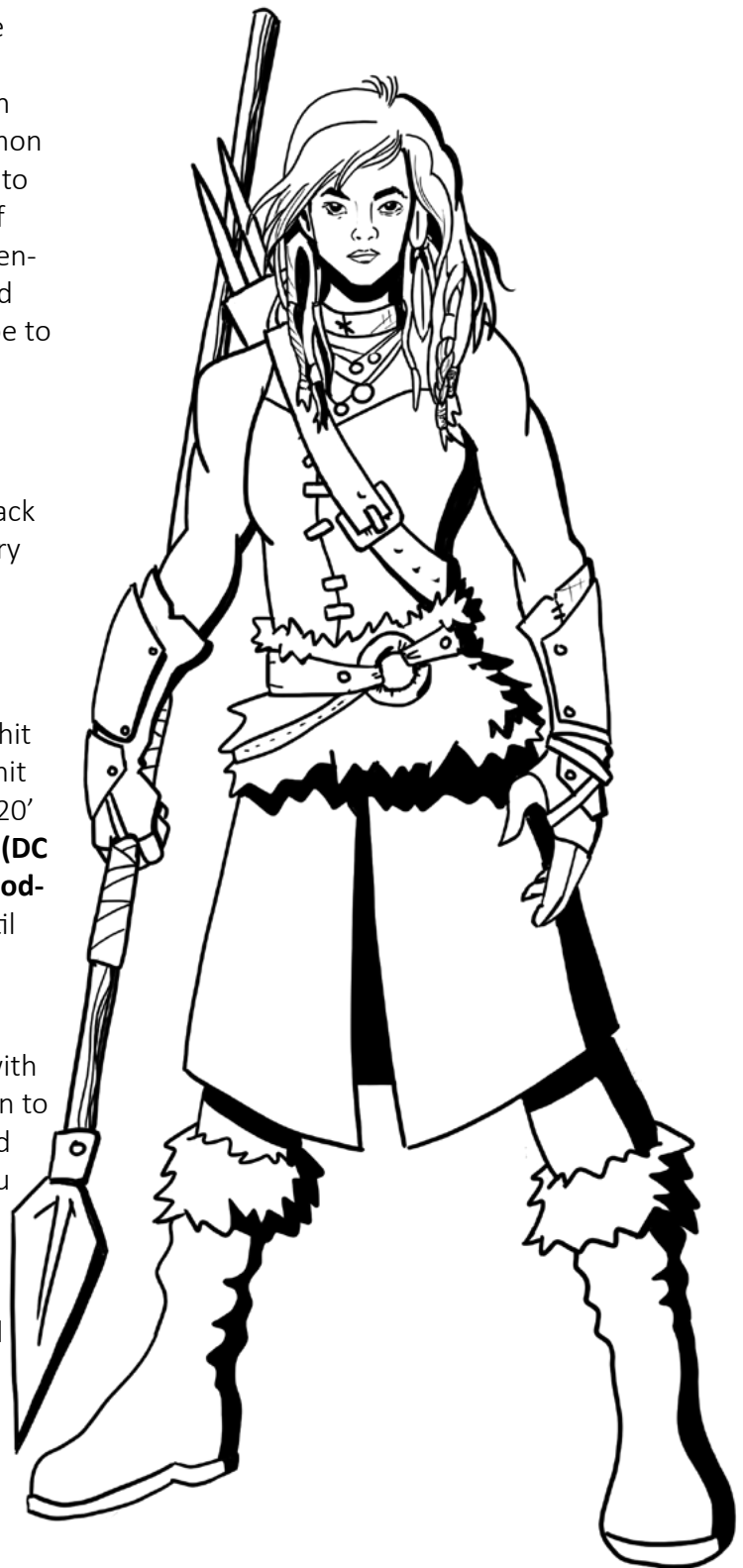
Beginning at 6th level, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one while raging, any enemy within 20' who can see you must make a Will saving throw (**DC = 8 + your proficiency bonus + your Strength modifier**). On a failed save, it is frightened of you until the end of your next turn.

WAR CRY

Beginning at 10th level, after hitting an enemy with an attack while raging you can use a bonus action to let loose a war cry that rallies your allies. You and all allies within 30 feet who can see and hear you heal a number of hit points equal to 2d6 + your Strength modifier. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SHOUT OF VALOR

Starting at 14th level, when you use your War Cry ability you end any effect causing any allies within 30 feet to be frightened or charmed.



COLLEGE OF SECRETS

Bards of the College of Secrets spend their time out in the world actively gathering and sharing information. They are equally at home in a rowdy bar learning the dirty laundry of the local lord as they are deciphering the script from the walls of an ancient tomb. Sometimes the secrets they gather prove useful in their continued adventures, but often these little tidbits of knowledge serve no purpose other than to satiate their own curiosity.

The members of the college rarely assemble in any formal capacity, instead sending cryptic messages to one another via courier. If another member of the college cannot decipher said cryptic message, then they likely didn't deserve to know the secret anyway. Many such bards count themselves among the Stalwart Society of Adventurers.

BONUS PROFICIENCIES

When you join the College of Secrets at 3rd level, you gain proficiency with three languages of your choice.

JOURNAL OF SECRETS

At 3rd level, you begin the arduous task of cataloging your findings. When you gain this feature, choose two 1st-level spells that have the ritual tag from any class's spell list. You copy those spells into your book, and they do not count against the number of spells you know. With your journal in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by other means. You can also use this journal, instead of a musical instrument, as your spellcasting focus for your bard spells.

On your adventures, you can add other ritual spells to your journal. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your bard level (rounded up) and if you can spare the time to transcribe the spell. For

each level of the spell, the transcription process takes 2 hours and costs 50gp for the rare inks needed to inscribe it.

IMPROVED JOURNAL OF SECRETS

At 6th level, your collection of assorted tales and secrets has grown so great that you can piece together knowledge from a wide variety of topics to gain temporary advantages. You may use a bonus action and expend one use of Bardic Inspiration to gain one of the following effects:

- **Hidden Knowledge.** You gain advantage on Intelligence checks
- **Martial Secrets.** You may attack twice, instead of once, whenever you take the Attack action on your turn.
- **Obscure Spellcraft.** Choose a cantrip from any class. You may cast the chosen spell as if it were a bard spell that you knew.
- **Serendipitous Translation.** You can read all writing.

The benefit of this ability lasts for one minute.

UNENDING SECRETS

Starting at 14th level, you can change the spells that you know through the Magical Secrets class feature whenever you finish a long rest. Preparing new Magical Secrets requires time spent studying your journal: at least 1 minute per spell level for each spell you are learning.



LUCK DOMAIN

Arabel is the heart of Tymora's church and a temple of Tymora is amongst the most grand of the capital's many temples; as a result, many priests of Lady Luck can be found throughout Cormyr. Among the halflings of Gladehap, Halfhap, and Grey Oaks worship of Brandobaris and Yondalla is particularly popular, and in Teziir the worship of Abbathor remains popular. No matter where you are in Cormyr, odds are good that a priest of good fortune is not far away.

Luck Domain Spells

Cleric Level	Spells
1st	bane, bless
3rd	blur, locate object
5th	bestow curse, haste
7th	death ward, freedom of movement
9th	legend lore, skill empowerment*

*Xanathar's Guide to Everything

BONUS PROFICIENCIES

At 1st level, you gain proficiency with all types of gaming sets.

LUCK THIEF

Beginning at 1st level, you gain the ability to steal luck from those around you. Whenever a creature within 30 feet of you rolls either a 1 or a 20 on an ability check, attack roll, or saving throw you gain a number of temporary hit points equal to half your Cleric level + your Wisdom modifier.

CHANNEL DIVINITY: TWIST OF FATE

Starting at 2nd level, you can use your Channel Divinity to bend the fate of those around you. As a reaction when a creature within 30 feet of you makes an ability check, attack roll, or saving throw you may roll 1d10 and either add or subtract the result from

the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses

SECOND CHANCE

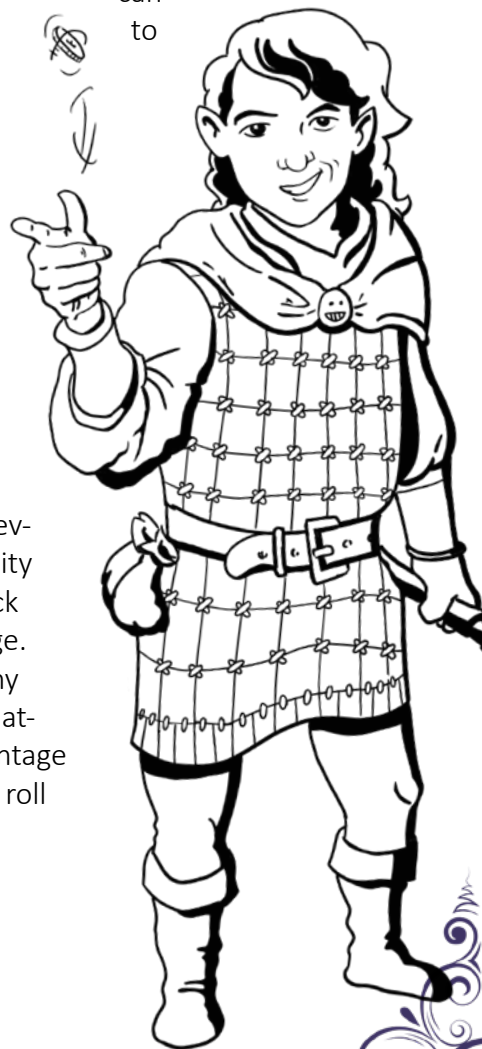
Beginning at 6th level, you gain the ability to share your luck with those around you. When a creature within 30 feet of you rolls a 1 on an ability check, attack roll, or saving throw, you may use your reaction to allow them to reroll. Once you use this feature, it cannot be used again until you complete a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

MAKE YOUR OWN LUCK

Beginning at 17th level, you gain the ability to leverage your luck to greater advantage. Whenever an enemy misses you with an attack, you gain advantage on your next attack roll against that enemy.



CIRCLE OF THE WARDEN

Wardens are druids who draw upon the power of nature to shield themselves and their allies. They are stalwart and brave, often standing directly between the wilderness and those who would despoil them.

EARTHSTRENGTH

Beginning when you join this circle at 2nd level, while you are not wearing heavy armor, you can use your Constitution modifier in place of your Dexterity modifier to determine your armor class.

WARDEN'S SHIELD

At 2nd level, when you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you.

NATURE'S WRATH

When you reach 6th level, you learn to repay those who attack your allies with fearsome retribution. If a creature marked by you deals damage to anyone other than you, you can use your reaction to make an attack against the creature.

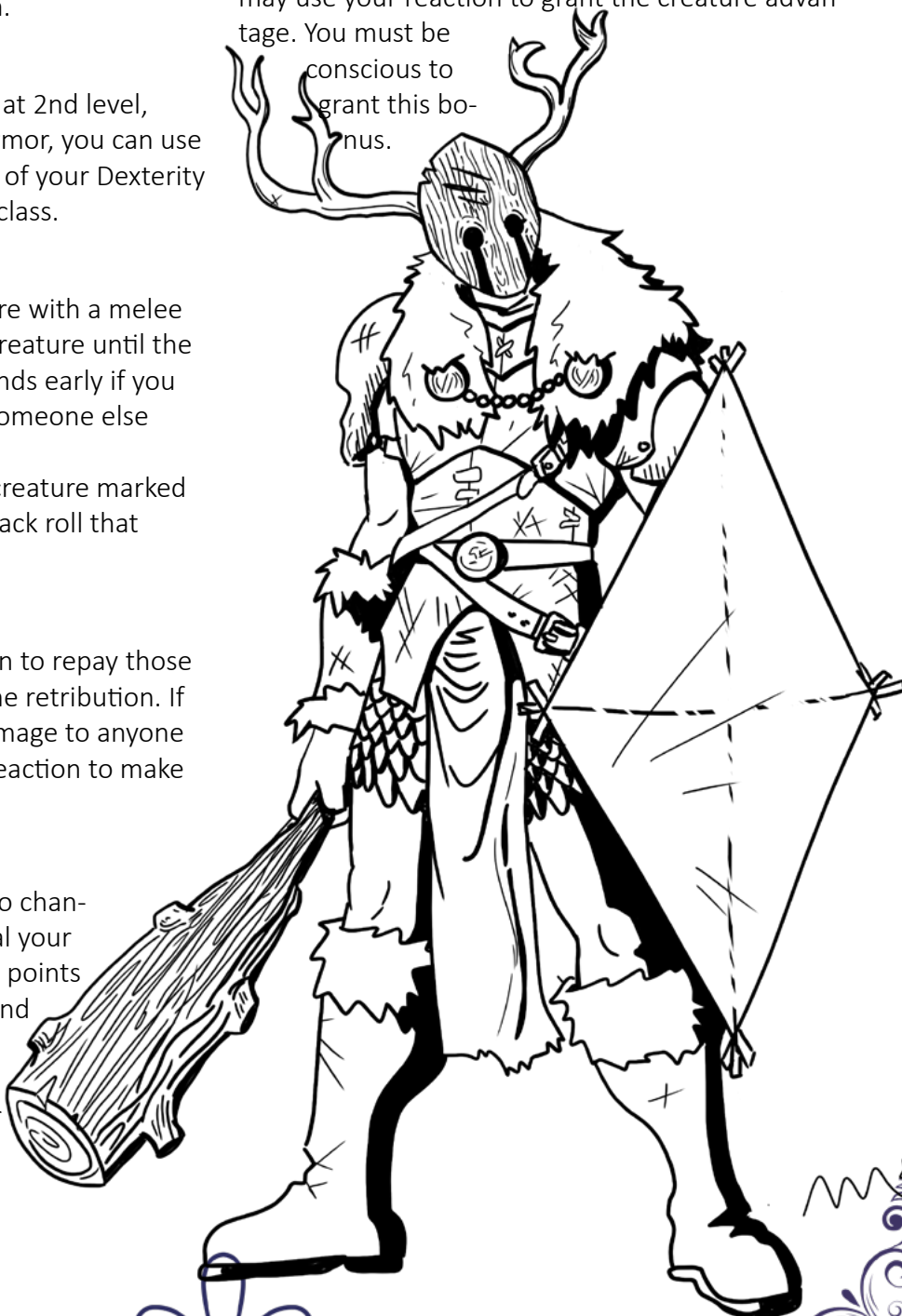
EARTH'S ENDURANCE

Beginning at 10th level, you learn to channel the strength of the earth to heal your wounds. If you are reduced to 0 hit points but not killed outright, you can spend a number of hit dice equal to your Constitution modifier. Roll the dice and add your Constitution modifier to it. You regain hit points equal to the total amount rolled. Once you

use this ability it cannot be used again until after you have finished a long rest.

PRIMAL AEGIS

At 14th level, whenever you or a friendly creature within 30 feet of you must make a saving throw, you may use your reaction to grant the creature advantage. You must be conscious to grant this bonus.



MARSHAL

FIGHTER ARCHETYPE

When the Purple Dragons take to the field of battle they are commanded by experienced leaders who know the intricacies of tactics and strategy and who are able to command their allies in accomplishing great feats. When led by a marshal, these trained fighting men become a cohesive unit whose whole is far greater than the sum of its parts.

BATTLE LEADER

When you choose this archetype at 3rd level, you learn to direct and inspire your allies. You can use the Help action as a bonus action.

INSPIRING WORDS

At 3rd level, you gain the ability to inspire your allies to battle even in the face of mortal peril. As a bonus action, you may choose up to five creatures within 60 feet that can see and hear you. Each creature gains temporary hit points equal to your Fighter level.

You may use this ability a number of times equal to your Charisma modifier and regain all expended uses when you finish a long rest.

HAMMER AND ANVIL

At 7th level, when you make a melee weapon attack against a creature who has another enemy within 5 feet of it you may deal an additional 1d4 points of damage. This damage increases to 1d6 at 16th level and 1d8 at 20th level.

COORDINATED STRIKE

Beginning at 10th level, once per turn when you hit a creature with a weapon attack, you can expend one use of your Inspiring Words feature and choose an ally within 5 feet of the target. That ally can immediately use its reaction to make a weapon attack.

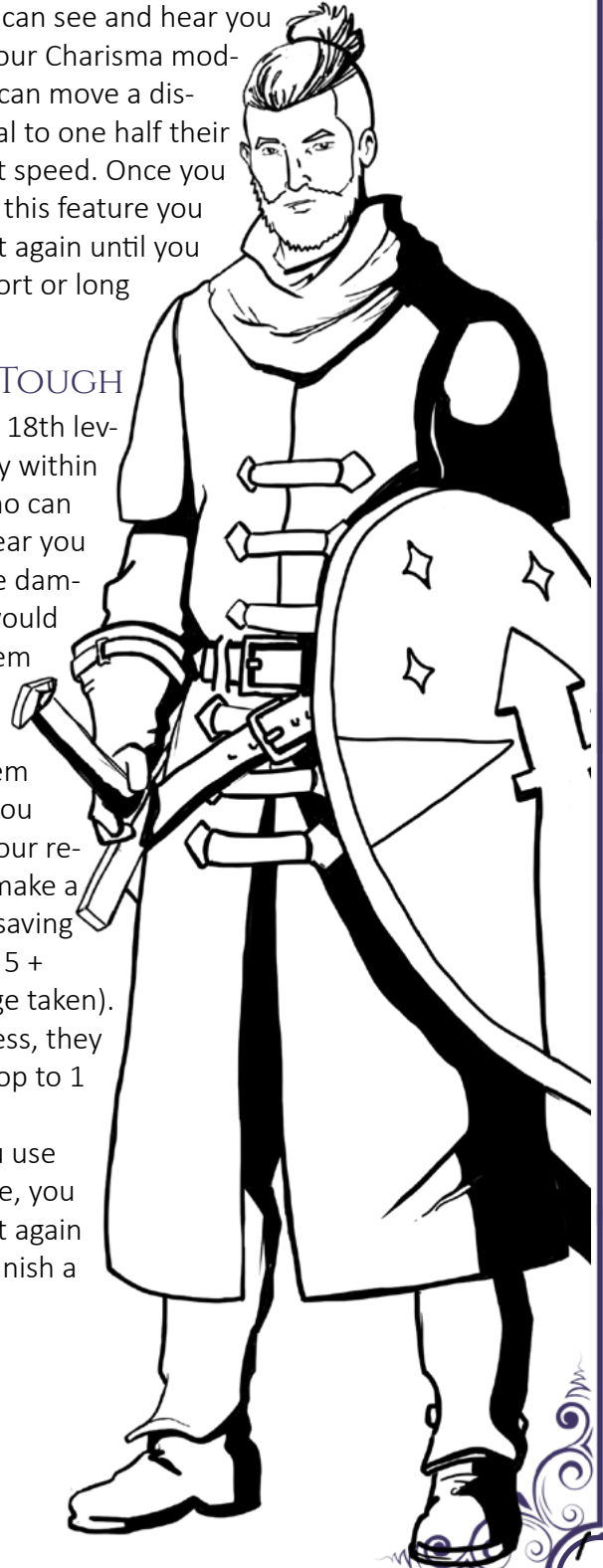
TACTICAL MANEUVERING

Starting at 15th level, you can use a bonus action to allow your allies to reposition. Choose a number of allies who can see and hear you equal to your Charisma modifier. Each can move a distance equal to one half their movement speed. Once you have used this feature you can't use it again until you finish a short or long rest.

STAND TOUGH

Starting at 18th level, if an ally within 30 feet who can see and hear you would take damage that would reduce them to 0 hit points and not kill them outright, you may use your reaction to make a Charisma saving throw (DC 5 + the damage taken). On a success, they instead drop to 1 hit point.

Once you use this feature, you can't use it again until you finish a long rest.



WAY OF THE SOHEI

Among the Shou people of Xiousing are many who still practice their traditional fighting styles, and some of these have joined the Purple Dragons, bringing with them specialized expertise. Since then many adventurers and Purple Dragons, both of Shou and Cormyrean descent, now train at the Lightning Dragon Dojo which instructs its pupils in the Way of the Sohei.

Sohei are warriors who combine traditional Shou martial arts with intense training with weapons and armors of all types. They are warrior monks who traditionally protect large monasteries and small villages.

BONUS PROFICIENCIES

When you choose the Way of the Sohei at 3rd level, you gain proficiency in light armor. You may choose to use your Unarmored Defense and Martial Arts features while wearing light armor, but not while wearing medium or heavy armor or while wielding a shield.

Additionally, you gain proficiency with the glaive and may treat the glaive as a monk weapon.

SPELLCASTING

Beginning at 6th level, you augment your martial prowess with the ability to channel divine energy. See Spell Rules for the general rules of spellcasting and the Spell Listing for the paladin spell list.

Spells Known

You know three 1st-level paladin spells of your choice. The Spells Known column of the Sohei Spellcasting table shows when you learn more paladin spells of 1st level or higher. Whenever you gain a level in this class, you can replace one of the paladin spells that you know with another spell of your choice from the paladin spell list. The new spell must be of a level that you can cast.

Casting Sohei Spells

You can cast spells using your ki points. When you cast a spell, you must expend a number of ki points equal to twice the level of the spell. You can spend additional ki points to increase the level of a sohei spell that you cast, provided that the spell has an enhanced effect at a higher level. The spell's level increases by 1 for every 2 additional ki points you spend. You may not increase the level of a spell above the maximum level that you can currently cast.

Spellcasting Ability

Wisdom is your spellcasting ability for your paladin spells, since you draw your spells through the exertion of ki. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a paladin spell you can cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Sohei Spellcasting		
Monk Level	Spells Known	Max Spell Level
6th	3	1
7th	4	2
8th	5	2
9th	5	2
10th	6	2
11th	7	2
12th	7	2
13th	8	3
14th	9	3
15th	9	3
16th	10	3
17th	10	3
18th	10	3
19th	11	4
20th	12	4

KI FRENZY

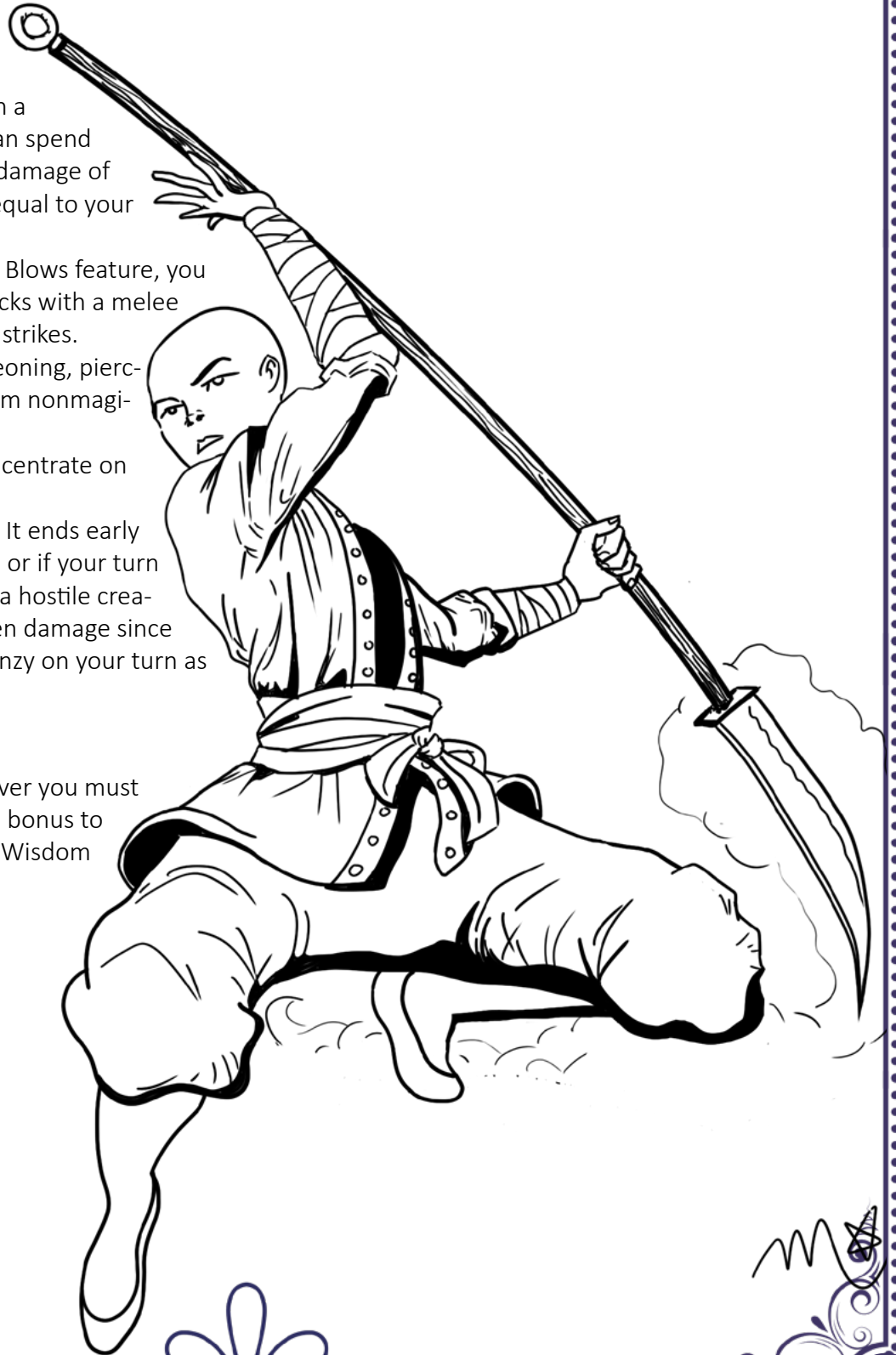
Beginning at 11th level, you gain the ability to focus your ki into a frenzy of berserk energy. On your turn, you can spend 2 ki as a bonus action to enter a frenzy. While frenzied, you gain the following benefits:

- You have advantage on Strength (Athletics) and Dexterity (Acrobatics) checks.
- When you hit a creature with a melee weapon attack, you can spend 1 Ki point to deal additional damage of the weapon's damage type equal to your Martial Arts die.
- When you use your Flurry of Blows feature, you can make the additional attacks with a melee weapon instead of unarmed strikes.
- You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons
- You cannot cast spells or concentrate on spells that have been cast.

Your frenzy lasts for 1 minute. It ends early if you are knocked unconscious or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your frenzy on your turn as a bonus action.

METTLE

Beginning at 17th level, whenever you must make a saving throw you gain a bonus to the saving throw equal to your Wisdom modifier.



OATH OF THE DRAGONSLAYER

Cormyr has a long history of dealing with dragons, built, as it was, within the heart of a kingdom once ruled by them. Rogue dragons frequently set out from the high peaks of the Stormhorns and Thunder Peaks to ravage the countryside, and both the Vast Swamp and Farsea Swamp have been home to numerous black dragons. Many within the army of Cormyr have taken the Oath of the Dragonslayer, binding them to a brotherhood united to the destruction of dragons.

TENANTS OF THE DRAGONSLAYER

Though the motivations of the dragonslayers vary, they are united by a few simple tenants.

Valor. Fear nothing, not even the most ancient of dragons.

Duty. Defend the helpless from those who would do them harm.

Commitment. Place nothing above the hunt.

Retribution. Even the most mighty must be held accountable for the harm they inflict.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Luck Domain Spells	
Paladin Level	Spells
3rd	absorb elements, hunter's mark
5th	darkvision, find traps
9th	beacon of hope, protection from energy
13th	death ward, locate creature
17th	hold monster, legend lore

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Censure the Mighty. As an action, you can present

your holy symbol and use your Channel Divinity to utter ancient Draconic curses, forcing your opponent to face you. Choose a single dragon or fiend within 60 feet of you that can see and hear you. That creature must make a Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls against creatures other than you, its speed is halved, and it loses any flying speed that it may have for one minute.

On a successful save, the creature's speed is halved for one minute or until the creature takes damage.

Shielded by Faith. As a reaction, you can shield yourself using the power of your faith. You may spend a use of your Channel Divinity to reroll a saving throw that you fail, but if you do so you must use the new roll.

BREAK THE SCALES

Starting at 7th level, you deal an additional 1d8 force damage on weapon attacks against Large or larger creatures. You can deal this additional damage once per turn.

DAMPEN THE BREATH

Starting at 15th level, you and friendly creatures within 10 feet of you have resistance to acid, cold, fire, lightning, poison, or thunder damage. You choose the type of damage each time you complete a short or long rest.

SLAYER OF WYRMS

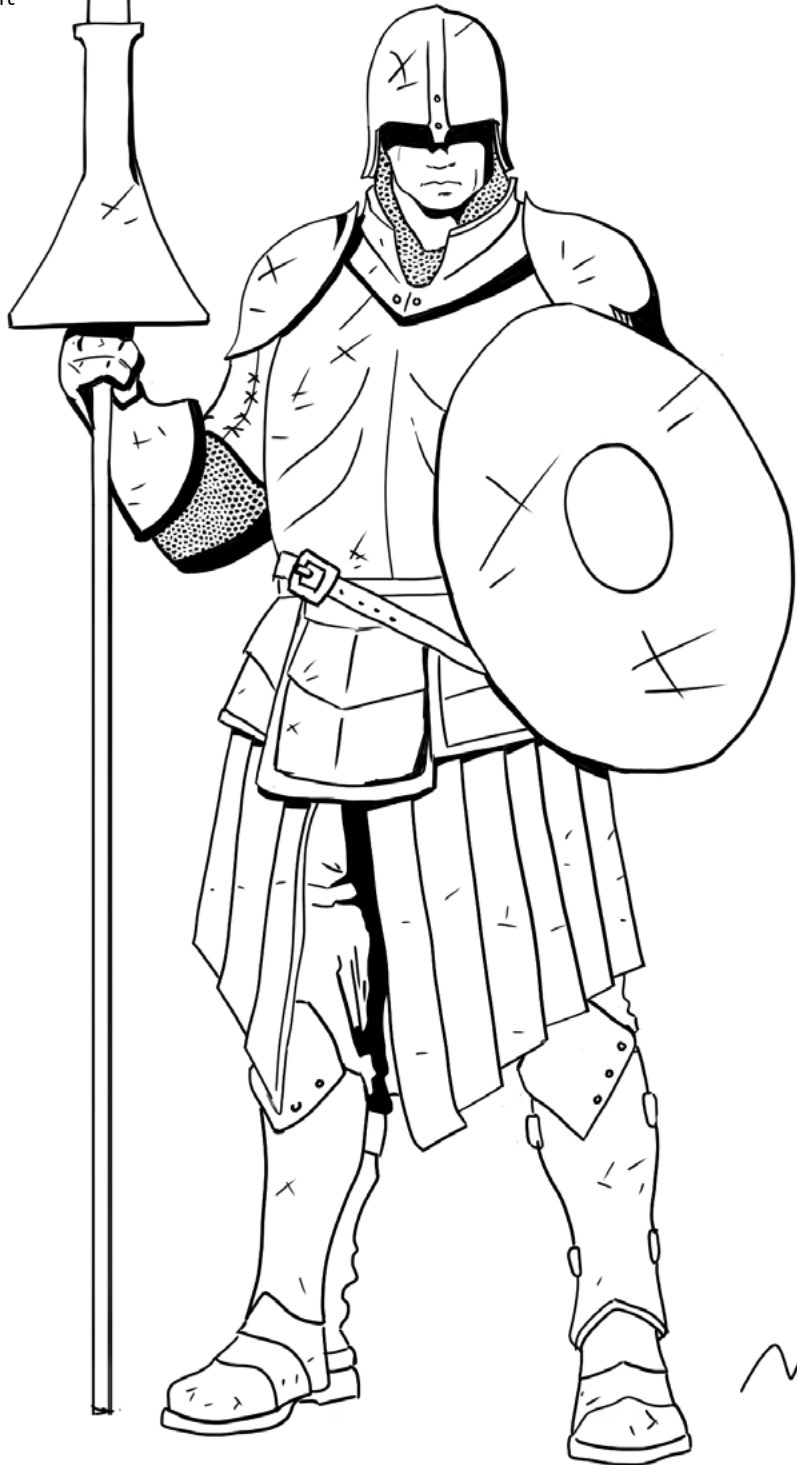
Starting at 20th level, you can use an action to channel the spirits of all the dragonslayers who have died in their duty. You are filled with righteous fury and the wisdom of hundreds of generations of dragonslayers. You gain the following benefits for one minute:

- At the start of each of your turns, you gain 10 temporary hit points.
- Creatures within 30 feet of you have disadvantage on saving throws against your paladin spells and

Channel Divinity abilities.

- Your weapon attacks score a critical hit on a 19 or 20.
- If you hit an enemy with a weapon attack, it loses any flying speed that it has until the start of your next turn.

Once you use this feature, you can't use it again until after you finish a long rest.



FALCONER

RANGER ARCHETYPE

Falconry is a particularly popular pursuit in Cormyr, among the nobility and commoners alike. Some rangers form a lasting bond with a falcon, hawk, or other bird of prey which allows them to better hunt their quarry. The two operate less as a team and more as a single formidable entity, their actions perfectly complementing one another to bring about the destruction of their foes. Such rangers can often take down enemies that would be far too difficult for either of them individually.

RAPTOR COMPANION

Beginning when you select this archetype at 3rd level you gain a hawk (falcon), owl, vulture, raven, or eagle. Your companion gains a bonus to its attack rolls, ability checks, and saving throws equal to your Wisdom modifier. It's hit point total equals its normal maximum or four times your ranger level, whichever is higher.

Your companion acts independently of you, but always obeys your commands. It takes its turn on your initiative and acts immediately before you do. It cannot attack unless you use your reaction on its turn to command it to do so, but it can take other actions as normal. Your companion can occupy an enemy's space without provoking attacks of opportunity, but suffers attacks of opportunities normally if it leaves an opponent's reach.

If your companion dies, you can acquire another one by spending 8 hours magically bonding with another bird of prey that isn't hostile to you, either the same type as the previous raptor or a different one.

DISTRACTING PRESENCE

At 3rd level, your raptor helps distract your enemies, allowing you to exploit their vulnerabilities. Whenever you hit an enemy who is within 5ft of your raptor with a weapon attack, the creature takes an additional 1d6 damage. This damage increases to

1d8 at 7th level and 1d10 at 15th level. You can deal this extra damage only once per turn.

Additionally, whenever an enemy would leave your companion's reach it may use its reaction to move up to half of its speed.

BAFFLE

When you reach 7th level, your raptor helps prevent an opponent from taking advantage of lapses in your defenses. You may spend a bonus action to command your raptor to engage the enemy. Until the beginning of your next turn, an enemy who shares a space with your raptor cannot use reactions to make attacks of opportunity.

SHARED LIFE

At 7th level, you learn to ritually connect your life force with that of your companion. If your companion is reduced to 0 hit points but not slain outright, you may use your reaction and spend a number of hit dice equal to your Wisdom modifier. Roll the dice and your companion regains hit points equal to the total amount rolled.

Once you have used this feature, you cannot use it again until you have finished a short or long rest.

PROTECTIVE

At 11th level, whenever a creature attacks your companion, you may use your reaction to make an attack against that creature.

HARRY

At 15th level, you may use a bonus action to command your raptor to distract a single opponent in its space. You and your allies have advantage on attack rolls against that target until the beginning of your next turn.

Once you have used this feature, you cannot use it again until you have finished a short or long rest.



DARING DUELIST

ARCHETYPE

The nobility of Suzail has a long history of dueling to settle differences. Typically such duels are fought only to first blood, though on occasion they are more lethal. The most skilled swordsmen often hire themselves out as fencing instructors or join the Purple Dragons or chartered adventuring parties to prove their steel in defense of the kingdom.

DEEDS OF DERRING-DO

Starting at 3rd level, the daring duelist learns to fight with style. The daring duelist learns 3 deeds, and learns 1 additional deed at 9th and 17th level. Deeds of derring-do use Sneak Attack dice to perform amazing combat related stunts. You may use only a single deed with each attack and must declare which deed you will be attempting before you make your attack roll. Sneak Attack dice spent to activate a deed of derring-do are discarded and are not rolled as damage. The save DC of a deed is equal to 8 + Charisma + Proficiency bonus.

Disarm. You may spend one sneak attack die to disarm your target, forcing it to drop one item of your choice that it is holding. The target must succeed on a Dexterity saving throw. On a failed save, it drops the object you choose. The object lands at its feet. Beginning at 9th level, you may grab the item if you have free use of at least one hand. Beginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on your target's Dexterity saving throw to resist this deed.

Distracting Banter. You may spend one sneak attack die to distract your target. The target must succeed on a Wisdom saving throw or have disadvantage on its next attack roll, saving throw, or skill check. Beginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on you target's Wisdom saving throw against this deed.

Dos-A-Dos. You may spend one sneak attack die to pull your opponent into a bad position. The target must succeed on a Dexterity saving throw. On a failed save, you may move your opponent 5 feet in any direction, though it must end its movement adjacent to you. Beginning a 9th level, you may move into the space that your opponent was forced out of.

False Bravado. You may spend one sneak attack die to gain temporary hit points equal to 1d6 + your Charisma modifier. Beginning at 9th level, you may spend two sneak attack dice to gain temporary hit points equal to 2d6 + your Charisma modifier. At 13th level, you may spend three sneak attack dice to gain temporary hit points equal to 3d6 + your Charisma modifier.

Head Strike. You may spend two sneak attack dice to disorient your target. The target must succeed on a Wisdom saving throw or be blinded until the start of your next turn. Beginning at 13th level, you may spend two additional sneak attack die to impose disadvantage on your target's Dexterity saving throw against this deed.

Nimble Escape. You may spend one sneak attack die to throw off your target's combat rhythm. The target may not make opportunity attacks against you until the beginning of your next turn.

Pull the Rug Out. You may spend one sneak attack die to trip your target. The target must succeed on a Dexterity saving throw or be knocked prone. Beginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on your target's Dexterity saving throw against this deed.

Steal the Initiative. You may spend one sneak attack die increase your initiative in subsequent rounds by a value equal to your Charisma modifier.

Throat Punch. You may spend two sneak attack dice to silence your target. The target must succeed on a Constitution saving throw or be unable to speak. They may make a new save at the end of each of

their turns. Beginning at 13th level, you may spend an additional sneak attack die to impose disadvantage on your target's initial Constitution saving throw against this deed.

DUELIST'S STANCE

Starting at 9th level, you learn to adopt special stances that allow you to adapt to different combat situations. You may adopt one of the following stances as a bonus action. A stance ends after 1 minute, if you are restrained or incapacitated, or if you lose your concentration (as if concentrating on a spell). If your stance ends, you may adopt a new one as a bonus action. You may shift between different stances as a bonus action on your turn.

Aggressive Stance. You deal 1d6 additional damage when you hit an enemy with a melee weapon attack.

Focused Stance. While you are in this stance, you choose a single opponent you can see at the start of each of your turns. That creature has disadvantage on attack rolls against you. All other creatures have advantage on attack rolls against you.

Opportunist Stance. Creature's provoke an opportunity attack from you when they move 5 feet or more while within your reach.

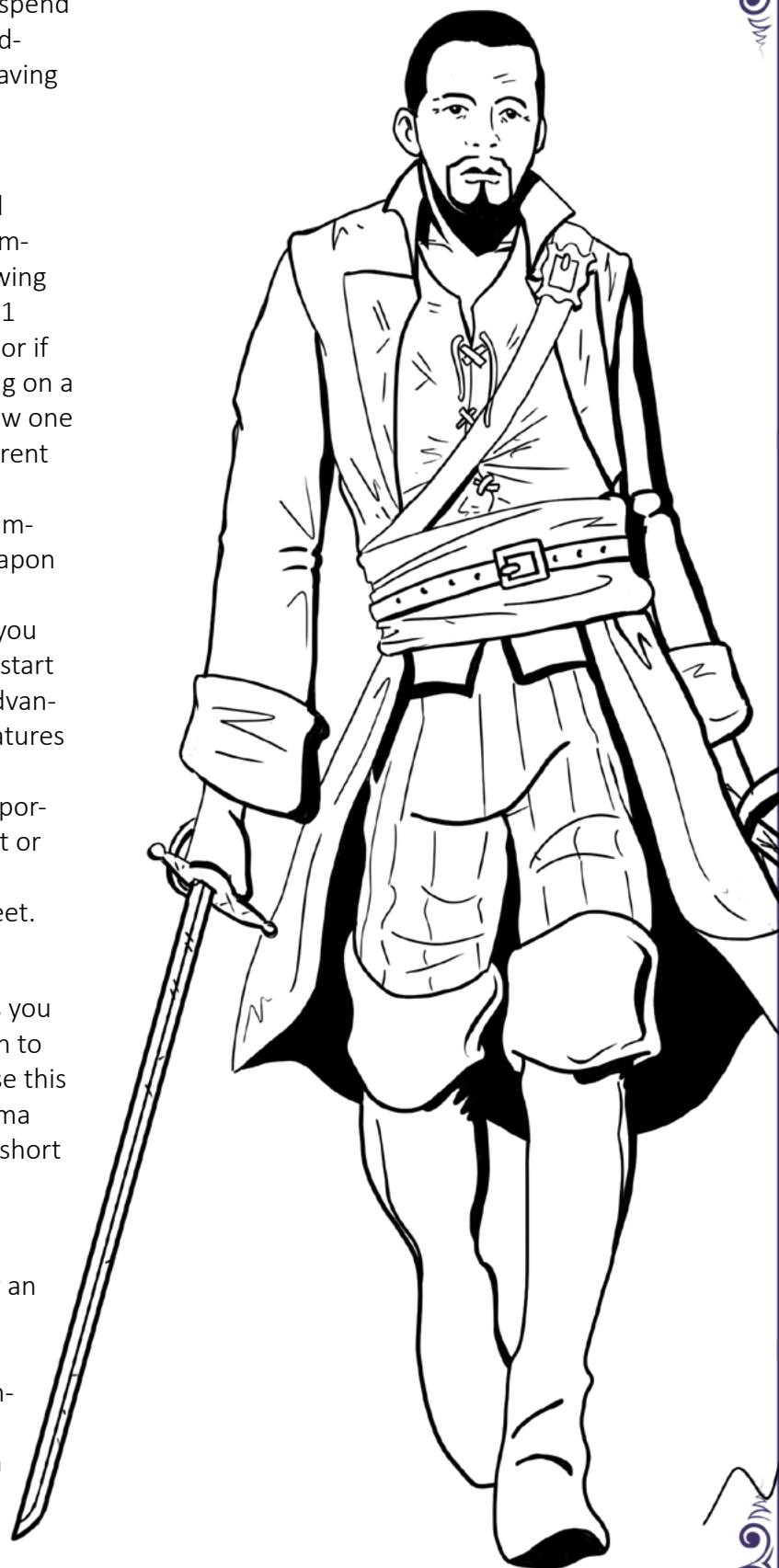
Swift Stance. You increase your speed by 10 feet.

RIPOSTE

Starting at 13th level, when an enemy misses you with a melee attack, you may use your reaction to make a melee attack against them. You may use this ability a number of times equal to your Charisma modifier and regain all uses when you finish a short or long rest.

PERFECT STRIKE

Starting at 17th level, when rolling damage for an attack with a melee weapon you gain a special benefit whenever a damage die rolls its maximum amount. When one or more of your damage dice show the maximum possible result (such as a 6 on a d6), you may reroll each such dice and add its result to the original damage total. You may reroll each dice only once.



ARCANIST

SORCERER ANCESTRY

The power of ancient Netherese mages runs through your veins, granting you an innate connection to the magic of Faerûn. While your ancestors may have been accomplished wizards who developed their skill through study and practice, you have received your magical gifts handed down to you by right of birth.

VERSATILE SPELLCRAFT

At 1st level, when you cast a spell that deals acid, cold, fire, force, lightning, necrotic, radiant, or thunder damage, you can substitute that damage type with one other type from that list.

ARCANIST MAGIC

Your natural link to the Weave allows you to learn spells from the Wizard class. When your Spellcasting feature lets you learn or replace a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from either the wizard spell list or the sorcerer spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

EXPANDED METAMAGIC

At 6th level, you gain an additional Metamagic option of your choice.

AUTHORITATIVE SPELL

Starting at 14th level, you can spend 2 sorcery points and use a bonus action to focus your arcane energy. The next spell you cast gains a +2 bonus to any attack roll you make for it or to its saving throw DC, as appropriate.

SPELL MASTERY

At 18th level, you can innately duplicate almost any spell. As a bonus action, you can select a spell of your choice from any class's spell list. You spend a number of sorcery points equal to the spell's level and until the end of your turn you may cast this spell as though it were a spell you knew. The spell must be of a level for which you have spell slots, and you must follow the normal rules for casting it (including expending an appropriate spell slot). If the spell isn't a sorcerer spell, it counts as a sorcerer spell when you cast it.

You can't use this feature again until you finish a long rest.



SHAMAN WARLOCK PACT

Shaman are inspiring leaders of their tribes, both in war and in peace. Rather than pledging themselves to a single powerful entity, they have made pacts with the spirits of nature itself, through sacred song and blood rite. They are forever accompanied by a powerful spirit companion who watches and protects them, but also ensures that the pact remains unbroken.

Shaman Expanded Spell List

Spell Level	Spells
1st	animal friendship, healing word
2nd	enhance ability, healing spirit*
3rd	crusader's mantle, plant growth
4th	dominate beast, guardian of nature
5th	awaken, reincarnate

*Xanathar's Guide to Everything

BONUS CANTRIPS

At 1st level, you learn the druidcraft and shillelagh cantrips, They count as warlock cantrips for you, but they don't count against your number of cantrips known.

SPIRIT COMPANION

Beginning at 1st level, you are accompanied by a spirit companion who watches over you, grants your magical power, and ensures that your pact is upheld. As a bonus action on your turn you can call forth your spirit and cause it to take physical form. The spirit manifests as your choice of one of the following animals: a black bear, a constrictor snake, an eagle, an elk, a giant reef shark, a panther, or a wolf. The beast is also considered to be fey.

The beast disappears when it drops to 0 hit points, when you lose concentration (as if concentrating on a spell), or after one hour. It acts on your turn and obeys any verbal commands that you give it.

You may use this feature a number of times equal

to your Charisma modifier (minimum of once). You regain any expended uses when you finish a long rest.

HEALING SPIRITS

Beginning at 6th level, you can summon a wave of healing energy as a bonus action. Each creature of your choice within 30 feet of either you or your spirit companion regains hit points equal to 1d10 + your Warlock level.

Once you use this feature, you can't use it again until you finish a short or long rest.

PRIMEVAL SPIRIT

Beginning at 10th level, your spirit companion grows more powerful. When it manifests, it takes the form of a brown bear, a giant constrictor snake, a giant eagle, a giant elk, a hunter shark, a tiger, or a dire wolf. Additionally, it gains a bonus to attack rolls and saving throws equal to your Charisma modifier, its attacks count as magic weapons for the purposes of overcoming damage resistance, and it has resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks.

FAITHFUL SPIRIT

Starting at 14th level, when you summon your spirit companion it gains temporary hit points equal to your Warlock level. Additionally, if you are reduced to 0 hit points the spirit companion doesn't disappear and continues to protect you from harm and attack your foes.

SCHOOL OF THE SWORDMAGE

The War Wizards of Cormyr recruit from many different wizard colleges, including some located in Cormyr itself, and from many backgrounds and specialties. Among the more recent wizard academies in Cormyr is the Academy Orbyn named for the longsword crafted by the High Mage Amedahast. The academy is jointly taught by a retired battlemaster of the Purple Dragons and a member of the War Wizards. They teach both martial combat as well as the arcane arts, an approach embraced by former High Mage Caladnei.

SPELLBLADE

Beginning when you select this school at 2nd level, you gain proficiency with light armor, greatswords, longswords, shortswords, rapiers, and scimitars.

In addition, you may perform a brief ritual when you finish a long rest. During this ritual, you may bond to any melee weapon with which you are proficient. When you attack with that weapon, you can use your Intelligence modifier, instead of Strength or Dexterity, for the attack and damage rolls. You may use the weapon as an arcane focus for your Wizard spells, and may perform the somatic components of Wizard spells even if you are wielding a weapon in both hands. This benefit lasts until you finish a long rest.

ARCANE REGENERATION

Beginning at 6th level, as a bonus action you may expend a Wizard spell slot to regain hit points equal to 1d8 per level of the spell slot you expended. You must then finish a short or long rest to use this ability again.

ARCANE BLADE

Starting at 10th level, you can use your magic to enhance your weapon. Your spellblade does an additional 1d8 damage when you hit with a melee attack. This extra damage can be acid, cold, fire,

lightning, or thunder damage, chosen when you bond with your spellblade. At 14th level the additional damage increases to 1d10.

MYSTIC ASSAULT

Beginning at 14th level, whenever you take the Attack action on your turn you may use a bonus action to cast a spell with a casting time of one action.



FEATS

Most of the feats from the Player's Handbook and Xanathar's Guide to Everything are appropriate for characters in Cormyr. In addition, the following feats are particularly appropriate.

BLADEMASTER

You have trained extensively with the use of bladed weapons, perhaps with a professional instructor such as a master-at-arms. You know how to use the greatsword, longsword, scimitar, rapier, dagger, and shortsword not only for attack, but also for defense.

- When you draw a longsword, scimitar, rapier, dagger, or shortsword you may use a bonus action to make an attack with the pommel of your weapon. This attack deals no damage but your next attack before the end of your turn has advantage.
- When you miss with an attack using a greatsword, longsword, scimitar, rapier, dagger, or shortsword you may pull the weapon back in a swift draw cut. You may expend your reaction and make an additional attack against the same target.
- When an enemy would hit you with a melee weapon attack, you may use your reaction to make an attack roll with your greatsword, longsword, scimitar, rapier, dagger, or shortsword. This attack deals no damage but if the result of your attack roll equals or exceeds their attack roll, their attack misses.

BUSINESS SENSE

While some studied the blade, you studied the ledgers. You have a mind for numbers and commerce, well versed in the functioning of trade and able to identify a bargain at a glance. You gain the following benefits:

- Increase your Wisdom or Charisma by 1.
- When you take a short or long rest, you can identify the properties and approximate value of a magical item.

- When selling an item, you can roll a Charisma (Persuasion) check against the merchant's passive Insight (typically 12). On a success, you can sell the items for their full value, rather than half.

DIRTY FIGHTER

You learned to fight not from a master-at-arms or some other fancy teacher, but from the streets: in back alleys and bar room brawls. Your combat style is unorthodox and underhanded, but few can argue with the results.

- When you successfully grapple a creature or escape a grapple, you may make a single attack with an unarmed strike, club, dagger, handaxe, or shortsword as a bonus action. Additionally, whenever a creature fails to escape a grapple with you, you may make a single attack with one of those weapons as a reaction.
- When you hit a creature with an attack using an unarmed strike, club, dagger, handaxe, or shortsword, you may choose to strike with blunt force at a vulnerable location rather than aiming to kill. Instead of its normal damage, the attack deals damage equal to your Strength modifier and the target must make a Constitution saving throw (DC = 8 + your Proficiency bonus + your Strength modifier) or be stunned until the beginning of its next turn.
- When you hit a creature with an attack using a dagger, handaxe, or shortsword you may use a bonus action to twist the blade and deal an additional 2d4 damage.

HERBAL HEALER

Prerequisite: Proficiency with herbalism kit

You have learned to use common herbs to tend to wounds and illness. During a short rest, you can search the area for medicinal herbs. Make a DC 15 Wisdom (herbalism kit) or Wisdom (Survival) check. On a success you can recover one use of a Healer's Kit.

Additionally, you can use herbs and poultices to aid

in recovery. During a long rest, you may cure an ally of one disease, neutralize one poison, or remove the blinded, deafened, or paralyzed condition.

LEARNED SCHOLAR

You have studied tomes and texts, perhaps with the scholars of Candlekeep or the Silent Room in Suzail. You gain the following benefits:

- Increase your Intelligence score to a maximum of 20.
- You gain proficiency in the History skill. If you are already proficient in the skill, you add double your proficiency bonus to any check you make with it.

MASTER SMITH

Prerequisite: Proficiency with smith's tools

You are a practiced smith. You gain the following benefits:

- Your practiced skill allows you to craft items much more quickly. When you are engaged in the crafting of an item that can be produced with smith's tools, you make progress in 50 gp increments, rather than the normal 5 gp increments for normal items and 25 gp increments for magic items.
- Whenever you make an item using your smith's tools, you may choose a minor property (*DMG*) for the item, even if it is not a magic item. If you do so, the item also gains a randomly determined quirk.

SHIELD BASH

Prerequisite: Proficiency with shields

You can use your shield not only as defense, but also as a potent offensive tool.

- You can don or doff a shield as a bonus action.
- You treat shields as a martial melee weapon that deals 1d8 bludgeoning damage.
- When you are wielding a shield and a creature misses you with a melee attack, you can use your reaction to make an opportunity attack against that creature with your shield.

TRAINED PHYSICIAN

Prerequisite: Proficiency with healer's kit

You have been trained in the physicians arts, whether through a formal college of herbalists and alchemists or apprenticing under a wise master. You gain the following benefits:

- As an action, you can diagnose and treat rare illnesses and even some magical effects. When you use this ability, choose a creature within 5 feet of you. You expend 1d4 uses of your healer's kit, and the creature gains the benefit of the *lesser restoration* spell. If you do not have sufficient uses of the healer's kit available, the attempt fails due to having insufficient supplies and your action is wasted. The creature can't gain this benefit from this feat again until it finishes a short or long rest.
- You can apply medicinal salves that bind open wounds to prevent bleeding, treat minor infections, and provide some pain relief. Using your healer's kit in this way requires 1 minute. At the end of that time you may expend up to 3 uses of your healer's kit. For each use that is expended the target creature may recover 1d8 + your Wisdom modifier hit points
- During a short rest, you can clean and bind the wounds of your allies. If you or any friendly creatures regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains a number of additional hit points equal to your Wisdom modifier.

BACKGROUND

The many hidden dungeons and catacombs within Cormyr attracts a wide variety of people from many different backgrounds, and nearly any of the backgrounds from the Player's Handbook and Sword Coast Adventurer's Guide work well for use in an adventure set within the Land of the Purple Dragon. Additionally, the following backgrounds are particularly appropriate for a Cormyrean campaign.

BRIGHTBIRD

Brightbirds are individuals whose reputation comes largely from being a desirable suitor. Whether this is due to some innate charisma and charm or the fact that they are the scion of a rich and powerful family, the brightbird is an eligible young person who finds that doors to power are open to them.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: One type of musical instrument, one type of gaming set

Equipment: A set of fine clothes, an instrument, a gaming set, and a coin purse containing 15 gp.

Feature: Opportunistic Romantic

Though perhaps not of noble birth, you run in noble circles, giving you access to all of the latest gossip. Nobles are willing to share their dirty little secrets more freely with you, knowing that you are, in fact, a dirty little secret yourself. If you spend an hour or more in conversation with members of the nobility you learn all of the latest gossip, including which noble houses are making power plays against the others, which are involved in criminal activity, and who fancies who. While the information is often useful and almost always titillating, its accuracy is never guaranteed. It is just gossip, after all.

Suggested Characteristics

Use the tables for the noble background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a brightbird.

FORESTER

Foresters patrol the King's Forest and Hermit's Woods, keeping them clear of poachers, cutting and burning away undergrowth, and generally maintaining them so that the crown and its guests may use them for hunting and lumber. They also plant new trees to replace any that have been cut down, ensuring that the crown's lands are not despoiled.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of instrument, woodcarvers' tools

Equipment: A set of traveler's clothes, an instrument, woodcarvers' tools, and a coin purse containing 5 gp.

Feature: Eye for Trouble

Foresters patrol the woods and keep them clear of hazards, including wild animals. If you perceive a beast whose Challenge Rating is less than half your level (round down), you can spook it if it has not yet attacked you or your party. If you spook it, the beast will not attack you or your party, though it may lurk about waiting for an opportunity to strike when you least expect it.

Suggested Characteristics

Use the tables for the outlander background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a forester.

GAMBLER

Gamblers are a regular sight in taverns and inns across Cormyr, and the nation is home to many games unique to the region. Well known gamblers are a welcome sight, as they can attract a lot of thirsty customers looking to score big off of a lucky hand.

Skill Proficiencies: Deception, Insight

Tool Proficiencies: Two types of gaming set

Equipment: A set of fine clothes, a gaming set, and a coin purse containing 15 gp.

Feature: Whale

When in a tavern that knows your identity and knows of your fame, its bartender will give you and your companions free room for the night.

Suggested Characteristics

Use the tables for the entertainer background in the Player 's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a gambler.

LABORER

Many individuals in Cormyr are simple laborers, from the dock workers of Suzail and Marsember to the farm hands of the heartlands. While not possessing a wide range of skills, they tend to be observant and hard working.

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: Two types of artisan's tools

Equipment: A set of traveler's clothes, two sets of artisan's tools, and a coin purse containing 5 gp.

Feature: Rugged

You need only 4 hours of sleep to gain the benefit of a long rest. If you sleep for 8 hours during a long rest, you recover 2 levels of exhaustion.

Suggested Characteristics

Use the tables for the guild artisan background in the Player 's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a laborer.

NOBLE SCION

While not yet the head of your house, you wield influence and demand respect. One day you could lead your family to victory or ruin, and the house makes every effort to ensure you are prepared for your future responsibilities.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One type of instrument, one language.

Equipment: A set of fine clothes, an instrument,

and a coin purse containing 20 gp.

Feature: Tallhouse

You own a house in Suzail maintained by your family which allows you to keep a Comfortable lifestyle without requiring you to pay lifestyle expenses. Your house has enough beds for you and up to 6 guests.

Suggested Characteristics

Use the tables for the noble background in the Player 's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a noble scion.

POLITICAL REBEL

Not all in Cormyr are content with the rule of the Obarskyr dynasty, and on occasion a group of wealthy nobles will stir up the populace against the crown. Such movements have historically not ended well, but with the reward being the throne itself many are still willing to try.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: One type of instrument, one type of gaming set

Equipment: A set of fine clothes, an instrument, a gaming set, and a coin purse containing 15 gp.

Feature: Demagogue

While you yourself are a member of the upper class, you appeal to the common citizenry for your political support. You can find a place to hide, rest, or recuperate among commoners, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

Suggested Characteristics

Use the tables for the noble background in the Player 's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a political rebel.

OGHMYTE LIBRARIAN

The Oghmyte church in exile is headquartered in Suzail and a large number of diligent Oghmytes toil in the massive library temple known as the Silent Room. One of the largest collections of tomes outside of Candlekeep itself, the Silent Room is a treasure trove of knowledge and you are its keeper.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: One type of instrument, one type of gaming set

Equipment: A set of fine clothes, an instrument, a gaming set, and a coin purse containing 15 gp.

Feature: The Silent Room

While in Suzail, you may use the Silent Room's hidden stacks to perform research. You may spend 1 hour researching in the library and gain advantage on any Intelligence (Arcana), Intelligence (History), or Intelligence (Religion).

Suggested Characteristics

Use the tables for the sage background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a Oghmyte librarian.

SOCIETY APPRENTICE

You apprenticed to the Society of Stalwart Adventurers as preparation for your life as an adventurer, and while performing mundane tasks within the chapter-house, you read a lot of old adventuring journals. As a result, you are well versed in the art of adventuring. Theoretically, at least.

Skill Proficiencies: History, Perception

Tool Proficiencies: Cartographer's tools, thieves' tools

Equipment: .

Feature: Studied Knowledge

Your extensive study of dungeon maps has allowed you to memorize the layout of subterranean dungeons, crypts, and caverns. As a result, you can

always retrace your steps through a subterranean complex to find the entrance.

Suggested Characteristics

Use the tables for the folk hero background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a Society apprentice.

SMUGGLER

Cormyr charges an exorbitant five percent tariff on goods from foreign lands, and a downright extortionate ten percent on goods from rival Sembia. How are the good folk supposed to pay such inflated prices? And have you seen the fees required to be a licensed sword dealer? Whether genuinely outraged at the crown's taxes or just looking to make a quick buck, smugglers keep the black markets supplied. It's a dangerous lifestyle that's cost many a sloppy smuggler their hand, but the risk is part of what makes the job worth doing.

Skill Proficiencies: Deception, Stealth

Tool Proficiencies: Vehicles (land), vehicles (sea)

Equipment: .

Feature: Smuggler's Rest

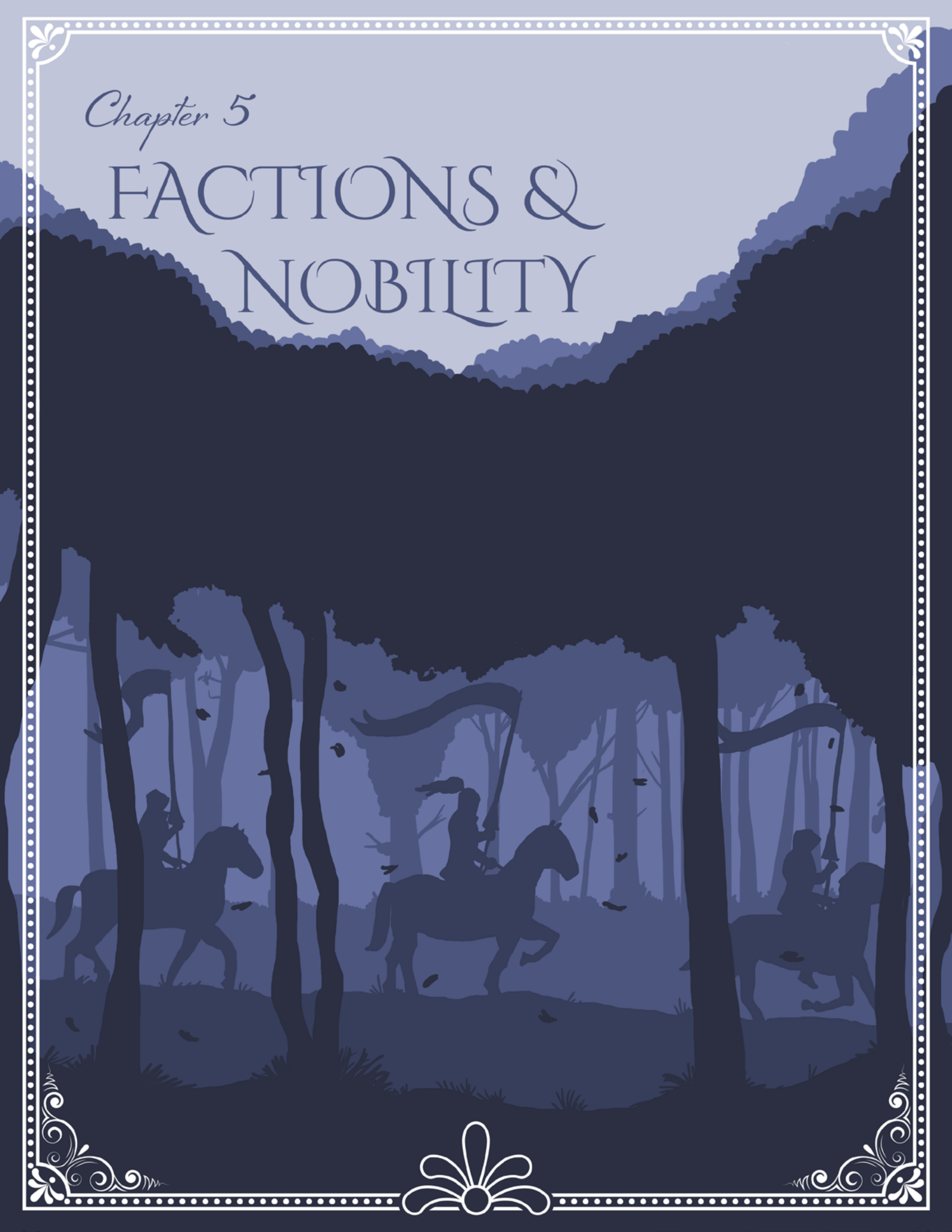
You can take 10 minutes to make a DC 10 Wisdom (Survival) check to locate a place within 1 mile for you and up to 5 other creatures no larger than Large size to avoid detection for up to 24 hours.

Suggested Characteristics

Use the tables for the criminal background in the Player's Handbook as the basis for your traits and motivations, modifying the entries when appropriate to suit your lifestyle as a smuggler.

Chapter 5

FACTIONS & NOBILITY



Many factions vie for influence and control within Cormyr, both in their direct interactions with the noble houses as well as indirectly through the gathering of wealth, land, and support from the people.

THE ROYAL FAMILY

Since the founding of Suzail by House Obarskyr, Cormyr has been a hereditary monarchy, and the stability of the realm has always been linked to the stability of the Obarskyr family. Times of unclear succession have often resulted in tumult and trials for the nation, which has otherwise enjoyed great prosperity.

The people of Cormyr love and respect the royal family, and except for the rare grasping noble family that would love to see the monarchy's power distributed to the nobility, most are satisfied under their rule.

QUEEN RAEDRA OBARSKYR

The current monarch is Queen Raedra Obarskyr, who served as regent for her wounded brother Baerovus after the death of both her father and grandfather during the war with Sembia and Shade. She was crowned after Baerovus abdicated the throne in 1486 DR. Raedra is a war hero, having slain the Purple Dragon Reborn (which was, in truth, an enormous shadowborn wyvern ensorcelled by the Shadovar to appear as the dragon Thauglor) and broken the siege of Suzail.

Raedra is unmarried, following the execution of her first husband, Lindon Huntcrown, who was spying on the crown on behalf of Shar. She nearly married a scion of House Crownsilver, but dissolved her engagement shortly after taking the throne. Her position as monarch is made tenuous by the fact that she is unmarried and has yet to produce any heirs, and she has gained a reputation of being very cold and calculating.

DUKE ROYAL BAEROVUS OBARSKYR

Known as "Rover" amongst his friends and family, Baerovus has always had a reputation for being somewhat odd. He is insightful and wise, but introverted and uncomfortable in matters of court.

Baerovus never wanted to be king, though he performed to the best of his ability during his short reign. Given the opportunity, he abdicated the throne to allow his sister to rule in his stead. He now serves his sister as a loyal adviser and close confidant.

DOWAGER QUEEN OSPRA GOLDFEATHER

Widow of king Irvel and mother of Raedra and Baerovus, Queen Ospra is well versed in matters of court and quite proper. In the years since the death of her husband, she has used her grace, charm, and wit to aid her daughter's reign and maneuver the nobility into taking positions that benefit the kingdom rather than their own narrow self interest.

GANRAHAST AEIULVANA, ROYAL MAGICIAN

Ganrahast is the son of the previous Royal Magician, Vangerdahast, though he is more reserved and insecure than his forceful father. He has lived for over a century, though he remains youthful and spry, his red hair just beginning to show gray. In his time as Royal Magician he has suffered through several assassination attempts and the war with Sembia, leaving him somewhat dour and insecure in his abilities. This insecurity has served him well, as it has allowed him to consider possible threats long before they materialize. Publicly, he is confident in giving direction to his War Wizards and possessed of a keen intellect and sharp tongue.

VAINRENCE, LORD WARDER

Lord Warder Vainrence serves as Ganrahas't second-in-command and closest friend. He is also the true leader of the War Wizards, and a distinguished veteran of the wars with Sembia. His battlefield experience has honed his abilities both as a wizard and as a general. He has advocated for the War Wizards to take a more direct role in combat and has drilled his War Wizards in the precise application of battle magic to maximize its effects. In court, he is direct and honest, believing that this best serves Cormyrean interests even if it does little to win him friends amongst the nobility.

OSSANI EVENINGSPIRE, SAGE ROYAL

A quiet, dark-haired woman with a brilliant mind and a sharp tongue, Ossani Eveningspire is a capable sage and stalwart ally of the royal family. She is quick to remind the queen and others of the magical history of Cormyr and of the many sacrifices that wizards have made to maintain the kingdom. She is generally apolitical and is hesitant to get involved in matters of court, except where they concern magical treasures and artifacts.

NOBLE HOUSES

Cormyr has acquired a reputation, particularly among the less established city-states of the Sword Coast, as being rather snobbish and rigid. This is largely due to the actions and attitudes of the nation's nobility, who often take a somewhat condescending and patronizing view of their station and its importance. In reality, many of the younger nobles have come to build stronger relationships with the commoners, particularly those who work directly or indirectly for their houses, though they often still maintain an attitude that is a combination of responsibility and entitlement.

There are about two dozen major noble houses in Cormyr, each of which maintains an estate in Su-

SECRET PLOTS ERZOURED OBARSKYR BARON BOLDTREE

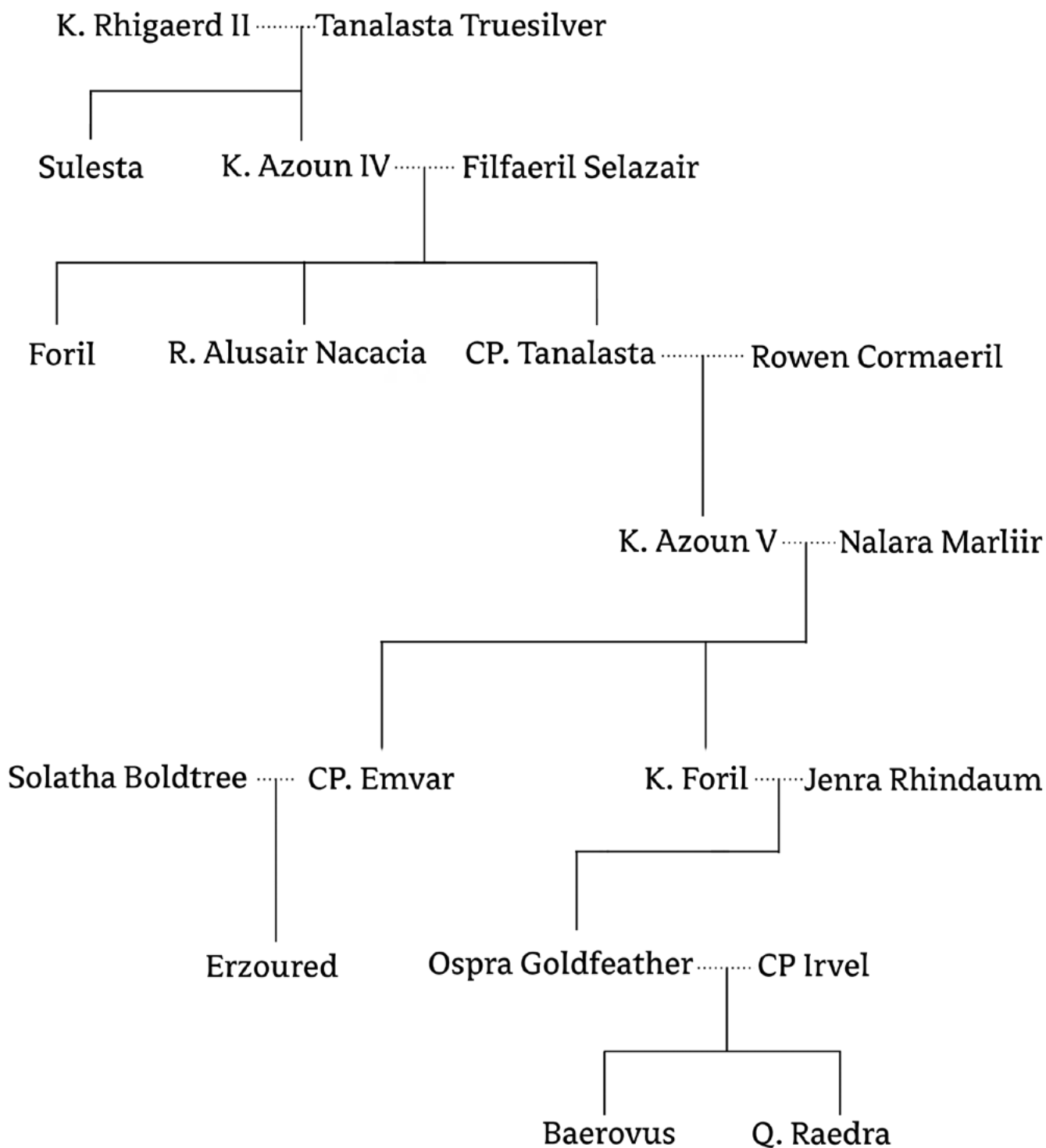
Erzoured Obarskyr is the legitimized bastard of prince Emvar, making him the uncle of Raedra and second in line for the crown. Baron Boldtree feels entitled to the throne, as he would have been the rightful heir had his father recognized him while still alive, and during the war with Sembia and Netheril some nobles backed putting Lord Boldtree on the throne after the death of King Foril. He was outmaneuvered in his ambitions by Queen Raedra. Though he still harbors ambitions for the throne, he knows that any overt action against the crown would likely be discovered by the War Wizards and lead to his immediate execution.

Erzoured is a handsome man with the build of a soldier and a prominent hawkish nose. His coal black hair is just beginning to show gray at the temples. His wife, Elena Redfern, is an unrivaled beauty and their young son, Foril, is energetic and active.

During the war he was put in command of the militia raised from among the refugees in Suzail, and he handled himself admirably. With this action he gained the respect of the military and the people alike. He now serves as a member of Queen Raedra's war council and as a Battlemaster within the Purple Dragons, overseeing the Purple Knights forces that patrol southeastern Cormyr, and all of the patrols from Suzail to Dawngleam. While he would do nothing to imperil the nation, he is still actively seeking a way to use this new position as a means of securing the throne for himself and his heir.



OBARSKYR ROYAL FAMILY



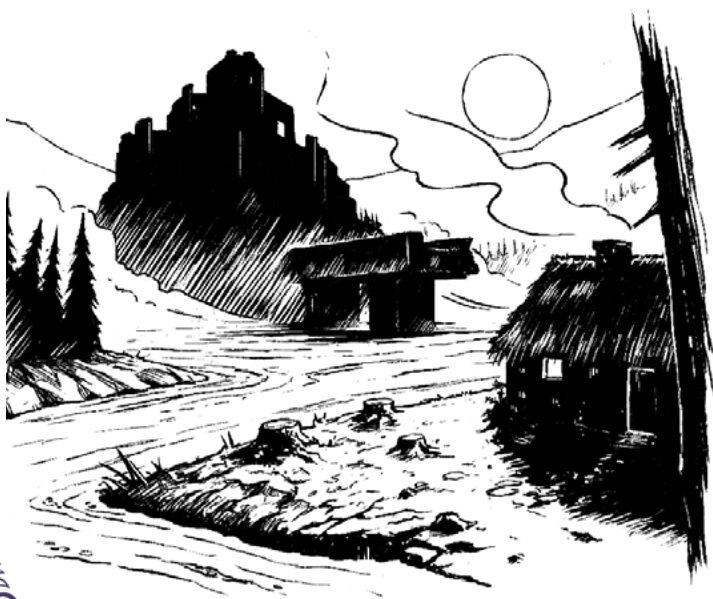
zail as well as whatever region of Cormyr that they oversee, as well as a number of less powerful minor Houses. The power of the nobility is inherited, and many of the noble estates have been passed down through many generations.

Dukes and duchesses are nobility with direct family ties to the royal family, including the brothers or sisters of the current monarch (such as duke royal Baerovus Obarskyr) and the heads of Houses Truesilver and Crownsilver.

Below them in rank are earls and countesses (who are addressed as “Lady”, except by heralds and court scribes). These are powerful nobles not directly within the line of succession.

Viscounts and viscountesses are below the earls of the kingdom, with barons and baronesses below them followed by baronets and baronetesses. Most of the kingdom’s older nobility is comprised of numerous baronets and baronetesses, due to the manner in which noble titles are distributed after the death of a title-holder. Titles may be inherited, and the death of a parent is one of the most common ways of gaining a more powerful title, but typically only the oldest child receives the title of their parents while other children retain their lesser title.

The lowest tier of nobility is the title of knight, though this particular title is not hereditary. Knights



KNOWLEDGE: LOCAL MARCHION

The title of marchion is not a hereditary title nor even one that lasts until death. It is a temporary title that one may receive from the crown while in service as a lord of a frontier territory. On its face, the title of marchion is quite prestigious, falling directly below the dukes and duchesses. This title is not always an honor, however, as nobles are occasionally appointed marchion of some distant land to get them out of Suzail to spare either the crown or the marchion’s family from some sort of embarrassment. In some ways the title of marchion is similar to exile, albeit an exile that comes with some degree of prestige.

make up much of the leadership of the Purple Crowns. Through faithful service, a knight may be raised to become a baronet, allowing your children to inherit your title. Houses ruled by baronets may advance through the ranks of nobility through marriage.

On occasion, noble houses split. This typically happens when a younger line of the house is elevated in title. Because each house may have only a single head of house, either the house must recognize this younger line as its new lord of the family or the newly elevated noble must separate and found a new house, with a new name to be presented at Court.

Nobles serve a variety of functions in Cormyrean society, though their primary function is to enact the will of the crown. To better perform in this capacity, many nobles spend most of their time in Suzail so that they may partake firsthand of royal decrees. This has created a rift between the nobility and those they are meant to serve, and many nobles have a hard time relating to the concerns of commoners. Fortunately, most of the nobility has great respect for the local lords who interact more directly with the people, which makes the local lords particularly important in Cormyrean society.

Nobles who hold a title in his or her own right, such as the heads of each noble family, wear a

crown of rank. This crown is a two spired circlet of steel, onto which are welded different ornaments according to rank. Earls and countesses are permitted to wear crowns plated in silver, while dukes and duchesses have gilded crowns.

LOCAL LORDS AND HERALDS

There are numerous local lords in Cormyr, many of which maintain only small estates outside of Suzail and oversee little more than local farms and trade. A local lord becomes a noble upon appointment, if they are not one already. Each local lord defends those who live within their jurisdiction, keeps the peace, collects taxes for both their own use as well as for the king, and serves as the crown's local representative. Perhaps most importantly, the local lords form a crucial link between the commoners and the nobility in Suzail, representing local interests before the crown. All of a local lord's decisions directly impact the day-to-day life of the commoners within their realm, and the local lord is, in turn, affected by the actions of the commoners. In fact, the local lord relies on approval of the common citizens to maintain his position, as local lords may be removed through a petition to the king that has sufficient popular support.

The taxes levied by the local lord typically amounts to 1 sp per year, though merchants pay additional taxes, fees, and licenses that allow them to do business and landowners pay a share of any crops grown to the lord. Local lords are permitted to maintain up to forty men-at-arms and six guides or captains. They may also administer a watch made up of volunteers, who are unpaid but exempted from their annual tax.

Regardless of other titles they may possess or the gender of the individual, local lords are always referred to as "Lord" as long as they are in that position. Nobles or lords who betray the confidence of the king or who fail to uphold their duties are not stripped of their title. Instead, they are sent off to fulfill some obscure duty in the king's name, typically some sort of military duty on the frontier. This has

the benefit of effectively removing them from office without humiliating their family or the admission that the crown made a poor decision in appointing them.

Each local lord maintains a herald who serves as their clerk and record keeper, and can serve as a messenger to Suzail if necessary. They keep the lord's records of taxation, births and deaths, licensing of merchants or businesses, registration of magics, and distribution of payment to those working for the lord, including guards, garrisons, and clerks.

FRONTIER BARONS

One last title of note is that of a frontier lord. While the kingdom of Cormyr formally claims the entirety of the Stonelands, the Goblin Marches, and the Plain of Tun the reality is that these frontier lands are mostly wild and unsettled. As such, anyone seeking to settle these lands can typically acquire a royal charter, and a temporary title of baron, simply by seeking one in Suzail and showing that they have the means to establish a settlement.

These frontier barons are typically given a period of five years to establish their settlement before the crown dispatches a royal agent to review the community. If it is stable and growing, then the title is made permanent and the settlement is provided with a company of Purple Dragons and a War Wizard. The settlement must then begin paying taxes to the kingdom.

If the settlement is failing or has failed, the charter is revoked and the land reverts to the king, who may appoint a new local lord or simply leave the settlement to its own slow demise.

PURPLE DRAGONS

The standing army of Cormyr is known as the Purple Dragons, trained professional soldiers sworn to fight and die for the Forest Kingdom.

Rank-and-file Purple Dragons are known as blades, who have no power beyond the authority to make arrests. A veteran blade or a Purple Dragon who

joins with some combat experience of his own, can be promoted to telsword with the authority to lead small patrols of up to six blades. A firstsword is a senior soldier who commands a small force of up to twenty and has the authority to file reports, give testimony, disarm and detain unchartered adventurers, and otherwise operate independently of direct supervision.

Swordcaptains operate under royal warrant and are the lowest rank of officer in the Purple Dragons and lead companies of soldiers. They have the authority to recruit Purple Dragons and swear them to duty, promote blades to the rank of telsword, and recommend telswords to the rank of firstsword. Swordcaptains have the right to wear their weapons unbound even when not on official duty.

Lionar is the lowest commissioned rank. They command over one hundred soldiers, can promote or strip of rank any subordinate, and can requisition supplies, tents, and weapons for use in the field. Ornrion are typically assigned as lieutenants to higher-ranking officers and can issue warrants of swordcaptaincy (or strip such warrants). Constals command full brigades of troops, and must be nobility (though they may be invested with a title of nobility as part of their promotion). Constals can issue and strip commissions of lower officers and has the authority to overturn their decisions.

The general officers of the realm are of two ranks: the older oversword and newer battlemaster. Overswords are technically of lower rank, serving as garrison commanders and leaders of fortifications. Battlemasters are responsible for handling mobile troops, and leading disparate companies as cohesive armies during times of war. Both have the authority to execute mutineers of common blood and to bring charges of desertion against nobles.

Wardens answer only to the queen and the High Marshal, and have absolute authority over the Purple Dragons within a particular region of the realm. Currently, there are two wardens. The Warden of the Eastern Marches (which patrols all areas east of Arabel, including the Hullack and Tilverton Pass) is a

position that has existed for many years, while the Warden the Northern Marches (which patrols all areas north of the Stormhorn mountains including the Goblin Marches and the Stonelands) was created during the war against the Shadovar to keep an eye on potential incursions from the north.

The highest officer in the realm is the High Marshal of the Kingdom, who answers only to the king, and otherwise has complete control of Purple Dragon operations.

The Purple Dragons adopted an official uniform only recently, wearing a white tabard emblazoned with the purple dragon device. On the left shoulder is embroidered a shield-shaped badge depicting the soldier's rank, while company badges and other honors are worn on the left breast, above the edge of the shield device.

Largely due to the natural defenses of Cormyr, Purple Dragons are rarely called upon to fight in formation. Instead, they typically fight using guerrilla tactics, hitting at the exposed flanks of enemies and retreating to defensible locations.

IMPERIAL NAVY

The Imperial Navy, often called the Blue Dragons, consists of about forty ships and is harbored in Suzail, Teziir, and Palaggar (on the isle of Prespur). They patrol the Dragonmere down to the strait known as the Neck that joins with Sea of Fallen Stars, keeping the waters clear of pirates and rival warships. With the dissolution of the Alliance of Freesailors, Cormyr's navy has grown greatly, allowing them to keep the Dragonmere clear of piracy even without the aid of Sembia and Impultur.

Duke Penfold Dauntinghorn, the Warden of Port Teziir, is considered to be the high commander of the entire navy. In practice, the Warden of Suzail and the Warden of Palaggar are each responsible for the command of the ships that dock in their port.

Modern Cormyrean warships are named after past monarchs with the sole exceptions of the Steel Princess, a unique ironclad ship named for Alusair Nacacia who ruled Cormyr as regent from 1371-

1384 DR, the Crown of Cormyr, a veritable floating palace used by the royal family to entertain guests away from the eyes of the court, and the Dragon, a behemoth of a ship equipped with numerous ballistae and firepot hurlers.

Blue Dragons use roughly the same ranks as the Purple Dragons, though the vast majority of sailors are telswords. Swordcaptains maintain harbor guards and are rarely found aboard ships. Blue Dragons have tabards, though these are worn only for ceremonial purposes and never aboard ship.

The Blue Dragons also maintain a sizable group of trained fighters known as marines. Not sailors in a literal sense, marines possess basic training in sailing and ship maintenance, but are primarily concerned with the art of fighting at sea: repelling boarders or conducting boarding operations themselves. Marines have their own internal organization outside of the tight structure of the Blue Dragons. They are organized into 10-man squads composed of 9 marines and a corporal. If a ship maintains three or more squads aboard a ship, the entire contingent is led by a sergeant. The leader of all marines aboard a ship is always a commissioned officer known as a lieutenant who answers only to the ship's captain.

WAR WIZARDS

Mages have had an important role in the history of Cormyr since even before its founding, both as military support as well as advisors and confidants. Mages loyal to the crown sign an oath and join the ranks of Cormyr's War Wizards. This oath is known as the Handflame, and it is always recited from memory before the Mage Royal, one War Wizard, and a court scribe or member of the Obarskyr family, though sometimes others are permitted to attend as well. In the absence of the Mage Royal, his second-in-command and three War Wizards of at least twelve seasons of service may stand in.

The War Wizards are an expression of the crown's power, and are respected by the people of Cormyr and feared by their enemies. The appointment of Vainrence to the position of Lord Warder has been

accompanied by a more cohesive structure within the War Wizards and a greater mind towards military action.

The one limitation to the power of the War Wizards is a recently enacted law against invasive reading of citizen's thoughts or any form of mind control. Violations of this law are subject to execution. Despite this law, the War Wizards still spy on everyone, including the military, nobility, and even each other (by means of an internal police force known as Alarphons). Mind reading is still used when credible accusations supported by other evidence have been made, and the fact that a citizen's mind could be plumbed for evidence of guilt is enough of a deterrent for most.

KNOWLEDGE: LOCAL WAR WIZARD'S OATH

"I, [insert full formal name, without titles but including all given used names and aliases, and truenames if the oath is taken in private], give my service unfailingly loyal to the Mage Royal of Cormyr, in full obedience of speech and action, that peace and order shall prevail in the Forest Kingdom, that magic of mine own and others be used and not misused. I do this in trust that the Mage Royal shall unswervingly serve the throne of Cormyr, and if the Mage Royal fall, or fail the Crown and Throne, my obedience shall be to the sovereign directly. Whenever there is doubt and dispute, I shall act to preserve Cormyr. Sunrise and moonfall, so long as my breath takes and my eyes see, I serve Cormyr. I give my life that the realm endure.

MINOR FACTIONS OF CORMYR

A number of smaller factions are active in Cormyr, and these regularly interact with and hire novice adventurers. If you are using the optional Faction rules from the *Dungeon Master's Guide*, these make for great options for entry level Cormyrean parties to interact with.

SOCIETY OF STALWART ADVENTURERS

The largest organization of adventurers in Cormyr, made up of a number of smaller adventuring companies, the Society of Stalwart Adventurers is a brotherhood that facilitates exploration and adventure across Faerûn. While they are headquartered in the capital city of Suzail they maintain smaller chapter houses throughout Cormyr and beyond. Each lodge maintains an extensive library of tomes, artifacts, and adventurers' journals to aid adventur-

ers in preparing for expeditions into the unknown.

There is no single leader of the Society of Stalwart Adventurers. Instead, a board comprised of the most well regarded adventuring companies in Cormyr makes decisions that may affect the entire society. Day to day operations are left to the companies themselves, with little in the way of oversight as long as such operations return with quality information or artifacts and do not impose a burden on the society.

Goals

- Uncover lost historical documents, maps, and artifacts
- Compile histories of lost civilizations so that their knowledge may be preserved

Beliefs

- Knowledge is, itself, a very valuable asset
- Powerful and dangerous artifacts should be studied, but never used
- The preservation of culture is important and societies should not be forcibly integrated



QUEEN FILFAERIL'S BLADES

A secret society dating back to the personal agents of Queen Filfaeril, known as Queen Fee to those close to her, the Queen's Blades fight for a more egalitarian society. They firmly believe, as did the queen, that better-paid servants and tenants who are treated as social equals would be happier and more loyal than oppressed ones and that common folk should have a path to wealth outside of crime. Additionally, they root out and expose corruption among the nobility, particularly those who are less than loyal to the crown. The Blades use non-lethal means to achieve their goals whenever possible, though they have been known to use more direct action against threats to the stability of the realm.

Their goals and methods put them in direct opposition to the War Wizards and many noble houses. As a result, they take great care to maintain the secrecy surrounding their organization. They are regarded as an urban legend by many, though they have worked with the Harpers within Cormyr on occasion.

Since its founding, the Blades have grown from about a dozen or so human, halfling, and half-elf agents to an organization over three dozen strong. They cultivate relationships with both nobles and commoners, making introductions and forging alliances between the two groups. They have been led these past two decades by Toraunt Hawkgar, who has taken a very egalitarian approach to his role and given all members equal say in missions and activities. His lieutenants include Maharantrae Snardren, who is an accomplished dancer and tutor to young nobles, and Daskur Halorth, a forester from Hullack.

The Blades possess and revere the tiara of Queen Filfaeril, which is believed to be connected to Filfaeril's spirit in some way. Many members claim that they have received signs and visions while in the presence of the crown, and the leader of the Blades makes regular reports to the crown on the state of the organization as if it were Queen Fee herself.

Goals

- Gather information on the activities of nobles
- Form alliances between the nobility and the common folk
- Encourage foreign relations and investment
- Thwart plots against the Dragon Throne

Beliefs

- Nobles should respect commoners and treat them fairly
- Commoners should have the ability to make a prosperous living
- Laws should be just

KNOWLEDGE: LOCAL HARPERS IN CORMYR

The Harpers have long held an interest in Cormyr and have often come to the aid of the Cormyrean nation in times of war or upheaval. They maintain a presence throughout the nation, including safehouses in Eveningstar, Arabel, Marsember, and Thunderstone, and two High Harpers (known as High Cormyr and Low Cormyr) maintain a vigilant watch over the capital of Suzail.

This intervention is not particularly welcome by the War Wizards, who see the Harpers as well meaning but ultimately a threat to Cormyrean stability. This relationship has improved recently, however, as a Harper cell, led by Dahl Peredur, was responsible for uncovering both an assassination plot against Queen Raedra as well as a secret attempt by the Sharrans to use the city's sewer network to infiltrate the city.

USING FACTIONS

Factions and noble houses operate on a scale far grander than a simple adventuring party, enacting policies and projects that require massive amounts of manpower and span months. These rules may be used by players who control a noble house or simply as a tool for DMs who wish to track and organize the actions taken by major organizations over the course of their campaign.

As a general rule for running campaigns using factions, four or five factions is complex enough to provide variety while still being easy for DMs to manage. Possible factions in a campaign might include noble houses, criminal groups, local religious organizations, or any other group with a large

amount of resources and the ability to command large numbers of followers.

The DM may decide to add or remove factions from those that they are tracking at any time. Perhaps the characters' actions have reduced the threat of a local thieves' guild to the extent that they are retreating to lick their wounds or a new religion has begun to gain prominence under an ambitious new priest. The DM shouldn't waste time and effort tracking factions that are no longer important to the campaign and should focus their efforts on those that are.

Particularly large organizations are best represented as a number of related factions, each with their own attributes and assets, but with similar goals and motives. For example, the nation of Cormyr would consist of the royal family, a number of individual

Table 3-1: Traits

Trait	Effect
Alert	Your assets may attack assets that have been Hidden.
Ambitious	Once per round, you can reroll any one d20 roll.
Artistic	Once per round you may trade any amount of Influence for an equal amount of Respect
Cautious	Once per turn, you can roll 1d4 and add it to defend against an attack from a Power asset
Cheerful	Each round, you recover 1d4 Resilience, Loyalty, or Willpower which you may allocate to your faction or any of its assets.
Corrupt	Once per round, you may trade any amount of Influence for an equal amount of Treasury
Deep Rooted	Choose a region. Your assets have advantage on their defense rolls when defending from attacks in that region.
Enterprising	Once per turn, this faction can roll 1d4 and add it to an attack using a Wealth asset.
Frugal	Reduce the cost of upkeep cost of assets by 1.
Loyal	Once per turn, this faction can roll 1d4 and add it to defend against an attack from a Wealth asset.
Manipulative	Your Cunning assets deal an additional 1 damage.
Mercantile	Your Wealth assets deal an additional 1 damage.
Peaceful	Once per round you may trade any amount of Respect for an equal amount of Influence
Politic	Once per turn, this faction can roll 1d4 and add it to defend against an attack from a Cunning asset.
Secretive	All assets purchased by this faction automatically begin Hidden. Reduce the cost of purchasing assets with the Stealth ability by 1.
Silver Tongued	Once per turn, this faction can roll 1d4 and add it to an attack using a Cunning asset.
Strategic	Once per turn, this faction can roll 1d4 and add it to an attack using a Power asset.
Unscrupulous	Once per round you may trade any amount of Respect for an equal amount of Treasury
Vigilant	Once per round, you can force a rival faction to reroll any one d20 roll.
Warlike	Your Power assets deal an additional 1 damage.

Purple Dragons armies, the War Wizards, the nobility, and the local lords. At various times these factions may work against one another, but against a sufficient threat their combined might would be available to oppose their enemies. The sheer number of factions involved would require a significantly larger amount of work from the DM, but with a bit of effort (and a spreadsheet or two), such a campaign is certainly possible.

FACTION ATTRIBUTES

There are a number of attributes used to define a faction in game terms. Each is rated on a scale from 0-5, with 0 being the least powerful and 5 being the most.

Rank is an abstract measure of a faction's power. Your rank is measured as an average of your Power, Wealth, and Cunning attributes (add them together and divide by 3, rounding down).

Power (P) is a measure of the faction's general aptitude towards the application of military force. A high rating doesn't necessarily mean that the faction has a large army (though it may), but rather that it is skilled in the use of what forces it has.

Wealth (W) represents the faction's commercial and industrial resources, as well as the accumulated wealth of the faction over time.

Cunning (C) represents the factions skills with manipulation, deception, infiltration, and spying. A high rating reflects a faction that is skilled in the intrigues of courtly life and with operating in secrecy.

RESOURCES

Each faction round, a faction accumulates resources equal to its relevant attribute rating, though they may acquire more through the use of assets.

Respect (R) is gained through the faction's Power rating, and represents the amount of caution and deference afforded the faction.

Treasury (T) is an abstraction of the faction's disposable income gained through its Wealth rating.

Influence (I) measures a faction's assets gathered

through its Cunning rating, and represents owed favors, blackmail worthy secrets, and other sources of leverage that it can exploit.

RESILIENCE, LOYALTY, AND WILLPOWER

Rather than a single pool of hit points, factions have pools tied to each of their primary attributes. Each of these pools has both a maximum value, equal to 10 times the rating of the corresponding attribute, and a current value. Attacks by enemy assets typically reduce the current value of one of these pools. If one of these pools is reduced to 0, the corresponding attribute is reduced by 1 and the pool is reset to its new maximum. Having attributes reduced in this way may also reduce your faction's rank.

Resilience (Rs) represents your faction leadership's ability to overcome hardship caused by military attacks.

Loyalty (Ly) represents your faction's ability to maintain stability and resist attempts to bribe your assets.

Willpower (Wi) represents your faction's mental fortitude and ability to handle stressful situations or overcome trickery.

TRAITS

Traits are special rules that relate to the faction's general nature, and provide bonuses to the faction and its units. A faction has a number of traits equal to their rank.

ASSETS

Assets are facilities, contacts, military units, trained specialists, and other locations, objects, groups, or individuals with value to the faction. A faction may control a number of assets of a particular type equal to twice the rank they have in the relevant attribute.

Assets have **ranks**, measured on the same 1-5 scale as factions, that represent how powerful they are. A faction can only control an asset whose rank is equal to or less than its own rank. The asset also

has an XP track, which lists the amount of XP required for an asset to gain a new rank. When you acquire a new asset of rank 2 or higher, fill in the XP track up to the asset's beginning rank.

Assets have three attributes: **resilience**, **loyalty**, and **willpower**, each of which is tied to one of the primary faction attributes. Resilience (Power) represents an asset's ability to withstand physical attacks, while loyalty (Wealth) represents an asset's devotion to the faction and willpower (Cunning) represents mental fortitude. Each of these attributes has both a maximum value and a current value. Attacks by enemy assets typically reduce the current value of these two attributes. If one of these attributes is reduced to 0, the asset is lost.

Assets have a **purchase cost** and may have an **upkeep cost**, represented in Respect, Treasury, and Influence. If a faction doesn't pay the upkeep cost of an asset, it is no longer available to use that round. If the faction didn't pay the upkeep on the previous round, reduce its loyalty by 1.

Assets typically have an **attack**, which details the type of opposed roll is made and the asset attribute that is reduced by a successful attack. An asset without an attack listed cannot be used to initiate an attack on an enemy asset.

Assets have an assigned **type**, such as "Melee Military", "Spy", or "Commercial Operation". The type has no direct rules meaning, but is relevant for certain traits or abilities and determines which abilities may be acquired when the asset gains a rank.

Many assets have **special abilities**. These may improve the asset's attack, defense, or grant it other types of special actions it can perform instead of its standard attack. Some assets have special abilities by default, while others can be gained through rank advancement.

Assets also have a **location**. This is typically a large region where the asset can exert its influence, rather than a specific town or city. When you train or hire a new asset, you choose which location the asset starts in.

AT THE TABLE LOCATIONS

A map with our suggestion for 10 regions of Cormyr (Dragonmere, Vast Swamp, Wyvernwater, Thunder Peaks, Stonelands, Eastern Stormhorns, Western Stormhorns, King's Forest, Farsea/Tunlands, Lightning Steppes/Horse Prairie) can be found in the appendix, but the DM is free to further divide the areas as they wish. For example, depending on the nature of the campaign, a DM may decide that Suzail, Marsember, or Arabel are worthy of being their own regions despite their geographically small size.

SPECIAL ABILITIES

Blessing. You can roll a d4 and add it to an attack or defense roll in the region where this asset is located. You can use this ability a number of times equal to the specified number.

Connection. This asset connects two regions. It is considered to be located in both.

Counterattack. If an attack against this asset is unsuccessful, they suffer the damage listed.

Courageous. When this asset's Willpower is reduced, reduce the damage done by 1.

Covert. This asset begins Hidden. If it successfully executes an attack it becomes Hidden.

Guards. When fighting in a region containing a fortification, this asset reduces damage from all sources by 1.

Hideout. When an asset in the same region suffers sufficient damage to destroy it, it is instead rendered untouchable and unusable until it is recovered to full strength. If the hideout is destroyed before this happens, the asset is destroyed with it.

Immobile. When this asset is purchased, you choose its location. It cannot be moved in later turns.

Impromptu. An impromptu asset can be activated, used to attack, or used to defend on the turn that it has been purchased.

Income. This asset can be activated to produce the

Table 3-2: Power Assets

Asset	Type	Cost	Up	Rs	Ly	Wi	Attack	Dmg	Abilities
Power Rank 1									
Archers	Infantry, Ranged	1R, 1T		4	3	3	P vs P	1d4 Rs	Ranged
Garrison	Infantry, Melee	2R		4	4	3	P vs P	1d4 Rs	Guards
Guerrilla	Infantry, Melee	2R		4	4	3	P vs P	1d4 Rs + 1 L	Skirmisher
Militia	Infantry, Melee	1 R		4	3	3	P vs P	1d4 Rs	Impromptu
Tower	Fortification	2R	1R	5	5	5	-	-	Immobile, Counterattack (1d4 Rs)
Power Rank 2									
Guards	Infantry, Melee	6R		9	10	8	P vs P	1d6 Rs	Guards
Keep	Fortification	4R, 6T	1T	10	10	10	-	-	Immobile, Counterattack (1d6 Rs)
Light Cavalry	Cavalry, Melee	4R, 3T	1T	10	10	8	P vs P	1d6 Rs	Swift
Mercenaries	Infantry, Melee	2R, 3T	1T	8	8	6	P vs P	1d4+1 Rs	Impromptu, Mercenaries
Scouts	Infantry, Ranged	3R, 1T		8	8	6	P vs P	1d4 Rs + 2 Wi	Ranged, Skirmisher
Power Rank 3									
Adventuring Company	Infantry, Melee	6R, 6T	1T	14	14	14	P vs P	2d4 Rs	Impromptu, Mercenary, Skirmisher, Swift
Cavalry	Cavalry, Melee	6R, 4T	1T	15	11	12	P vs P	1d8 Rs	Counterattack (1d4 Rs), Swift
Elite Guards	Infantry, Melee	10 R		15	15	15	P vs P	1d8 Rs	Guards
Mounted Archers	Cavalry, Ranged	4R, 4T	1T	12	12	12	P vs P	1d8 Rs	Ranged, Swift
Officers	Cavalry, Melee	4R, 4T		12	12	12	P vs P	1d4 Rs	Guards, Strategist
Small Castle	Fortification	6R, 8T	2T	15	12	15	-	-	Immobile, Counterattack (1d8+1 Rs)
Power Rank 4									
Castle	Fortification	6R, 10T	2T	20	15	20	-	-	Immobile, Counterattack (1d10+2 Rs), Prestigious (1)
Heavy Cavalry	Cavalry, Melee	8R, 6T	2T	20	15	15	P vs P	1d12 Rs	Counterattack (1d6 Rs)
Honor Guard	Infantry, Melee	12 R, 4T		10	20	20	P vs P	1d10 Rs	Guards, Prestigious (1), Unique, Courageous
Frigates	Ship	12T, 6R	1T	25	20	20	P vs P	1d12+4 Rs	Naval, Swift
Power Rank 5									
Commanders	Infantry, Melee	4R, 4T		20	25	25	P vs P	1d4 Rs	Courageous, Strategist
Grand Castle	Fortification	8R, 12T	3T	25	20	20	-	-	Immobile, Counterattack (1d12+4 Rs), Prestigious (2), Unique
Holy Knights	Cavalry, Melee	16 R, 6T	2T, 1R	20	20	20	P vs P	1d12 Rs + 1d6 Wi	Blessing (1), Counterattack (1d6 Rs + 1d4 Wi), Courageous
Warships	Ship	12T, 6R	1T	25	20	20	P vs P	1d12 +4 Rs	Naval, Swift

resources listed.

Mercenary. If this asset's Loyalty is reduced, you may instead pay 1 Treasury to negate that damage.

Naval. This asset can only attack factions, fortifications, and other assets with the Naval ability. Only an asset with the Naval ability may be used to defend against this asset.

Prestigious. When you gather resources for the round, you gain an amount of additional Respect equal to the value in parenthesis for each Prestigious asset you possess.

Ranged. This asset deals an additional 1 damage to Melee Infantry units and does not suffer damage from the Counterattack ability.

Skirmisher. This asset reduces damage from infantry and cavalry units by 1.

Strategist. Power assets in the same region as this asset may substitute this unit's Rank to their attack and defense rolls for their own.

Supplies. This asset reduces the cost of purchasing an asset of the specified type by 1 T. If you use this ability, the asset must begin play in the same location as this asset.

Swift. This asset can attack on the same turn that it has Moved.

Thief. When this asset succeeds in an attack you gain an amount of resources equal to the value in parenthesis.

Trade Network. When you gather resources for the round, you gain an amount of additional Treasury equal to the value in parenthesis for each Trade Network asset you possess. Additionally, assets using the Income ability in the same region as this asset generate additional Treasury equal to the value in parenthesis.

Unique. You may only have one of this asset.

INCREASING RANKS

When an asset has gained enough XP to increase in rank, it gains the following benefits:

- **Increase the asset's attributes:** The asset's resilience, loyalty, and willpower each increase by 1d8
- **Attack:** If the attribute has an attack, increase the

damage done on a successful attack by 2. If the attack does multiple types of damage, you choose which type is increased. If the asset has the Counterattack ability, you may instead increase the damage of its Counterattack.

FACTION ROUND

A faction round typically occurs at the end of every month, though the DM may decide to call for a faction round more or less frequently. At the beginning of each round, a faction increases their Respect, Treasury, and Influence equal to the relevant attribute and pays any required upkeep costs. If the faction cannot pay the upkeep costs for an asset, check the unpaid box to indicate that the asset is unavailable. If the box is already checked and upkeep cannot be paid, reduce its current loyalty by one. You may not voluntarily choose not to pay upkeep, but you may decide which assets to leave unpaid. An unpaid asset cannot be used to attack or defend, cannot be activated, nor can it be the target of any other ability.

After all factions have gathered resources and paid upkeep, each faction gets to take a turn. The turn order is determined by faction rank: factions act in order from lowest rank to highest. If more than one faction has the same rank, roll 1d20 + the faction's Cunning rating and proceed from highest roll to lowest.

Once all factions have gone, proceed to the Warfare phase if one or more factions is "At War" or continue to Complications if no factions are "At War".

FACTION ACTIONS

Factions can take a number of actions equal to their Rank. The following is a list of common actions that a faction may choose to perform:

Attack

Attacking represents small scale skirmishes, bandit attacks, bribery, blackmail, and any other way that

Table 3-3: Wealth Assets

Asset	Type	Cost	Up	Rs	Ly	Wi	Attack	Dmg	Abilities
Wealth Rank 1									
Artisan	Merchant	1T		3	3	3	-	-	Income (1d4 T)
Farms	Infrastructure	3T, 1I		3	2	2	-	-	Income (2T, 1I), Supplies (Infantry, Cavalry)
Laborers	Merchant	1T		3	2	2	-	-	Income (2), Supplies (Infrastructure, Fortifications)
Mine	Infrastructure	2T		5	5	5	-	-	Immobile, Income (1d4 T), Supplies (Blacksmith), Trade Network (1)
Wealth Rank 2									
Blacksmith	Merchant	4T		10	8	8	W vs W	1d4 Ly	Income (1d8 T), Supplies (Melee)
Caravan	Merchant	3T		8	12	12	W vs W	1d4 Ly	Income (1d6 T), Trade Network (1)
Marketplace	Infrastructure	2T		10	15	10	-	-	Immobile, Trade Network (2)
Shrine	Infrastructure, Religious	4T		8	12	12	C vs W	1d6 Ly	Immobile, Blessing (1), Counterattack (1d6+1 Ly)
Wealth Rank 3									
Highwaymen	Infantry, Melee	5T	1T	12	10	10	P vs P	1d4 Ly	Covert, Mercenary, Thief (1d4 T)
Trade Road	Infrastructure	3T, 1I	1T	15	20	12	-	-	Connection, Immobile, Trade Network (2)
Wealth Rank 4									
Guild	Merchant	4T		15	10	10	-	-	Income (1d10 T)
Harbor	Infrastructure	4T, 4I	2T	15	15	10	W vs W	1d6 Ly	Immobile, Trade Network (1d6)
Wealth Rank 5									
Highway	Infrastructure	6T, 2I	2T	25	25	20	-	-	Connection, Immobile, Trade Network (1d4)
Temple	Fortification, Religious	6I, 8T	2T	25	20	25	C vs W	1d6 Ly	Immobile, Blessing (2), Counterattack (1d8+1 Ly), Hideout
Trading Coster	Merchant	8T, 4I	2T	25	20	20	W vs W	1d8 Ly	Connection, Income (1d10), Trade Network (2)

a faction might damage another. When you launch an attack, you declare which of your assets is attacking and who they are attacking. You may target any other faction or asset. The faction that has been attacked can attempt to defend with any asset that they have which is in the same location as the attacking asset.

Once the attacker and defender have been de-

termined, each rolls 1d20 + the asset's Rank + the relevant attribute (determined by the attack). For example, a unit of mounted cavalry attacking a rival faction would add its Rank and Power to the attack roll, while the defending faction would add its Rank and Power to the defense roll. If the attacker's roll meets or exceeds the defender's roll, the attack is a success and the defender suffers damage as given

Table 3-4: Cunning Assets

Asset	Type	Cost	Up	Rs	Ly	Wi	Attack	Dmg	Abilities
Cunning Rank 1									
Bandits	Infantry, Melee	3T	1T	4	2	2	C vs P	1d4 Rs	Covert, Mercenary, Thief (1T)
Informants	Spies	2I	1I	3	5	4	C vs C	1 Wi	Thief (2I)
Priest	Infantry, Religious	2I		4	5	5	C vs C	1d6 Ly	Blessing (1)
Smugglers	Ship	2T	1T	4	2	4	C vs W	1d4 Ly + 1 W	Fleet, Naval, Mercenary
Cunning Rank 2									
Bardic College	Infrastructure	2T, 2I		10	10	10	C vs P	2 Rs + 2 Wi	Immobile, Income (1d6 I), Counterattack (1d6 Wi)
Pirates	Ship	3T	1T	10	6	8	C vs W	1d4 Ly + 1W	Naval, Mercenary, Swift, Thief (2T)
Cunning Rank 3									
Hidden Caverns	Fortification	2I, 2T		15	15	15	-	-	Immobile, Hideout
Seditionists	Spies	4I	1I	8	10	12	C vs C	1d6 Ly	Covert
Cunning Rank 4									
Academy of Mages	Fortification	4I, 4T	2I, 1T	15	10	10	C vs P	1d8 Rs	Blessing (1), Counterattack (1d4 Wi), Income (1d12 I), Prestigious (1)
Bolthole	Fortification	3I, 2T		15	20	20	-	-	Immobile, Counterattack (2 Rs), Covert, Hideout
Pirate Lord	Ship	6T, 4R	1T, 1I	20	15	15	C vs W	1d8 Ly + 1d4 Wi	Naval, Mercenary, Swift, Thief (2d4 T)
Sycophant	Spies	4I, 4R	1I	12	15	20	C vs C	1d4 Ly	Counterattack (1d4 Ly), Prestigious (1)
Cunning Rank 5									
Ambassador	Spies	10I, 2T, 6R	2I	16	25	20	C vs C	2d8 Ly OR 2d8 Wi	Counterattack (1d8+2 Ly), Prestigious (2)
Assassins	Infantry, Melee	8I, 2T, 2R	2R	25	20	25	C vs P	1d12 Rs + 1d6 Wi	Covert, Counterattack (1d8 Rs)
Spy Network	Spies	4T, 6I	2T	25	20	20	-	-	Connection, Income (1d10 I)

on the Attack line of the attacking asset.

An asset that successfully attacks or defends against an attack may add 1 XP to their XP track.

An asset may only be used to attack or defend once during a faction round. An asset that has attacked or defended is considered to be “activated” and cannot take any further actions.

If an attack would reduce the Loyalty or Willpower of an Infrastructure or Fortification to 0, it is not removed from play. The attacking player gains control of the asset and may add it to their asset sheet.

Activate Asset

You may use an action to activate an asset and use any of its abilities that requires it to be activated to use. An asset that has been activated cannot also be used to attack.

Buy an Asset

Choose a type of asset available to the faction and spend resources equal to the asset’s cost. Add that asset to your sheet. An asset cannot be moved, activated, or used to attack or defend on the same turn that it has been purchased.

Declare War

Declaring war is a serious proposition, as it sets a large number of assets aside making them unavailable for normal use. To declare war, the attacker chooses the faction or factions that they are attacking. Then they select one or more of their own assets and checks the “At War” box next to those assets on their faction sheet. The factions being attacked then select as many of their own assets as they would like to send into war and check the “At War” box next to those assets. Units which are “At War” are unavailable to use outside of the War phase of the faction round.

If you are already at war, you may use this action to add or remove units from the war by marking or removing the At War mark.

Note: Due to the added complexity of assets at war, we do not recommend Declaring War as an option for DMs or players new to this system.

Expand

Houses are always striving to increase their reach. By spending an amount of Respect, Treasury, or Influence equal to five times its current rank, you can increase its rank by one. At this time, you should also check if your Rank has increased. If it has, choose a new Trait and add it to your faction. Note: This will increase the faction’s maximum Resilience, Loyalty, or Willpower, but does not affect its current total. To increase the current total, you must use the Recovery action.

Hide

Choose an asset. They become Hidden. Hidden assets cannot be the target of attacks. If the asset is used to attack or defend in a later round it is no longer Hidden.

Move Asset

You may change the location of one of your assets. An asset that has Attacked or Activated cannot be moved, and an asset that has moved cannot be used to attack nor can it be activated.

Negotiate

You open negotiations in order to change your status as it relates to another faction. You may either make a Cunning roll against the chosen faction’s Cunning, adding them as an ally on a success, or you may schedule a Negotiation at a future date. If you schedule a Negotiation, you must find time during the following month to meet with them and discuss the alliance, using the Negotiation rules from the previous chapter. If you succeed (using either method) you improve your relationship by one degree (from rivals to neutral or from neutral to allies).

Recovery

The faction or a single asset belonging to the faction recovers Resilience, Loyalty, and Willpower equal to the relevant attribute rating.

Sell Asset

Choose an asset to remove from your sheet and gain half of the cost of the asset, rounded down.

Train and Refit Asset

Change one asset to any other asset of the same type. If the new asset is more expensive, pay the difference. An asset undergoing training and refitting is unavailable to attack or defend during this faction round.

ALLIANCES AND RIVALRIES

Not all factions are indifferent towards one another. Some noble houses have long historical bonds, whether of cooperation or intense competition. To represent this, you have the ability to form alliances and rivalry throughout the course of play using the Negotiate action.

Allies are factions with whom you have established positive relationships. Once per turn you may exchange resources with an ally, trading any amount of Respect, Treasury, or Influence for an equal amount of another resource. Allies can be attacked, but such backstabbing rarely goes unnoticed: if you attack an ally, you and the ally must make opposed Cunning rolls. If your ally’s roll exceeds your own, that ally immediately becomes a rival.

Rivals are factions with whom you have mutual enmity, making attacks between you particularly vicious. Increase damage done by a successful attack against an enemy by 1.

WARFARE

Once all factions have taken their turns, the Warfare phase begins. During the Warfare phase each faction with units currently marked “A War” takes one Warfare turn. Each player rolls 1d20 + the faction’s Cunning rating. This is known as the Warfare Initiative. Play proceeds from highest roll to lowest.

On their turn, the active player chooses one region. Once the region has been chosen, all activity in that region is resolved in the following order:

1. The active player chooses one or more of their units and targets another unit in that region. They may target any other unit, whether that unit is currently “At War” or not.
2. The player targeted may choose to defend the unit being attacked with any units of their own that are in the region. They may use units not currently marked as “At War”, but if they do so the unit is now considered to be “At War” and should be marked as such. Once both the attacker and defender have determined which units will participate, the battle begins.
3. Beginning from the highest ranked down to the lowest ranked, each unit resolves an attack against another unit of their choice. If two units have the same rank, the active player goes first. If two units from the same army have the same rank, the controlling player decides which to

KNOWLEDGE: LOCAL CORMYREAN WAR PRAYER

“All divinity protect us,
Our own wits deliver us,
Our own strength defend us,
Our cause prevail!”

activate first. If two units controlled by non-active players have the same rank, roll 1d20 + the unit’s Cunning rating to determine who goes first.

4. After all units in the battle have been activated, units who have been defeated (their Resilience, Loyalty, or Willpower reduced to 0) are removed from the controlling player’s sheet. Because units are not removed until the end of the battle, units that have been defeated may attack during the battle even if they were destroyed by another unit with a higher initiative.

Once the battle in the region has been resolved, continue to the next player. That player may choose any region, including one that has already been chosen, to initiate a battle. Once all factions have been activated, proceed to Complications.

COMPLICATIONS

Factions must often cope with problems not entirely within their control. Complications are a good way to generate story hooks that can be used to integrate the Faction phase with the rest of gameplay.

During the Complications phase, the DM rolls 2d6 and consults the following table. The effects of the roll apply equally to all factions.

Table 3-5: Complications

Roll	Effect
2	Famine. Reduce your current Loyalty, Resilience, and Willpower by 1d4.
3-4	Invasion. Each Power Asset reduces their current Resilience by 1d4.
5	Bad Storms. Each Naval Asset reduces their current Resilience by 1d4.
6	Harsh Weather. Each Asset reduces their current Loyalty by 1.
7	No News is Good News. Nothing happens.
8-9	Trade Boon. Gain 1 Treasury for each Merchant Asset.
10	Refugees. Each faction can immediately use the Buy An Asset action.
11	Feasts and Festivals. Increase the Loyalty of each Asset by 1.
12	Once per turn, this faction can roll 1d4 and add it to an attack using a Wealth asset.

CREATING A NOBLE HOUSE

Creating a noble house is a cooperative process which should involve all of the players, including the DM, having a say in the various aspects of the house. You will also each have a hand in crafting the stories that the mechanical stats represent, transforming it from a simple collection of rules and numbers to a dynamic, living piece of Cormyrean history.

AT THE TABLE POWER DYNAMICS

This type of campaign requires a great amount of understanding between players due to the inequalities that come with the structure of the nobility itself. A first born son will always have position over their younger sibling. And the mightiest knight of the nobility's honor guard will never be considered the equal of even the most disgraced lout of an heir.

There is a certain injustice inherent in feudal political systems. While this may be realistic, for some groups, this may also make it an entirely unpleasant affair. Be sure to talk to your group to establish if this type of roleplaying and structured hierarchy is something they will enjoy. Perhaps your players would prefer to play a game where such structures are systematically destroyed. Or where certain aspects are toned down or eliminated.

Feel free to establish ground rules to create clear lines between the in-character roleplaying of a haughty noble and run-of-the-mill out-of-character abusive player behavior. One popular tool for managing potentially problematic behavior is known as the X-Card, and more information can be found here:

<http://tinyurl.com/x-card-rpg>

Typically in a campaign involving a noble house all of the characters are either a part of the nobility or influential retainers, ambassadors, or other employees of the house.

It is also possible to play in a game where each character plays as members of their own noble house. This can be especially fun if players make a number of different characters belonging to their house, giving them the opportunity to play the role of the head of house, loyal retainers, heirs, and numerous other characters. The houses in such a campaign may be fast friends, reluctant allies, or even bitter rivals trying to upstage one another. These types of games are dynamic and interesting, but may require more book keeping than most DMs and players are accustomed to.

This system is merely a tool for creating and managing a house; use it in a way that will work best for your particular players and play style.

STEP 1:

DETERMINE RANK OF HOUSE

The DM should determine the rank of the house on a scale of 0-5. This has many implications within the course of gameplay. See the previous chapter's rules on Factions and Houses for more information on how to use Rank in the course of play.

As a general rule, starting at Rank 1 or 2 gives a good introduction to using Houses in play while giving your party plenty of room to expand and grow.

STEP 2:

DECIDE ON SEAT OF POWER

While not strictly necessary, most houses have a seat of power: an estate or property from which they conduct their business. There are no strict mechanics attached to this, but for roleplaying purposes it gives your characters a place in the world where they can gather to discuss family business.

STEP 3:

DEFINE ATTRIBUTES

The next step to creating your house is determining how to allocate their attributes. Houses have three attributes: Power, Wealth, and Cunning. These attributes are discussed in depth in the previous section's rules on Factions and Houses.

You have a number of points to distribute among your attributes equal to 3 x your house's Rank.

Once you have determined your ranks in the three attributes, you may also calculate your maximum Resilience, Loyalty, and Willpower. These have a value equal to 10 x the corresponding attribute. Each of these typically starts with its current value equal to its maximum, though, if you wish, you may have your players roll 1d10 for each rank you have in the corresponding attribute to determine the total.

STEP 4:

GATHER RESOURCES

You may martial your resources before play. For each of your three resources (Respect, Treasury, and Influence) roll 1d6 for each rank you have in the corresponding attribute.

STEP 5:

HOUSE HISTORY

You may now determine your house's history, which will determine your house's starting traits. Roll 1d20 for each rank and compare to the following table to determine your house's history.

STEP 6:

PURCHASE ASSETS

You may purchase as many assets as you can afford, based on your current rank and resources. Remember that you can only control assets whose ranks are equal to or less than your own and that you may have a maximum number of assets of a particular type equal to twice your rank in the correspond-

ing attribute. Lists of assets, sorted by type, can be found in the previous chapter.

It is often fun to give your assets unique or colorful names to differentiate them from others of the same type.

STEP 7:

HERALDRY

Noble houses typically have a unique coat of arms to help distinguish it on the battlefield and to display on the various homes and estates belonging to the family. Typically, a coat of arms reflects important moments in your family's history, a notable holding or resource, or a representation of your values and virtues.

PART 1: FIELD

The most basic element of a coat of arms is the field, or background, which may be either solid or divided. The following table presents the most common partitions. In heraldry, "dexter" refers to the right and "sinister" refers to the left, while "chief" refers to the top and "base" refers to the bottom. You may select one from the list or roll a 4d6 to determine one randomly.

PART 2: CHARGES

A charge is a design or device found on a coat of arms, which ranges from simple geometric patterns (called ordinaries) to objects, plants, animals, and mythological creatures.

Roll or choose from Table 3-8 to determine the

KNOWLEDGE: LOCAL HERALDS OF FAERÛN

Heraldry in Faerûn is monitored by the Heralds of Faerûn, a quasi-independent group of historians and heraldists that took on the responsibility of recording, preserving, and policing the coats of arms, flags, standards, shields, badges, mottoes, symbols, and sigils of the nobility. Each coat of arms must be unique, and the Heralds enforce this rigorously.

Table 3-6: House History

Roll	Event	Trait	Description
1	Doom	Vigilant	A terrible series of mishaps, disasters, and tragedies led to your family being exiled or reduced to ruin. You've somehow managed to restore your noble status, but are always on the lookout for danger.
2	Defeat	Peaceful	During a war or other conflict, your house suffered a notable defeat which cost you status, resources, and influence.
3	Catastrophe	Unscrupulous	A natural disaster, disease, drought, or other catastrophe left your house on the brink of destruction, and only through ruthless, and some might say underhanded, action was your house able to survive.
4	Madness	Manipulative	The house was ruled, for some time, by a head of house who had some type of derangement. The rest of the family learned to work around the house head in order to conduct their affairs and maintain stability.
5	Invasion	Cautious	You bore the brunt of an invading force, and though you managed to protect your holdings it came at great cost.
6	Revolt	Secretive	The commoners rose in revolt against your rule, and you remain vigilant against another such uprising.
7	Scandal	Politic	Members of your house were involved in some type of scandalous incident that caused a great loss of respect and had to be managed carefully.
8	Famine	Frugal	A famine caused your family to find new and inventive ways to protect and manage the people in your care.
9	Treachery	Alert	Another house engaged in a treacherous act against your family, harming your reputation and forcing you to be on guard against further underhanded acts.
10	Decline	Corrupt	A lack of connections within the royal court, a series of bad marriages or investments, or a number of tragic deaths in your house led to a slow but steady loss of power.
11	Public Works	Ambitious	Your investment in infrastructure, such as building or maintaining roads and public buildings, resulted in gaining popularity among the commoners and nobility alike.
12	Inspired	Artistic	Someone in your house produced a great work of art, song, or poetry which was greatly enjoyed by the other nobility.
13	Ascent	Cheerful	Whether through advantageous marriage, heroism in battle, or unmasking a threat to the realm, your house gained the favor of a more powerful noble house.
14	Settlement	Deep Rooted	You founded, rebuilt, or brought new opportunity to a settlement, which has formed the nexus of your power.
15	Favor	Loyal	Your family gained the favor of the crown, a more powerful noble, a faith, or some other powerful organization. Through loyal service, you continue to grow in power.
16	Treaty	Mercantile	Your family was involved in an important diplomatic process, which opened new opportunities to your house and the other nobility.
17	Victory	Strategic	Your house played a critical role in an important military or diplomatic victory.
18	Story	Silver Tongued	Whether through victory in war, business, or other personal achievement your house managed to greatly increase their position, both through the deed itself as well as through shameless self promotion.
19	Conquest	Warlike	You fought against an enemy realm, and increased your fortunes either by being rewarded by your liege or by directly annexing enemy holdings.
20	Windfall	Enterprising	A particularly advantageous marriage, an inspired business dealing, saving the life of a member of the royal family, or some other great event catapulted you into the heights of noble power.

charges for each partition of your coat of arms. When an animal or creature is featured as a charge it is typically facing dexter in one of the following positions (or attitudes):

- Rampant (body raised, standing on left rear leg and right rear leg raised. Left foreleg below right foreleg)
- Salient (body raised, standing on two hind legs, right foreleg above left)
- Sejant (resting on haunches, forelegs supporting head and upper body)
- Statant (standing on four legs)
- Passant (right foreleg raised, others on ground)
- Dormant (body reclined, head down, eyes closed)
- Affronte (facing forward)
- Displayed (birds or winged creatures only; wings spread to either side, body facing forward)
- Guardant (used with other attitude; head turned facing out of shield)
- Reguardant (used with other attitude; head facing back behind body)

Roll (4d6)	Partition	Description
4-5	Chape-ploye	A triangular design where the point touches the chief with lines that curve inward towards the center of the shield
6-7	Chausse-ploye	A triangular design where the point touches the base with lines that curve inward toward the center of the shield.
8	Chape	A triangular design where the point touches the chief
9	Chausse	A triangular design where the point touches the base.
10	per Fess	Shield is divided across the middle, from dexter to sinister.
11	per Chevron	The field is split by a thick inverted V shape, with its point at the center of the shield
12	per Bend	The shield is divided by a diagonal line from dexter chief to sinister base.
13	per Bend Sinister	The shield is divided by a diagonal line from sinister chief to dexter base.
14	Solid	There are no partitions
15	per Pale	The shield is divided down the center, from chief to base.
16	per Pile	A triangular design where the point is about a quarter of the way above the base.
17	per Chevron Inverted	The field is split by a thick V shape, with its point at the center of the shield.
18	Quartered	Field is divided into four sections. Typically, but not always, the diagonal sections match.
19	Quarterly of Six	Field is divided into six sections, three on top and three on the bottom.
20	per Saltire	Field is divided by two diagonal lines, forming an X with the point at the center of the shield
21-22	Canton	A quarter in the dexter chief region
23	per Pall	Field is divided by three lines, forming a Y shape with the point just above center of shield
24	per Pall Inverted	Field is divided by three lines, forming an upside-down Y shape with the point just below center of shield.

Roll (2d6)	Description
2-4	Plant or Object. Roll again on the Plants & Objects table.
5-6	Ordinaries. Roll again on the Ordinaries & Subordinaries table.
7	Solid. This partition is a solid color.
8-10	Animal or Creature. Roll again on the Animals & Creatures table.
11-12	Heraldic Line. Roll again on the Heraldic Lines table.

Table 3-9: Plants & Objects

Roll (8d6)	Charge
8	Bones or Skull
9	Blasted: a withered tree
10	Hourglass
12	Eye
12	Column or pillar
13	Droplet
14	Arm
15	Finger, pointing
16	Harp
17	Fruit: apples, grapes, pear, strawberry, raspberry, etc
18	Candle
19	Bell
20	Tool: hammer, axe, scythe, hoe, anvil, etc
21	Horseshoe
22	Lantern
23	Nuts: acorn, walnut, etc
24	Crescent
25-27	Weapon, sword, spear, axe, dagger, bow and/or arrow
28	Mountain
29	Sun
30-31	Plant: thistle, wheat, shrub or Leaf: oak, maple, etc
32	Trident
33-34	Ship or anchor
35	Tree: oak, maple, shadowtop, redwood, etc
36	Tower
37	Gauntlet
38	Helmet
39	Castle
40	Lightning Bolt
41-46	Flower: rose, lily, fleur-de-lis, etc
47	Comet
48	Crown

Table 3-10: Ordinaries

Roll (4d6)	Charge
4	Chevronny of X: the field is composed of X (1d6+1) chevrons
5-6	Bendy of X: the field is composed of X (1d6+1) diagonal stripes running from dexter chief to sinister base
7	Pallet: Two thick vertical stripes
8	Barry of X: the field is composed of X (1d6+1) horizontal stripes
9	Roundel: a circle
10	Annulet: a hollow circle
11	Pile: a triangle issuing from the chief, with its point above the center of field
12	Chevron: a thick, upside-down V-shape, with the point at center field
13	Bend: a thick diagonal stripe running from dexter chief to sinister base
14	Bend Sinister: a thick diagonal stripe running from sinister chief to dexter base
15	Cross: two thick stripes that converge at the center of the field
16	Pile Inverted: a triangle issuing from base, with its point below the center of field
17	Fusil: a diamond shape
18	Bar: a thick horizontal stripe
19	Pale: a thick vertical stripe
20	Paly of X: the field is composed of X (1d6+1) vertical stripes
21	Checky: a checkerboard pattern
22-23	Bendy Sinister of X: the field is composed of X (1d6+1) diagonal stripes running from sinister chief to dexter base
24	Fusily: the field is composed of a repeating diamond pattern

Table 3-11: Animals & Creatures

Roll (4d6)	Charge
4	Insect (ant, bee, butterfly, spider, scorpion, etc)
5	Harpy, siren, or mermaid
6	Fish (dolphin, shark, or seahorse)
7	Bull, cow, ox, goat, pig, or ram
8	Deer (doe, stag, or antlers)
9	Bird (swallow, raven, owl, hawk, falcon, etc or feather, wings, claws, etc)
10	Bear
11	Dog, wolf, or fox
12	Horse
13	Dragon or wyvern
14	Lion, tiger, panther, leopard, cat, or tressym
15	Griffon (hippogriff or alke)
16	Boar (or boar's head)
17	Unicorn or pegasus
18	Otter, weasel, squirrel, or badger
19	Fowl (rooster, chicken, duck, or goose)
20	Serpent, lizard, or turtle
21	Swan
22	Owlbear
23-24	Exotic (displacer beast, beholder, bullette, eagle with two heads, etc)

Table 3-12: Heraldic Lines

Roll (2d6)	Charge
2-3	Wavy: wavy border, representing water
4-6	Embattled: border appears to have crenelations, signifying battlements or fortifications
7	Engrailed: Semicircular bumps along border, representing hills or land
8	Indented: Triangular indentations along border, representing fire
9-10	Nebuly: Border curves sharply in and out, representing air or clouds
11	Raguly: Slashes along border, representing turmoil or difficulty
12	Rayonne: Wavy lines emerge from the center of the border, representing rays of the sun

PART 3: COLORS

Each partition has two colors: one for the field and a second for the charge. These consist of one tincture and one metal. Tinctures can be any color of the rainbow, while metals are typically silver, gold, or bronze. Some noble houses use two tinctures within the same partition, and while this is frowned upon by the Heralds of Faerûn, it is not forbidden.

The colors chosen are of important symbolic value, perhaps more so even than the charge. Common colors and their meanings are listed below:

PART 4: MOTTO

Many houses incorporate a motto in their coat of arms, typically displayed in a scrollwork beneath their shield. While not strictly necessary, it can be fun to come up with a saying (or steal one from the real world) that represents your house and their goals.

STEP 8:

DETERMINE ROLES

Each player in a campaign using noble houses has some connection to the house which the players control. They may be the lord or lady of the house, but they are equally likely to play scions, favored retainers, servants, or knights in service to the lord. The following are important positions within the noble house which should be considered, whether they are player characters or controlled by the DM as non-player characters.

Lord and Lady. The lord and lady are the most important character in a noble house. They rule the house, answering only to the crown or higher ranking nobility. They make important decisions that affect the citizenry. This character is typically controlled by the DM, but at your DM's discretion it may be run by a player.

Heirs. Most houses have at least one heir, to ensure the longevity of their noble line. This is one of the more popular options for player characters, and the line of succession makes intra-party politics particularly interesting for those who enjoy that

Table 3-13: Tinctures

Roll (2d6)	Tincture	Common Meaning
2	Black	Grief, death
3-5	Blue	Loyalty, service
6	Purple	Justice, royalty
7-8	Red	Strength, sacrifice, war
9-11	Green	Joy, devotion
12	Maroon	Patience

Table 3-13: Metals

Roll (2d6)	Metal	Common Meaning
2	Orange or bronze	Ambition
3-6	White or silver	Peace, sincerity
7-10	Yellow or gold	Generosity
11-12	Grey or iron	Strength, fortitude

style of play.

Castellan. The castellan oversees the houses defense, and oversees house operations while the lord and lady are away.

Steward. A steward maintains the house's financial interests. Houses with particularly complex mercantile operations may have numerous stewards under the watch of a high steward.

Priest. Many houses have a priest that maintains the family chapel and deals with the spiritual concerns of the house. The priest is almost always of the same faith as that of the lord and lady.

Master-at-Arms. The master-at-arms oversees the house guard, including training of soldiers and members of the family who seek martial instruction.

Master-of-the-Hunt. This individual oversees hunting expeditions and also attends to the care of horses, hounds, and falcons (though they may be assisted by a master-of-horse, kennelmaster, and falconer in particularly large houses).

Blacksmith. Not all houses maintain a blacksmith, but those who do typically have access to better quality weapons and equipment.

Herald. Heralds are tasked with announcing visitors and making arrangements for state visits. They also record the deeds of the house, including births, deaths, and important battles or investments.

NOBLE HOUSES IN PLAY

In addition to being able to participate in the Faction Rounds with other factions and noble houses, a group of characters who is comprised of the leadership of a noble house may be enticed by rewards that relate not only to their characters, but also to their house resources and assets. Perhaps performing a task given by the queen will earn the characters a reward not of gold and silver but of reputation and influence. A band of orcs is not just threatening caravans, but it is threatening to reduce the effectiveness of YOUR caravans. The complications phase of the faction turn is a great way to introduce story hooks that you can use on a character scale.



APPENDIX A:

CREATURES AND CHARACTERS

This appendix contains information on the many types of creatures that can be found in Cormyr, along with specific characters of importance.

AARAKOCRA

Aarakocra are avian humanoids who stand about 5 feet tall and have a wingspan of 20 feet. Flocks of aarakocra live in the Storm Horns, where they lay claim on hunting territory that stretches for about 100 miles square. Any game within that territory is considered to be potential prey, including domesticated cattle and even pets, which has led to some friction between the aarakocra and unsuspecting Cormyrean settlers. Such disputes are typically settled peacefully, however, as long as the aarakocra are treated with respect.

AARAKOCRA SKYHUNTER

The aarakocra are a society of hunters who prey on the small animals that share their alpine territory. Their most seasoned hunters are excellent trackers, able to spot the signs of prey while on the wing and capable of taking down their quarry in a hail of javelins. Adventurers making expeditions into the Storm Horns occasionally hire aarakocra hunters to serve as guides and scouts.

AARAKOCRA SKYHUNTER

Medium humanoid (aarakocra), unaligned

Armor Class 16 (studded leather)

Hit Points 65 (10d8 +20)

Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +5, Survival +5

Senses passive Perception 15

Languages Aarakocra, Auran, Common

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, the skyhunter can add 1d10 to its next attack or damage roll with a javelin.

Keen Sight. An skyhunter has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The skyhunter makes two javelin attacks.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

BEAST OF MALAR

This savage beast, sacred to the god of savagery and summoned by his dark priests, has glossy black fur with bright crimson markings that look like spattered blood. A near perfect hunter, the beast of Malar can adapt its form at will to best stalk and kill its chosen prey and can appear as a stalking panther, a savage wolverine, or a winged bat.

BEAST OF MALAR

Medium monstrosity (shapechanger), chaotic evil

Armor Class 18 (natural armor); 19 in slayer form

Hit Points 65 (10d8 +20)

Speed 30 ft. (50 ft. in hunter form), climb 20 ft. (fly 50 ft. in flying form)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	26 (+8)	10 (+0)	16 (+3)	17 (+3)

Saving Throws STR +11, DEX +10, CON +12, WIS +7

Skills Athletics +11, Perception +11, Survival +11

Senses passive Perception 21

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities frightened

Languages -

Challenge 12 (8,400 XP)

Shapechanger. The beast can use a bonus action to polymorph into hunter form, slayer form, or flying form. Its statistics are the same in each form, except as noted.

Keen Senses. The beast has advantage on Wisdom (Perception) checks.

Regeneration. The beast regains 10 hit points at the start of each of its turns. The beast dies only if it is hit by an attack that deals 10 or more damage while it has 0 hit points.

Pounce (Hunter Form only). If the beast moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the beast can make one bite attack against it as a bonus action.

Malar's Fury (Slayer Form only). The beast deals an extra 10 (3d6) damage when it hits with a bite or claw attack (included in the attacks).

ACTIONS

Multiattack (Hunter and Slayer Form only). The beast makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) piercing damage or 24 (5d6+7) piercing damage in Slayer Form.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage or 20 (4d6+7) slashing damage in Slayer Form.

REACTIONS

Bloody Rampage (Slayer Form Only). When the beast takes damage, it makes one attack against a random creature within its reach.

BULLYWUG

Bullywugs are frog-like, amphibian humanoids found in large numbers in the Farsea swamp. They are aggressive ambushers, and regularly interrupt trade along the few roads between the human settlements in the region. Bullywug kill for sport, and are prone to over-hunting and systematically destroying their own hunting grounds.

Bullywugs are typically green, gray, or mottled yellow, allowing them to blend in with their natural surroundings in the swamp. They have long, flicking tongues which make it very difficult for them to speak common, though they have their own language of croaking grunts which they use to communicate with one another, as well as with frogs and toads.

Bullywugs often use primitive weapons, including spears, slingdaggers, and shortwords made of sharpened stone. They also make use of slings, which they use to pelt enemies from a distance. Most bullywug wear leather or hide armor. Particularly skilled warriors wear leather armor into which are sewn the bones and other trophies from previous kills. The site of a bullywug in armor festooned with human bone is often enough to send even the most seasoned caravaner running.

AT THE TABLE ALE! MY ONE WEAKNESS!

Among the best preventative measures in the event of a bullywug raid is to keep a cask of ale ready to be uncorked at the first sight of raiders. Bullywugs find ale to be irresistible and quickly fall into a stupor upon imbibing.

A bullywug who smells the scent of ale must succeed on a DC 10 Wisdom saving throw or spend its next turn doing nothing other than trying to obtain and drink the ale (though it may attack any creature foolish enough to stand between it and its ale). It must repeat this saving throw on each of its turns as long as there is ale available.

A bullywug who spends a turn drinking ale must then make a DC 10 Constitution saving throw or become poisoned. A poisoned bullywug who consumes more ale must make another DC 10 Constitution saving throw. If the bullywug fails this saving throw it is rendered unconscious for 1d4 hours.



BULLYWUG CHIEF

Most bullywug tribes are led by a chieftain, a position typically achieved through a combination of raw physical strength and the cunning to eliminate potential rivals before they can present a challenge to their rule.

BULLYWUG SHAMAN

Bullywugs worship Ramenos, the god of slumber, intoxication, and decay. Deep within Smaragd, the 74th layer of the Abyss, the fat demon-god sleeps an endless sleep, his gaping maw constantly filled by lesser demons. His shaman are impossibly fat and quite lazy, but are still quite dangerous.

BULLYWUG BUSHWHACKER

Bullywugs hunt from hiding and the very best ambushers are truly terrifying. They can strike from hiding with a flurry of sling bullets and melt back into the swamp before a caravan guard ever has the chance to react.

TACTICAL GENIUS SWAMP FIGHTERS

Bullywug are ambushers, preferring to attack when they would be able to surprise their victims. Their natural camouflage makes them difficult to spot, and typically results in them getting the first round of attacks against their enemies.

Bullywug are typically encountered in swampy marshlands and near water, where they can use their ability to swim and leap to their advantage. While swamps are difficult terrain, they do not inhibit the bullywug's ability to make standing long jumps, meaning a bullywug can move at normal speed by leaping around the battlefield.

BULLYWUG CHIEF

Medium humanoid (bullywug), neutral evil

Armor Class 16 (hide armor, shield)

Hit Points 65 (10d8 +20)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws STR +5, CON +6, WIS +3

Skills Intimidation +4, Stealth +4

Senses passive Perception 11

Languages Bullywug

Challenge 4 (1,100 XP)

Amphibious. The bullywug chief can breath air and water.

Speak with Frogs and Toads. The bullywug chief can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug chief has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The bullywug makes three melee attacks: one with its bite and two with its spear.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Battle Cry (1/day). Each creature of the chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the chief's next turn. The chief can then make one attack as a bonus action.

BULLYWUG SHAMAN

Medium humanoid (bullywug), neutral evil

Armor Class 14 (hide armor)

Hit Points 77 (14d8 + 14)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+2)	12 (+1)	17 (+2)	16 (+3)

Saving Throws Con +4, Wis +4

Skills Insight +4, Survival +4

Senses passive Perception 12

Languages Bullywug, Common, telepathy 30 ft.

Challenge 5 (1,800 XP)

Amphibious. The bullywug can breath air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Hedonist. The bullywug shaman has disadvantage on Wisdom saving throws to resist the temptation of ale.

Spellcasting. The bullywug shaman is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *guidance*, *mage hand*, *poison spray*, *prestidigitation*

1st-5th level (3 5th level slots): *animate dead*, *blight*, *contagion*, *crown of madness*, *entangle*, *giant insect*, *pass without trace*, *plant growth*, *ray of enfeeblement*, *ray of sickness*, *spike growth*, *vampiric touch*

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

BULLYWUG BUSHWHACKER

Medium humanoid (bullywug), neutral evil

Armor Class 15 (studded leather)

Hit Points 65 (10d8 +20)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	10 (+0)	16 (+3)	11 (+0)

Skills Perception +5, Stealth +5, Survival +5

Senses passive Perception 15

Languages Bullywug

Challenge 3 (700 XP)

Amphibious. The bullywug can breath air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Surprise Attack. If a bushwhacker surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Multiattack. The bullywug makes three melee attacks: one with its bite and two with its shortsword or three ranged attacks with its sling.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, the bushwhacker can choose one of the following effects:

- The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (bushwhacker's choice)
- The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 13 Constitution saving throw or be stunned until the bushwhacker's next turn.

DRAGONS

Many types of dragon dwell in Cormyr, as is only natural considering the history of the lands before human settlement. Many of these dragons are ancient, spending much of their time in hibernation and awakening once every few centuries to rampage and feed. Alongside the traditional metallic and chromatic dragons are many different types of dragons less common elsewhere in Faerûn.

FANG DRAGONS

Fang dragons are greedy and gluttonous. While possessed of a certain cunning, the fang dragon is more likely to engage in brutal physical combat, trusting that their thick bony plates and razor sharp teeth will ensure victory. They fly quite poorly, preferring to hunt and fight from the ground, but are capable of short, sudden bursts of speed by using a single clap from their powerful wings to propel them forward.

The body of a fang dragon is covered with mottled gray plates that rise into jagged spikes along the

ANCIENT FANG DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 409 (21d20 + 189)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	28 (+9)	14 (+2)	16 (+3)	16 (+3)

Saving Throws DEX +9, CON +16, WIS +10, CHA +10

Skills Athletics +16, Intimidation +10, Perception +10, Survival +10

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 21 (33,000 XP)

Mimicry. The dragon can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Keen Sight. The dragon has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 22 (2d12 + 9) piercing damage, and the target must succeed on a DC 24 Constitution saving throw or have its Constitution score reduced by 4. The target

dies if this reduces its Constitution to 0.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 18 (2d8 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

REACTIONS

Warding Tail. The dragon may make a tail attack when an enemy within 20 feet misses the dragon with an attack.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Leap (Costs 2 Actions). The dragon beats its wings to propel it forward. It may move up to 30 feet and make an immediate claw attack. If this attack hits, the target must succeed on a DC 24 Dexterity saving throw or be knocked prone.

creature's jaw, shoulders, and along the ridge of its back. Their wings are proportionately smaller than most other dragons and thickly muscled. Most fang dragons have eyes that are a coppery red or orange, with narrow pupils.

Fang dragons are not prone to negotiations or discussions, though they will sometimes bargain to avoid combat against a particularly powerful enemy. They speak in short, stunted sentences, often switching between Draconic and Common without even noticing. Fang dragons enjoy the thrill of the hunt and revel in battle, occasionally getting so lost in the joy of destruction that they appear to "play with their food" in a way that strikes observers as

quite odd and cruel. Fang dragons lack the breath weapon that many dragons have, but make up for it with powerful claws and jaws, as well as the ability to drain their opponents of health and vigor.

A particularly large and powerful fang dragon, Aeglyl Dreadclaw, makes his lair high in a great rock cauldron within the Thunder Peaks.

FANG DRAGON LAIRS

Fang dragons prefer to lair in badlands, scrub land, and dry prairies, often in caverns which can be covered by large boulders, which they use to wall up their lair while they hunt and feed. Fang dragons often range long distances in search for food, and may

ADULT FANG DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 229 (17d12 + 119)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	24 (+7)	12 (+1)	14 (+2)	14 (+2)

Saving Throws DEX +7, CON +12, WIS +7, CHA +7

Skills Athletics +12, Intimidation +7, Perception +7, Survival +7

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 14 (11,500 XP)

Mimicry. The dragon can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Keen Sight. The dragon has advantage on Wisdom (Perception) checks that rely on sight.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage, and the target must succeed on a DC 20 Constitution saving throw or have its Constitution score reduced by 4. The target

dies if this reduces its Constitution to 0.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

REACTIONS

Warding Tail. The dragon may make a tail attack when an enemy within 15 feet misses the dragon with an attack.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Leap (Costs 2 Actions). The dragon beats its wings to propel it forward. It may move up to 30 feet and make an immediate claw attack. If this attack hits, the target must succeed on a DC 20 Dexterity saving throw or be knocked prone.

keep secondary lairs to use while hunting. Older fang dragons may seek lairs high in the mountains, where their keen eyesight allows them to spot large prey from great distances.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Tremors shake the ground. Any creature on the ground must succeed on a DC 15 Strength saving

AT THE TABLE GREY DRAGONS

Fang dragons who have been blessed by Tiamat and given elemental power are known as 'gray dragons'. While physically similar to fang dragons, gray dragons are immune to acid damage and gain a powerful acidic breath weapon. The gray dragon's breath weapon recharges on a 5-6.

Ancient: The dragon exhales a powerful blast of acid in a 90-foot cone. DC 24 Strength saving throw; 72 (16d8) acid damage on a failed save, or half as much on a successful one. A target that fails the saving throw is pushed 20 feet away from the dragon.

Adult: The dragon exhales a powerful blast of acid in a 90-foot cone. DC 20 Strength saving throw; 54 (12d8) acid damage on a failed save, or half as much on a successful one. A target that fails the saving throw is pushed 15 feet away from the dragon.

Young: The dragon exhales a powerful blast of acid in a 90-foot cone. DC 16 Strength saving throw; 45 (10d8) acid damage on a failed save, or half as much on a successful one. A target that fails the saving throw is pushed 10 feet away from the dragon.

Wyrmling: The dragon exhales a powerful blast of acid in a 90-foot cone. DC 13 Strength saving throw; 22 (5d8) acid damage on a failed save, or half as much on a successful one. A target that fails the saving throw is pushed 5 feet away from the dragon.

A gray dragon's Challenge Rating is increased by 1.

throw or be knocked prone.

- Rocks and small boulders fall in a 20-foot-radius column centered on a point the dragon chooses within 120 feet of it and continue to fall until the dragon dismisses it as an action, uses this lair action again, or dies. Any creature in the area must make on a DC 15 Dexterity saving throw, taking 10 (3d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the area takes 10 (3d6) piercing damage.
- Petrifying gas spreads from a point the dragon

YOUNG FANG DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +5, CON +8, WIS +4, CHA +4

Skills Athletics +8, Intimidation +4, Perception +4, Survival +4

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 7 (2,900 XP)

Mimicry. The dragon can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Keen Sight. The dragon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The dragon can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or have its Constitution score reduced by 2. The target dies if this reduces its Constitution to 0.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

chooses within 60 feet of it, filling a 10-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. Any creature within this area must make a DC 15 Constitution saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 1d4 hours.

Regional Effects

The region containing a legendary fang dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, as it is littered with large, jagged boulders.
- Small earthquakes are common within 6 miles of the dragon's lair.
- Fog lightly obscures the land within 6 miles of the lair.

If the dragon dies, boulders remains where they are, but other effects fade over 1d10 days.

FANG DRAGON WYRMLING

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Saving Throws DEX +4, CON +5, WIS +3, CHA +2

Skills Athletics +5, Intimidation +2, Perception +3, Survival +3

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge (2,900 XP)

Keen Sight. The dragon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 18 (1d12 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or have its Constitution score reduced by 1. The target dies if this reduces its Constitution to 0.



MERCURY DRAGON

Mercury dragons are whimsical, impulsive, and fast. It seems that everything they do, from hunting and fighting to thinking and talking, is done quickly. They are chatty, and often speak so rapidly that other creatures have a hard time keeping up with the conversation. They are long and thin with long legs and whip-like tails. Young mercury dragons have dull silver scales that grow increasingly bright and shiny as they age until they achieve a mirror-like luster at old age. Their scales are small and closely set, mak-

ing them remarkably smooth. This, combined with their brilliant luster, has created high demand for mercury dragon scales among poachers and dragon hunters.

Mercury dragons love to hunt and will eat almost anything, though they prefer small, fast moving prey. In combat, mercury dragons are fond of using spells in creative ways. The breath weapon of a mercury dragon is a blinding ray of intensely focused light.

Because their natural habitats overlap, red dragons and mercury dragons often come into conflict. It is

ANCIENT MERCURY DRAGON

Gargantuan dragon, chaotic good

Armor Class 26 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	28 (+9)	22 (+6)	20 (+5)	14 (+2)	19 (+4)

Saving Throws DEX +16, CON +13, WIS +9, CHA +11

Skills Acrobatics +16, Insight +9, Survival +9

Damage Resistance Cold

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 12

Languages Common, Draconic

Challenge 21 (33,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 14 (2d4 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 25 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending

the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Brilliant Breath (Recharge 5–6). The dragon exhales a beam of brilliant light in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 67 (15d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails their save is blinded until the end of their next turn.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Swift Change (Costs 2 Actions). The dragon uses its change shape ability.

only their speed and quick thinking that allows the mercury dragons to evade their much larger foes.

An adult mercury dragon by the name of Mera Quicksilver occasionally assists travelers lost high in the Storm Horn mountains, though none know precisely where she lairs.

MERCURY DRAGON LAIRS

Mercury dragons are fond of bright sunlight, often lairing in high mountain caves facing east towards the rising sun. Their hunting grounds typically con-

sist of high alpine meadows, snowfields, and mountain lakes.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The brilliant scales of the mercury dragon catch and reflect ambient light. Each creature within 120 feet of the dragon that can see her must succeed on a DC 15 Constitution saving throw or

ADULT MERCURY DRAGON

Huge dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 330 (16d12 + 120)

Speed 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	18 (+4)	18 (+4)	12 (+1)	17 (+3)

Saving Throws DEX +12, CON +9, WIS +6, CHA +8

Skills Acrobatics +12, Insight +6, Survival +6

Damage Resistance Cold

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 14 (11,500 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (2d4 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending

the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Brilliant Breath (Recharge 5–6). The dragon exhales a beam of brilliant light in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails their save is blinded until the end of their next turn.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Swift Change (Costs 2 Actions). The dragon uses its change shape ability.

be blinded. The creature may repeat this saving throw at the start of each of its turns, ending the effect on a successful save.

YOUNG MERCURY DRAGON

Large dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	14 (+2)	16 (+3)	10 (+0)	15 (+2)

Saving Throws DEX +8, CON +5, WIS +3, CHA +5

Skills Acrobatics +8, Insight +3, Survival +3

Damage Resistance Cold

Damage Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 10

Languages Common, Draconic

Challenge 7 (2,900 XP)

ACTIONS

Multiattack. The dragon can make four attacks: two with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Brilliant Breath (Recharge 5–6). The dragon exhales a beam of brilliant light in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails their save is blinded until the end of their next turn.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

- Twinkling light fills a 20-foot cube within 60 feet of the dragon. Each creature within the cube must make a DC 15 Dexterity saving throw. If it fails, it is outlined in a halo of light until initiative count 20 on the next round. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.
- Glittering lights dance around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

Regional Effects

The region containing a legendary mercury drag-

MERCURY DRAGON WYRMLING

Medium dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	13 (+1)

Saving Throws DEX +6, CON +3, WIS +2, CHA +3

Skills Acrobatics +6, Insight +2, Survival +2

Damage Resistance Cold

Damage Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 10

Languages Draconic

Challenge 1 (2,900 XP)

ACTIONS

Multiattack. The dragon can make two attacks with its bite

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Brilliant Breath (Recharge 5–6). The dragon exhales a beam of brilliant light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails their save is blinded until the start of their next turn.

on's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores all movement

impediments and difficult or dangerous terrain.

- Clouds and fog dissipate into a light powdery snow within 6 miles of the lair.

ANCIENT MIST DRAGON

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 126)

Speed 40 ft., swim 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	20 (+5)	20 (+5)	14 (+2)

Saving Throws DEX +7, CON +13, WIS +11, CHA +8

Skills History +11, Insight +11, Perception +11

Damage Resistance Cold

Damage Immunities Acid, Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *gust of wind*

3/day: *fog cloud*, *sleet storm*, *wind wall*

1/day: *control water*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or be-

come frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Steam Breath. The dragon exhales scalding steam in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Slime Breath. The dragon exhales gas in a 120-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 21 Strength saving throw. On a failed save, the creature is restrained by slime. As an action, the restrained target can make a DC 21 Strength check, bursting the slime on a success.

Mist Form. The dragon transforms into a misty cloud or back into its true form. While in the form of a misty cloud, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, though it can't pass through water or other liquids. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Sudden Spell. The dragon casts a spell.

Swift Change (Costs 2 Actions). The dragon uses its mist form ability.

MIST DRAGON

Mist dragons are a rare and reclusive dragon found along coastlines, including those of the Dragonmere. They have long bodies with flattened tails, and are covered in pale blue scales that become blue-gray and speckled with metallic spots as the

dragon ages. They have a long fin or crest that runs from head to the end of its tail and aids them in swimming. Their arrow-shaped heads have heavy ridges above their eyes and long barbels hang from the dragon's upper lip and the end of its snout. Two long horns protrude from the back of their skull with shorter clusters of horns at the base of

ADULT MIST DRAGON

Huge dragon, neutral

Armor Class 17 (natural armor)

Hit Points 333 (14d12 + 126)

Speed 40 ft., swim 80 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	18 (+4)	18 (+4)	12 (+1)

Saving Throws DEX +5, CON +9, WIS +8, CHA +5

Skills History +8, Insight +8, Perception +8

Damage Resistance Cold

Damage Immunities Acid, Fire

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

3/day: *fog cloud*, *gust of wind*

1/day: *control water*, *sleet storm*, *wind wall*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). The dragon uses one of the following breath weapons:

Steam Breath. The dragon exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Slime Breath. The dragon exhales gas in a 120-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 17 Strength saving throw. On a failed save, the creature is restrained by slime. As an action, the restrained target can make a DC 17 Strength check, bursting the slime on a success.

Mist Form. The dragon transforms into a misty cloud or back into its true form. While in the form of a misty cloud, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, though it can't pass through water or other liquids. It has advantage on Strength, Dexterity, and Constitution saving throws, and is immune to all nonmagical damage

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Sudden Spell. The dragon casts a spell.

Swift Change (Costs 2 Actions). The dragon uses its mist form ability.

YOUNG MIST DRAGON

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., swim 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	16 (+3)	10 (+0)

Saving Throws DEX +4, CON +6, WIS +6, CHA +3

Skills History +6, Insight +6, Perception +6

Damage Resistance Cold

Damage Immunities Acid, Fire

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

1/day: *gust of wind*, *fog cloud*

ACTIONS

Multiattack. The dragon can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Steam Breath (Recharge 5–6). The dragon exhales scalding steam in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

Mist Form. The dragon transforms into a misty cloud or back into its true form. While in the form of a misty cloud, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, though it can't pass through water or other liquids. It has advantage on Strength, Dexterity, and Constitution saving throws, and has resistance to all nonmagical damage.

their upper jaw. Mist dragons can often be smelled before they can be seen, as they have a distinctive scent reminiscent of petrichor.

Mist dragons avoid conflict when possible. They are quiet and contemplative, and spend much of their time enjoying their own thoughts. While they generally dislike conversation and hate being disturbed, they do enjoy discussions about abstract philosophy and the nature of existence.

One of their breath weapons, a caustic slime that induced nausea, is primarily used to slow down those that would pursue them, while their other, more rarely used, breath weapon is a scalding cone of mist used when they were forced into confrontation. They can also transform into a cloud of mist, allowing them to blend in with the coastal sea spray. Full grown mist dragons often had access to a wide variety of spells that allowed them to control the weather and water.

One notable mist dragon is Orothaumyth, an ancient male also known as Wyvern vapor, lives in an ancient sunken keep in the depths of the Wyvernwater.

MIST DRAGON LAIRS

Mist dragons live in and around waterfalls, rapids, coastlines, and areas where rainfall is frequent and heavy. They typically make their homes among mist filled caverns and grottoes.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be incapacitated until initiative count 20 on the next round.
- The dragon creates fog as if it had cast the fog cloud spell. The fog lasts until initiative count 20 on the next round.
- The dragon chooses a 10-foot-square area on

the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.

Regional Effects

The region containing a legendary mist dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the control weather spell.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means.
- Fish and other water dwelling creatures within 1 mile of the dragon's lair serve as the dragon's eyes and ears.

MIST DRAGON WYRMLING

Medium dragon, neutral

Armor Class 15 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 60 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Saving Throws DEX +3, CON +3, WIS +5, CHA +2

Skills History +5, Insight +5, Perception +5

Damage Resistance Cold

Damage Immunities Acid, Fire

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 1 (200 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Mist Form. The dragon transforms into a misty cloud or back into its true form. While in the form of a misty cloud, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, though it can't pass through water or other liquids. It has advantage on Strength, Dexterity, and Constitution saving throws, and has resistance to all nonmagical damage.



SONG DRAGON

Song dragons are an oddity amongst dragonkind in that they prefer to live among humans than dwell in solitude the way that most dragons do. They are able to take the form of a human woman with such skill that many who cross paths with a song dragon never even realize it. Their ability to change shape between human and dragon with such ease has led

some poets and historians to refer to them as were-dragons, though this is not strictly accurate as they are not technically lycanthropes.

They occasionally reveal their natural form, though only in times of great peril. Song dragons are slender with iridescent silver-blue scales and short, sturdy horns. Like copper dragons, the wings of a song dragon bend forward and attach to their body all the way to the tip of its tails, giving them the

ANCIENT SONG DRAGON

Gargantuan dragon, chaotic good or chaotic neutral

Armor Class 22 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	18 (+4)	17 (+3)	22 (+6)

Saving Throws DEX +7, CON +14, WIS +10, CHA +13

Skills Insight +10, Perception +10, Persuasion +13

Damage Resistance Piercing, Slashing, and Bludgeoning damage from nonmagical weapons

Damage Immunities Lightning, Poison

Senses Blindsight 60 ft., Darkvision 120 ft., Truesight 15 ft., passive Perception 20

Languages All

Challenge 22 (33,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

5/day: *light, darkness*

3/day: *blink, feather fall, true polymorph*

1/day: *heal, plane shift, teleport*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice

that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sparkling Breath (Recharge 5–6). The dragon exhales a cloud of electrified vapor in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 77 (22d6) lightning damage on a failed save, or half as much damage on a successful one.

Human Form. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Spell. The dragon casts a spell.

appearance of a V when viewed from below.

Song dragons often cooperate with mages of pure heart and good intent. The Harpers and War Wizards both maintain strong ties to song dragons, seeking out their aid in times of trouble. They are merciless in combat and tend to sing joyously as they fight. In human form, song dragons tend to fight using swords or other edged weapons.

SONG DRAGON LAIRS

Song dragons live among humans, whether in small towns or large cities. Their lairs are often either stately homes or lonesome wizard towers, built with wealth amassed over their long lifetimes of adventuring and dealing with other humans. Their lairs are comfortably appointed for humans, including beds, chairs, tables, and other standard types of fur-

ADULT SONG DRAGON

Huge dragon, chaotic good or chaotic neutral

Armor Class 19 (natural armor)

Hit Points 210 (20d12 + 100)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	16 (+3)	15 (+2)	20 (+5)

Saving Throws DEX +5, CON +10, WIS +7, CHA +10

Skills Insight +7, Perception +7, Persuasion +10

Damage Resistance Piercing, Slashing, and Bludgeoning damage from nonmagical weapons

Damage Immunities Lightning, Poison

Senses Blindsight 60 ft., Darkvision 120 ft., Truesight 15 ft., passive Perception 17

Languages All

Challenge 15 (13,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

3/day: *light, darkness*

1/day: *blink, feather fall, true polymorph*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice

that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sparkling Breath (Recharge 5–6). The dragon exhales a cloud of electrified vapor in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) lightning damage on a failed save, or half as much damage on a successful one.

Human Form. The dragon magically polymorphs into a human form or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its senses, innate spellcasting, and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Spell. The dragon casts a spell.

niture. They also enjoy wearing fine clothes, collected from their journeys across the realms.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon sings a sweet melody. Each creature within 20 feet of the dragon must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.
- The dragon's caterwauling becomes quite distracting. Each creature within 20 feet of the dragon must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- The dragon belts out a high note and selects a point it can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

Regional Effects

The region containing a legendary song dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of its lair, people are prone to spontaneous outbursts of singing.
- Birds, dogs, cats and other city dwelling creatures within 1 mile of the dragon's lair serve as the dragon's eyes and ears.

YOUNG SONG DRAGON

Large dragon, chaotic good or chaotic neutral

Armor Class 18 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	14 (+2)	13 (+1)	18 (+4)

Saving Throws DEX +3, CON +6, WIS +4, CHA +7

Skills Insight +4, Perception +4, Persuasion +7

Damage Immunities Lightning, Poison

Senses Blindsight 30 ft., Darkvision 120 ft., Truesight 10 ft., passive Perception 14

Languages All

Challenge 8 (3,900 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

1/day: *light, darkness*

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Sparking Breath (Recharge 5–6). The dragon exhales a cloud of electrified vapor in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) lightning damage on a failed save, or half as much damage on a successful one.

Human Form. The dragon magically polymorphs into a human form or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its senses, innate spellcasting, and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

SONG DRAGON WYRMLING

Medium dragon, chaotic good or chaotic neutral

Armor Class 17 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	13 (+1)	12 (+1)	11 (+0)	16 (+3)

Saving Throws DEX +2, CON +3, WIS +2, CHA +5

Skills Insight +4, Perception +4, Persuasion +7

Damage Immunities Lightning, Poison

Senses Blindsight 10 ft., Darkvision 120 ft., Truesight 5 ft., passive Perception 14

Languages All

Challenge 2 (450 XP)

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

1/day: *light*, *darkness*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Sparking Breath (Recharge 5–6). The dragon exhales a cloud of electrified vapor in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Human Form. The dragon magically polymorphs into a human form or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its senses, innate spellcasting, and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

AT THE TABLE HUMAN FORMS

Song dragons change many of their stats when they adopt human form and each song dragon's human form is as varied as humankind. When a song dragon changes form it can adopt the form of any human of its CR or lower. Some recommendations are as follows:

Ancient: Warlord.

Adult: Champion, Assassin, Master Thief.

Young: Archer, Knight, Martial Arts Adept, Swash-buckler, Veteran.

Wyrmling: Bard, Spy, Scout.



ANCIENT STEEL DRAGON

Gargantuan dragon, lawful good or lawful neutral

Armor Class 19 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	26 (+8)	26 (+8)	22 (+6)

Saving Throws DEX +6, CON +13, WIS +14, CHA +12

Skills History +14, Perception +14, Persuasion +12

Damage Resistance Poison

Damage Immunities Acid

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spellcasting. The dragon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *dancing lights, fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *find familiar, magic missile, shield, silent image*

2nd level (3 slots): *arcane lock, enlarge/reduce, knock*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (3 slots): *confusion, dimension door, polymorph*

5th level (2 slots): *animate objects, Bigby's Hand, wall of force*

6th level (1 slot): *disintegrate, meteor swarm*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it

must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Caustic Breath. The dragon exhales a stream of caustic acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a human form or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its senses, innate spellcasting, and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Spell. The dragon casts a spell.

STEEL DRAGON

Steel dragons are extremely social, often living as and amongst humans. In their dragon form they are feline, with expressive faces surrounded by spines. Young steel dragons have deep blue-gray scales that grow lighter and more lustrous as the dragon ages. In their human forms, steel dragons always have at least one steel-gray feature, whether it is an eye, their hair, or some form of ornamentation like a tattoo or finger nail.

Though they prefer talking to fighting, steel dragons are able to defend themselves. They typically fight using spells while in human form, though if they are seriously threatened they will adopt their draconic form and use its devastating breath weapon. Steel dragons try to avoid killing their foes, unless their opponents are willing and able to inflict serious harm.

Ferrous Costello, an old steel dragon, lives in a quaint tallhouse in Suzail that overlooks the promenade. He is a font of information regarding Cormyrean history, having lived through much of it, and is occasionally consulted by adventurers and War Wizards alike.

STEEL DRAGON LAIRS

Steel dragons often live in large manor homes or keeps within human cities. They enjoy masquerading amongst humans and learning about art, culture, history, politics, and military tactics. While in human form, steel dragons are almost impossible to distinguish from ordinary humans, though they are always able to recognize another steel dragon, no matter how clever their disguise.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon selects a point the it can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) fire

damage and catches on fire, taking an additional 5 fire damage at the start of each of the target's turns. A creature can end this damage by using its action to make a DC 10 Dexterity.

- The dragon chooses a door within 60 feet that it can see. The door swings open, leading to any other doorway within 120 feet of the dragon. The door remains open until initiative count 20 of the following turn, at which point it slams shut.
- The dragon creates a twisting pattern of colors that weaves through the air inside a 30-foot cube within 60 feet of the dragon. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a DC 15 Wisdom saving throw. On a failed save, the creature becomes charmed by the dragon until initiative count 20 of the following turn.

Regional Effects

The region containing a legendary steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of its lair, illusions of children, dogs, cats, and birds occasionally appear. The dragon can see and hear through any of these illusions.
- Books sometimes disappear from nearby homes within 1 mile of the dragon's lair, appearing in the dragons library. These typically reappear where they were within 24 hours of their initial disappearance.

ADULT STEEL DRAGON

Huge dragon, lawful good or lawful neutral

Armor Class 16 (natural armor)

Hit Points 126 (12d12 + 60)

Speed 40 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	24 (+7)	24 (+7)	20 (+5)

Saving Throws DEX +4, CON +9, WIS +11, CHA +9

Skills History +11, Perception +11, Persuasion +11

Damage Resistance Poison

Damage Immunities Acid

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spellcasting. The dragon is a 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): *dancing lights, fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *find familiar, magic missile, shield, silent image*

2nd level (3 slots): *arcane lock, enlarge/reduce, knock*

3rd level (3 slots): *counterspell, dispel magic, fireball*

4th level (2 slots): *confusion, dimension door*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending

the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Caustic Breath. The dragon exhales a stream of caustic acid in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (13d6) acid damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a human form or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). They always appear as human females, and each song dragon has a unique human form that it assumes each time it changes shape. In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as its senses, innate spellcasting, and this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Sudden Spell. The dragon casts a spell.

YOUNG STEEL DRAGON

Large dragon, lawful good or lawful neutral

Armor Class 15 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	18 (+4)	18 (+4)	16 (+3)

Saving Throws DEX +3, CON +6, WIS +7, CHA +6

Skills History +7, Perception +7, Persuasion +7

Damage Resistance Poison

Damage Immunities Acid

Condition Immunities Poisoned

Senses Blindsight 30 ft., Darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 6 (2,300 XP)

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Spellcasting. The dragon is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared.

Cantrips (at will): dancing lights, fire bolt, light, mage hand, prestidigitation

1st level (4 slots): *find familiar, magic missile, shield, silent image*

2nd level (3 slots): *arcane lock, enlarge/reduce, knock*

3rd level (3 slots): *counterspell, dispel magic, fireball*

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Caustic Breath. The dragon exhales a stream of caustic acid in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) acid damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

STEEL DRAGON WYRMLING

Medium dragon, lawful good or lawful neutral

Armor Class 14 (natural armor)

Hit Points 126 (3d8 + 60)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	16 (+3)	16 (+3)	14 (+2)

Saving Throws DEX +2, CON +3, WIS +5, CHA +4

Skills History +5, Perception +5, Persuasion +5

Damage Resistance Poison

Damage Immunities Acid

Condition Immunities Poisoned

Senses Blindsight 10 ft., Darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 1 (200 XP)

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Caustic Breath. The dragon exhales a stream of caustic acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GLATISANT

A strange feline creature with a long neck and powerful, muscular body, the glatisant is most well-known for its strange barking growl which is said to sound like “thirty hounds yelping”. Glatisants are exceptionally rare, though rumors persist that a mated pair of the beasts live deep within the Hul-lack Forest, along with their offspring.

The glatisant’s head is vaguely serpentine, with long venomous fangs. It can strike quickly and without warning, though it does so only when it and its young are threatened and unable to escape. It is generally content to be left alone, though some have said that it seems to almost enjoy being chased.

Young glatisant are roughly the size of a fox with beautiful, silky white coats. As they grow older, their coats darken to a coppery-yellow with black spots. Glatisants are highly in demand among poachers, though they are swift, hard to track, and quite difficult to kill.

The glatisant is said to be a harbinger of upheaval and change, and as such the appearance of such a beast is often seen as an ill omen by the nobility.

GLATISANT

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	14 (+2)	18 (+4)	14 (+2)

Skills Perception +8, Stealth +8

Condition Immunities Paralyzed, Restrained

Senses Darkvision 120 ft., passive Perception 18

Languages -

Challenge 9 (5,000 XP)

Hard to Catch. The glatisant is unaffected by difficult terrain, and spells and other magical effects can not reduce its speed. The glatisant can spend 5 feet of movement to escape from nonmagical restraints, such as manacles or a creature that has it grappled.

Trampling Charge. If the glatisant moves at least 20 feet straight toward a creature and then hits with a hooves attack on the same turn, that creature must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the glatisant can make one hooves attack against it as a bonus action.

ACTIONS

Multiattack. The glatisant makes three attacks: one with its bite and two with its hooves.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a creature, it must make a DC 16 Constitution saving throw. If the creature fails, it takes 13 (3d8) poison damage and is poisoned for 1 minute. The poisoned target is stunned, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Hooves. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) bludgeoning damage.

GRELL

Grell are sightless, tentacled horrors that resemble floating brains with powerful, razor sharp beaks similar to that of an eagle. They are typically gray with a pink or purple tint, and their skin is resilient and leathery.

They typically live underground, as they detest the sunlight, but the dark overgrown Vast Swamp provides a perfect hunting ground for several large nests of the creatures.

Grell do not have eyes and instead perceive the world through a combination of keen hearing and the ability to sense electrical auras.

The grell language combines auditory sounds with subtle electrical pulses that are imperceptible to most creatures.

GRELL HATCHLING

Tiny aberration, neutral evil

Armor Class 12

Hit Points 15 (6d4)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	2 (-4)	11 (+0)	7 (-2)

Skills Perception +2, Stealth +4

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 30 ft. (blind beyond this radius), passive Perception 12

Languages Grell

Challenge 1/2 (100 XP)

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (1d8 + 2) piercing damage, and the target must succeed on a DC 9 Constitution saving throw or be poisoned until the end of its next turn.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GRELL HATCHLINGS AND JUVENILES

Grell are born from eggs, typically hatched in small, dark caverns. When they hatch, grell are about the size of a small cat and they exist for years as small vermin, feeding on rats, insects, and reptiles.

They gain self awareness after about five years, and reach full size at ten years of age. During this intermediate age, grell juveniles are often expelled from their colonies before they can become a threat to their parents. Many never return.

GRELL JUVENILE

Small aberration, neutral evil

Armor Class 12

Hit Points 28 (8d6)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+0)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Grell

Challenge 1 (200 XP)

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 15 (1d10 + 2) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

GRELL PATRIARCH

Grell are born genderless. Upon reaching adulthood, a grell can choose to become male. Male grell mate about every ten years by choosing a genderless grell who, temporarily, develops female characteristics to lay and fertilize a dozen or so eggs. After mating, the female reverts to her genderless status but the male retains its gender.

Only older, larger, and more powerful grell typically choose to become males, and a male that is the head of a large grell colony is often referred to as a 'patriarch'. Patriarchs are older, larger, and more powerful than typical grell and manifest powerful psionic abilities.

Patriarchs have the ability to forcibly tear through the minds of their victims. Where most grell are content to simply consume whatever comes across their path, patriarchs are wily enough to sift through a victim's memories and follow them back to larger populations of vulnerable humans.

GRELL PATRIARCH

Large aberration, neutral evil

Armor Class 14 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	18 (+4)	11 (+0)	11 (+0)

Saving Throws CON +6, INT +8, WIS +4

Skills Perception +4, Stealth +6

Damage Immunities Lightning

Condition Immunities Blinded, Prone

Senses Blindsight 120 ft. (blind beyond this radius), passive Perception 14

Languages Grell, Undercommon (can't speak), telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). The grell patriarch's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At-will: *detect thoughts*, *message*

3/day each: *confusion*, *dominate monster*

1/day each: *eyebite*, *feeblemind*, *mass suggestion*

ACTIONS

Multiattack. The grell makes three attacks: two with its tentacles and one with its beak.

Tentacles. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 20 (3d10 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 18). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Mind Probe. *Melee Spell Attack:* +8 to hit, reach 5 ft., one paralyzed target grappled by the grell. *Hit:* 30 (5d12 + 4) psychic damage, and the target's Intelligence score is reduced by 1d4. If the target's Intelligence score is reduced to 0 it is unconscious until it recovers at least one point of Intelligence.

GRIFFON

Griffons were once common within the Eastern Stormhorns, particularly the long stretch that runs along the Stonelands. The army of Cormyr hunted the great beasts nearly to extinction centuries ago, but two specific sub-species of griffon remain somewhat common in the Stormhorns and surrounding environs and a third, the rimefire griffon, is an exceptionally rare type of griffon found in the Thunder Peaks.

ALKE

Alke are a variety of wingless griffon, no larger than a mastiff or other large dog, that is found in the low hills of the Stonelands. From a distance, they are

ALKE

Medium monstrosity, unaligned

Armor Class 13

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages -

Challenge 1 (200 XP)

Keen Sight. The alke has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the alke moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature must make a DC 13 Strength saving throw or be knocked prone. If the target is prone, the alke can make an attack with its beak against it as a bonus action.

ACTIONS

Multiattack. The alke makes two claw attacks.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

often mistaken for juvenile griffons and only the lack of wings truly distinguishes them. Alke have long necks and a downy coat that ranges from tan or brown to pure, spotless white. Some of the Stoneland tribes have managed to partially domesticate alkes, and though they make terrible pets there is still great demand for the creatures, particularly among the citizens of Halfhap and Hillmarch.

KEYTHONG

Large monstrosity, unaligned

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+1)	14 (+2)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages -

Challenge 2 (450 XP)

Keen Sight. The keythong has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the keythong moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature must make a DC 13 Strength saving throw or be knocked prone. If the target is prone, the keythong can make a bite attack against it as a bonus action.

Venomous Spines. A creature that touches the keythong or hits it with a melee attack must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) piercing damage and 4 (1d8) poison damage.

ACTIONS

Multiattack. The keythong makes two claw attacks.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

KEYTHONG

Thought to be closely related to the alke, keythongs are a large wingless griffon. They are the size of a large horse, with sharp, venomous spines that protrude from above their shoulders where the wings of a griffon would be. Keythong tend to be dark gray or chestnut brown in color and often have spotted or brindled coats. It is rumored that the bite of a keythong is among the most powerful in the griffon family, though few are unfortunate enough to be able to make a direct first-hand comparison.

Keythong have been hunted to extinction in all but the most remote corners of the Stormhorn mountains and some parts of western Faerûn, as their feathers, blood, and claws are in high demand as magical components. It is rumored that a mage outside of Redspring has managed to acquire a pair of keythong, though his attempts to breed them in captivity have, apparently, been quite unsuccessful.

RIMEFIRE GRIFFON

These griffons are exceedingly rare, and their origins are largely a mystery. They appear as pure white griffons with thick downy coats, though their most notable feature is a large horn-like extension of their beak that rises up above their head like the fin of a shark. Some speculate that these creatures originate on the plane of Elemental Air, while others claim that they are the result of magical experimentation. Whatever the truth may be, these enormous griffons are infused with a magical connection to extreme cold and are exceptionally dangerous.

In addition to their unnatural mastery of the cold, these griffons possess a keen intellect, capable of laying complicated ambushes and misdirection.

A solitary rimefire griffon is known to live high among the northern Thunder Peaks, hunting along the narrow pass that leads to Semberholme. Some speculate that the griffon is part of a mated pair, though if this is true none have ever seen he and his mate together.

RIMEFIRE GRIFFON

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+1)	18 (+4)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +5

Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 12 (8,400 XP)

Legendary Resistance (3/day). If the griffon fails a saving throw, it can choose to succeed instead.

Flyby. The griffon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the griffon moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature must make a DC 18 Strength saving throw or be knocked prone. If the target is prone, the griffon can make a bite attack against it as a bonus action.

Magical Weapons. The griffon's weapon attacks are magical.

ACTIONS

Multiattack. The griffon makes three attacks: one with its beak and two with its claws.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

LEGENDARY ACTIONS

The griffon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The griffon regains spent legendary actions at the start of its turn.

Detect. The griffon makes a Wisdom (Perception) check.

Claw Attack. The griffon makes a claw attack.

Wing Attack. The griffon beats its wings. Each creature within 10 feet of it must succeed on a DC 18 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The griffon may then fly up to its flying speed.

HIERACOSPHINX

Hieracosphinx have the head of a falcon, the tawny body of a lion, and great falcon wings. Sometimes mistaken for griffons, the hieracosphinx is actually a cold-hearted and evil variation of the sphinx. This type of sphinx is always male, and spends much of its time seeking for a gynosphinx with whom to mate. For their part, gynosphinx almost universally detest these abhorrent creatures and do their best to avoid them.

These vicious, winged predators dwell along the northern edge of the Storm Horn Mountains and hunt within the Goblin Marches, where they feed on goblins, kobolds, and orcs. They are typically solitary creatures, but occasionally form large packs and fly into the Anauroch desert to seek battle with androsphinxes. Zhentarim mages seek out these beasts to serve as mounts, though such overtures are often met with violence from the disagreeable hieracosphinx.

The one group who has managed to negotiate lasting peace with the hieracosphinx are orogs, particularly those who worship the god Ilneval. The orc god of strategy and war favors the hieracosphinx, and orc clerics of Ilneval shower the creatures with attention and devotion sufficient to please the taciturn and savage sphinxes.

HIERACOSPHINX

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+1)	16 (+3)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +4

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Frightened

Senses darkvision 60 ft., passive Perception 14

Languages -

Challenge 6 (2,350 XP)

Keen Sight. The hieracosphinx has advantage on Wisdom (Perception) checks that rely on sight.

Flyby. The hieracosphinx doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Weapons. The sphinx's weapon attacks are magical.

Pounce. If the hieracosphinx moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that creature must make a DC 13 Strength saving throw or be knocked prone. If the target is prone, the hieracosphinx can make a claw attack against it as a bonus action.

ACTIONS

Multiattack. The hieracosphinx makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

LIZARDFOLK

These semi-aquatic, scaled humanoids are among the most populous races in Cormyr, after humans, due to large tribes in both the Farsea and Vast Swamp. The history of interactions between Cormyr and the lizardfolk tribes is one of constant struggles and border skirmishes. Through a common enemy among the Sharran cultists, Cormyr established a lasting peace with one tribe of lizardfolk, the Sharptooth tribe, and has established clear territorial lines.

The Sharptooth tribe is a fairly large tribe which combines the remnants of several smaller tribes, including the Blackscale and Poison Dusk, under the leadership of the Sharptooth chieftain. This arrangement has proven beneficial to all involved, allowing for greater specialization and cooperation, and opening the door to trade with Cormyrean adventurers and merchants. The Sharptooth tribe worships Semuanya, the lizardfolk god of survival and propagation, and Essylliss, a nearly forgotten progenitor god of the lizardfolk. Their religious practices are focused entirely on the survival and growth of their tribe, and they have seen the relationship with Cormyr as a vital part of that goal.

The recent peace with the Sharptooth tribe has ushered in a new understanding of Cormyr's strange and often inscrutable neighbors, leading to an increase in the number of lizardfolk who make their way into the civilized center of Cormyr to seek work as exotic bodyguards or mercenaries.

This peaceful attitude has had limited success in the marshes and swamps of the Farsea, where a number of lizardfolk are in service to the black dragon Skurge and others are worshipers of the evil demon lord of the lizardfolk, Sess'innek. Still, tensions have been broken and several smaller tribes of lizardfolk in the Farsea have become frequent trading partners with the marsh drovers, who have developed a secret call and response to identify friendly lizardfolk tribes.

BLACKSCALE

The Blackscale are a tribe of lizardfolk who dwell in the Vast Swamp and joined with the Sharptooth tribe in opposition to the Sharran cultists and the Shadowscale tribe.

Blackscalers are much larger and more physically imposing than most other lizardfolk tribes, standing 8 feet tall and weighing up to 500 pounds, making them just a bit smaller than an ogre. The face of a blackscale is short and blunt, with sunken eyes, flat nostrils, and a large leathery crest that runs from the top of its head down its neck and to the middle

BLACKSCALE LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	6 (-2)	12 (+1)	6 (-2)

Skills Athletics +6, Perception +3, Survival +5

Damage Resistances Acid

Senses darkvision 30 ft., passive Perception 13

Languages Draconic

Challenge 3 (700 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Brute. A melee weapon deals one extra die of its damage when the lizardfolk hits with it (included in the attack).

Long Limbed. When the lizardfolk makes a melee attack on its turn, its reach is 5 feet greater than normal.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks: one with its greatclub and one with its bite.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or 10 ft. on its turn, one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

of its back. Some have speculated, largely due to their coloration, resistance to acid, and proximity to black dragon hunting grounds, that the Blackscale tribe is descended from a group of half-dragon lizardfolk, though this remains unconfirmed.

The Blackscale tribe had a proud warrior tradition, focused on hunting the most dangerous prey they could find. They could be quite aggressive, but were also known to spare humans who they considered to weak to be a challenge, particularly if they weren't currently hungry.

LIZARDFOLK HUNT LEADER

Medium humanoid (lizardfolk), neutral

Armor Class 17 (natural armor, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +3, Stealth +2, Survival +5

Senses passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Pack Leader. The lizardfolk's allies have advantage on attack rolls against a creature if the lizardfolk is within 5 feet of the creature and not incapacitated.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6+ 2) piercing damage or 6 (1d8+2) piercing damage if wielded two-handed.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

REACTIONS

Hunt Leader. Whenever an ally that the hunt leader can see within 30 feet of it makes an attack roll, the hunt leader can use its reaction to grant it advantage on the attack.

LIZARDFOLK HUNT LEADER

Lizardfolk society revolves around survival, and capable hunters are often seen as valuable members of the tribe. Hunt leaders are given much respect, and they serve a number of important roles within a tribe: teaching young lizardfolk to hunt, bringing back food when times are lean, and leading in the defense of the village as needed. Hunt leaders are also trusted to conduct business on behalf of the tribe, negotiating with any adventurers, merchants, or other travelers that may be present within the tribe's hunting ground.

The position of hunt leader, like all matters in lizardfolk society, is based on immediate need. A hunter who fails to bring back food from a hunt loses respect and status, to be replaced by another capable hunter. Thus, an otherwise capable hunter may be a pariah one week and a hero the next, all subject to luck and the availability of prey.

LIZARDFOLK CHIEFTAIN

Lizardfolk tribes are strictly utilitarian, with whoever provides the most value at a specific moment in time becoming the leader of the tribe. In most cases, this is the most fearsome warrior, though on occasion a skilled negotiator or sagacious shaman (relatively speaking, of course) assumes leadership.

The most important quality for a chieftain is respect. Without the respect of the tribe, the chieftain has little real power. This is an unspoken truth, and while it results in some chieftains leaving their tribes in a self-imposed exile, it also prevents the role of a respected chieftain from being challenged by an upstart rival. The transfer of power within a lizardfolk tribe is thus less violent than most suppose at first blush.

The chieftain of the Sharptooth tribe is Keshala. He has been chieftain since the death of his father, the former chieftain of the Sharptooth tribe. Unlike his father, who was physically weak but exceptionally wise, Keshala is a strong and respected warrior who leans on the counsel of his shamans to guide him.

LIZARDFOLK CHIEFTAIN

Medium humanoid (lizardfolk), neutral

Armor Class 17 (natural armor, shield)

Hit Points 105 (14d8 + 42)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+3)	12 (+1)	16 (+3)	10 (+0)

Skills Perception +6, Stealth +5, Survival +6

Senses passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Pack Leader. The lizardfolk's allies have advantage on attack rolls against a creature if the lizardfolk is within 5 feet of the creature and not incapacitated.

ACTIONS

Multiattack. The lizardfolk makes three melee attacks.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8+3) piercing damage if wielded two-handed.

Spiked Shield. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Leadership (Recharges after a Short or Long Rest).

For 1 minute, the lizardfolk can utter a special command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the lizardfolk. A creature can benefit from only one Leadership die at a time. This effect ends if the lizardfolk is incapacitated.

LIZARD KING

Lizard kings and lizard queens are demon-blooded lizardfolk devoted to the demon lord Sess'innek. They are violent, chaotic, and ruthless, ruling over their tribes like petty tyrants. Lizardfolk tribes ruled by lizard kings are often more organized and technologically advanced, living in permanent stone houses

AT THE TABLE LIZARDFOLK DEITIES

Lizardfolk typically worship Semuanya, a distant and uncaring god primarily concerned with his own survival. Such shamans are rarely in leadership positions within the tribe and are often as aloof and reclusive as the god they venerate. However, there are two other deities worshiped by lizardfolk, and the character of these gods often greatly impacts the character of the tribes that worship them.

Essylliss: Once an aspect of the World Serpent created to remind the lizardfolk of their origin and true nature, Essylliss is the god of lizardfolk. He is pragmatic and focused, and has domain over swamps and all creatures that dwell there. Tribes where the worship of Essylliss is common, such as the Sharp-tooth tribe, are often more pragmatic and open to cooperation with other races. Their shamans often occupy important advisory roles within the tribe.

Sess'innek: A tanar'ri lord worshiped by evil lizardfolk, Sess'innek is a violent god of conquest and destruction. His worshipers kill and devour their rivals and enemies without remorse. Tribes dedicated to Sess'innek are, without exception, chaotic evil and are typically dominated by a lizard king and his shamans. Shamans of Sess'innek prepare a different set of spells relating to their god's dominion over chaos, darkness, destruction, tyranny, and war, which are as follows:

Cantrips (at will): *acid splash, chill touch, thorn whip*
1st level (4 slots): *arms of Hadar, command*
2nd level (3 slots): *blindness/deafness, shatter*
3rd level (3 slots): *bestow curse, hunger of Hadar*

and making use of steel weapons.

Lizard kings are superficially similar to other lizardfolk, though they are typically larger with stunted wings, sharp spines, large fangs, glowing red eyes, and similar features that betray their demonic heritage.

LIZARD KING OF SESS'INNEK

Medium fiend (lizardfolk), chaotic evil

Armor Class 19 (natural armor, shield)

Hit Points 90 (12d8 + 36)

Speed 30 ft., swim 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	13 (+1)	10 (+0)	12 (+1)

Saving Throws STR +7, CON +6, WIS +3

Skills Athletics +7, Deception +4, Intimidation +4, Perception +3

Damage Resistances Acid, Cold, Fire, Lightning; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Draconic

Challenge 5 (1,800 XP)

Hold Breath. The lizard king can hold its breath for 15 minutes.

Magic Resistance. The lizard king has advantage on saving throws against spells and other magical effects.

Brute. A melee weapon deals one extra die of its damage when the lizard king hits with it (included in the attack).

Rampage. When it reduces a creature to 0 hit points with a melee attack on its turn, the lizard king can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The lizard king makes three melee attacks: two with its longsword and one with its bite.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

POISON DUSK

The Poison Dusk tribe of lizardfolk lived in the eastern reaches of the Vast Swamp and, like the Blackscale tribe, joined with the Sharptooths to defend against the influence of Sharran cultists in their territory.

Poison dusk lizardfolk are smaller than most other tribes, standing only about 4 feet tall and weighing about 50 pounds. They are lean and wiry, with large eyes and a leathery crest running along their heads. The scales of the poison dusk lizardfolk had a unique ability to shift in color to match their surroundings, though their coloration would also shift in relation to their mood.

To compensate for their small stature, the poison dusk tribe has a long tradition in the use of a wide variety of poisons, bolas, nets, and other weapons to debilitate their foes.

SHADOWSCALE

Nearly eradicated by the Sharptooth lizardfolk and their allies, the shadow worshiping Shadowscale remain a persistent threat in the Vast Swamp. These undead, shadowslain lizardfolk combine the vicious hunting instincts of the lizardfolk with strange powers drawn forth from the Shadowfell.

After the defeat of their leader, the black shadow dragon known as Despayr, the remaining members of the Shadowscale tribe scattered throughout the Vast Swamp, where they feed on goblins, other lizardfolk, and the occasional adventurer. Those that remain have grown quite powerful in the intervening years and have also grown increasingly mad and aggressive. Rumors persist that a new cult of Shar is organizing somewhere deep within the Vast Swamp and gathering these lost minions to their banner. Whether this is true or not remains to be seen.

POISON DUSK LIZARDFOLK

Small humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 27 (5d6 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +2, Perception +4, Stealth +5, Survival +4

Senses darkvision 30 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Adaptive Camouflage. The lizardfolk has advantage on Dexterity (Stealth) checks.

ACTIONS

Multiattack. The lizardfolk makes two attacks, only one of which may be with its bolas.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+ 3) piercing damage and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 5 (2d4) poison damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* A Large or smaller creature is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas.

SHADOWSCALE LIZARDFOLK

Medium undead (lizardfolk), neutral evil

Armor Class 17 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Saving Throws CON +4

Skills Stealth +5

Damage Vulnerabilities Radiant

Damage Resistances Acid, Fire, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Gloom. Non-magical bright light within 10 feet of the shadowscale becomes dim light and non-magical dim light becomes darkness.

Light Sensitivity. While in bright light, the shadowscale has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The lizard king has advantage on saving throws against spells and other magical effects.

Incorporeal Movement. The shadowscale can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The lizardfolk makes three attacks: two with its claws and one with its bite.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+ 3) psychic damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

PLAYING AS A LIZARDFOLK

An campaign set in Cormyr gives players an excellent opportunity to play as a lizardfolk adventurer. *Volo's Guide to Monsters* has information on playing a lizardfolk character, including a lot of background information beyond what we had the space to provide here.

If you wish to play as either a Blackscale or Poison Dusk lizardfolk, use the following rules.

LIZARDFOLK TRAITS

All lizardfolk share the following traits:

Ability Score Increase. Your Constitution score increases by 2.

Speed. Your base walking speed is 30 feet, and you have a swimming speed is 30 feet.

Hold Breath. You can hold your breath for up to 15 minutes at a time.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Languages. You can speak, read, and write Common and Draconic.

Subrace. Two subraces of lizardfolk are presented below: blackscale lizardfolk and poison dusk lizardfolk. Choose one of them for your character.

BLACKSCALE LIZARDFOLK

Ability Score Increase. Your Strength score increases by 1.

Size. Blackscale lizardfolk are between 8 and 9 feet tall and weigh between 300 and 500 pounds. Your size is Medium, though just barely.

Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the

weight you can push, drag, or lift.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Long-Limbed. When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Acid Resistance. You have resistance to acid damage.

POISON DUSK LIZARDFOLK

Ability Score Increase. Your Dexterity score increases by 1.

Size. Poison dusk lizardfolk are between 3 and 4 feet tall and weigh about 50 pounds. Your size is Small.

Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your fanged maw is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Adaptive Camouflage. You have advantage on Dexterity (Stealth) checks.

Natural Poisons. You gain proficiency with the poisoner's kit. During a short rest, you can craft a single dose of poison using your poisoner's kit and whatever plants, animal remains, and other ingredients happen to be available. Choose one weapon that does slashing or piercing damage or up to three pieces of ammunition to apply the poison to. The poison retains its potency for 1 hour before drying. A creature struck by the weapon must make a Constitution saving throw with a DC equal to 8 + your Proficiency Bonus + your Wisdom modifier. A creature that fails this saving throw takes an additional 1d4 damage. This damage increases to 2d4 at level 10.

MALAUGRYM

Malaugrym are sinister creatures bent on the domination and consumption of all life. Despite their grotesque appearance, the malaugrym aren't alien creatures, but are in fact transformed humans. They are descendants of the wizard Malaug, the first being to cross from Toril into the Plane of Shadow. There he was corrupted, his physical form twisted into a strange three-eyed, orb-shaped creature that had the ability to take on the form of nearly any other creature it encountered. His descendants share his unusual appearance and abilities, as well as his obsession with esoteric lore: malaugrym are constantly in search of magical secrets of all kinds, and keep extensive libraries of magical tomes and collections of magic items.

In its natural form, the malaugrym vaguely resembles a beholder: a fleshy sphere approximately 3 feet in diameter with a large beak and three large eyes. It has three long tentacles tipped with hooked claws, and moves about using a form of magical levitation. Their ability to change their shape is nearly unrivaled, as they can not only perfectly imitate any creature that they have seen but also combine aspects of multiple creatures.

They can consume nearly any form of organic matter, though individual malaugrym tend to have particular tastes, often for rare or expensive foodstuffs. Many malaugrym prefer the taste of intelligent humanoids, and some are even so particular that they favor specific types of humanoids.

MALAUGRYM

Medium fiend (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	16 (+3)	13 (+1)	14 (+2)

Saving Throws CON +4

Skills Deception +5, Insight +4, Perception +4

Damage Vulnerabilities Radiant; Bludgeoning, Piercing, and Slashing Attacks that are Silvered

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Malaugrym

Challenge 5 (1,800 XP)

Magic Resistance. The malaugrym has advantage on saving throws against spells and other magical effects.

ACTIONS

Tentacle Hooks. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage and 7 (2d6) necrotic damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Master Shapechanger. The malaugrym can use its action to polymorph into any creature whose challenge rating is equal to or less than its own or back into its true form. When it adopts a new form, the malaugrym's game statistics, except for its mental ability scores, are replaced by the statistics of the new form. It retains its alignment, personality, actions, and damage vulnerabilities. The malaugrym assumes the hit points of its new form, and when it reverts to its normal form, the malaugrym returns to the number of hit points it had before being transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its natural form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, it isn't knocked unconscious. Any equipment it is wearing or carrying isn't transformed.

NAGA, WATER

Water naga protect hidden treasures buried beneath oceans, seas, lakes, and rivers. Like all naga, the water naga has a serpentine body with an expressive, almost humanoid face. They are about ten feet long, and covered in closely spaced blue-green scales, and have a row of fiery red spines along their backs that stand on edge when the naga is excited or agitated.

Water naga are typically bad-tempered and mischievous, and resent intrusions into the realms they are charged with protecting. They avoid violence when possible, instead lurking ominously in the dark waters and warning intruders that they have entered a protected territory. If the intruder is foolish enough to ignore the naga's warning, it will attack using magic to drive them off.

WATER NAGA

Large monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 77 (8d10 + 32)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	10 (+0)	17 (+3)	15 (+2)

Saving Throws CON +7

Skills Insight +6, Intimidation +5, Perception +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common

Challenge 7 (1,800 XP)

Spellcasting. The naga is a 7th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks), and it needs only verbal components to cast its spells. It knows the following sorcerer spells:

Cantrips (at will): *acid splash, create or destroy water, detect magic, mage hand, poison spray*

1st level (4 slots): *magic missile, shield, sleep*

2nd level (3 slots): *Melf's acid arrow, suggestion*

3rd level (3 slots): *counterspell, sleet storm*

4th level (1 slot): *control water*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned, the creature's speed is reduced by half. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SHADES

Servants of Shar, whether Shadovar or simple Sharran cultists, often summon a variety of shadow creatures to serve as scouts and assassins.

SHADOW MOTE

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 3 (1d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common

Challenge 1/4 (25 XP)

Amorphous. The shadow can move through space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Dark Tentacle. *Ranged Spell Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 1 psychic damage and if the target is a creature they must make a DC 9 Constitution saving throw. On a failure they are blind until the end of their next turn.

SHADOW GUARDIAN

Large undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (-3)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	5 (-3)

Damage Vulnerabilities Radiant

Damage Resistances Acid, Cold, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Amorphous. The shadow can move through space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the shadow can take the Hide action as a bonus action.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Shadow Talons. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) psychic damage and if the target is a creature they must make a DC 13 Constitution saving throw. On a failure they are paralyzed until the end of their next turn.

REACTIONS

Intercept Attack. If a creature within 5 feet of the shadow is hit by an attack roll, the shadow may use its reaction to grant that creature a +5 bonus to their AC, potentially causing it to miss. To use this ability, the shadow must be able to see both the creature and its attacker.

VINE HORRORS

These wild, aggressive plant creatures are fierce and deadly, particularly for those travelers who do not suspect that the ordinary looking tangle of vines is, in fact, a hungry predator.

VINE HORROR

Medium plant, unaligned

Armor Class 15 (natural armor)

Hit Points 19 (3d8+6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	13 (+1)	2 (-4)

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsense 60 ft. (blind beyond this range), passive Perception 11

Languages -

Challenge 1 (200 XP)

False Appearance. While the horror remains motionless, it is indistinguishable from a normal tangle of vines.

Spider Climb. The vine horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Mass of Vines. The vine horror can grapple up to 3 creatures.

ACTIONS

Multiattack. The vine horror makes two melee attacks with its vines or two ranged attacks with its thorns.

Vines. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage and the target must make a DC 12 Strength saving throw or be grappled by the horror.

Thorns. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 1 piercing damage and 5 (1d4+3) poison damage.

Constrict. Each creature grappled by the horror takes 9 (1d12+3) bludgeoning damage.

VINE HORROR SPELLDRINKER

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	17 (+3)	2 (-4)

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsense 60 ft. (blind beyond this range), passive Perception 13

Languages -

Challenge 8 (3,900 XP)

False Appearance. While the horror remains motionless, it is indistinguishable from a normal tangle of vines.

Spider Climb. The vine horror can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Magic Resistance. The vine horror has advantage on saving throws against spells and other magical effects.

Mass of Vines. The vine horror can grapple up to 10 creatures.

ACTIONS

Multiattack. The vine horror makes two melee attacks with its vines or three ranged attacks with its thorns.

Vines. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage and the target must make a DC 14 Strength saving throw or be grappled by the horror.

Thorns. *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one target. *Hit:* 4 piercing damage and 5 (2d4) poison damage.

Constrict. Each creature grappled by the horror takes 17 (2d12+4) bludgeoning damage.

Spell Siphon (Recharge 5-6). Each creature grappled by the horror must make a DC 14 Intelligence saving throw. On a failed save, the target takes 15 (6d4) psychic damage and if the creature is capable of casting spells it loses its highest level spell slot. The horror regains 1d4 hit points for each spell level drained in this manner. On a successful save, the target takes half as much damage and suffers no further effects.

WEMIC

Leonine creatures with the upper body of a humanoid and the lower body of a lion, wemics are enemies to the goblins and orcs of the Goblin Marches. They live in a nomadic society with a material culture that is far more primitive than Cormyrean civilization. Wemics are not unintelligent, however, and are expert craftsmen in the use of the materials available within the Marches and readily adapt to the steel weapons and other technology of other races.

Larger and stronger than humans, wemic are exceptionally athletic and capable of making great running leaps. Wemic have sharp eyesight and exceptional hearing, making them excellent trackers and hunters.

They are nomadic, rarely staying in one place for long so as to avoid conflict with larger goblin warbands, and are constantly on the hunt. In a typical tribe, females outnumber the males by three-to-one. Females typically did the hunting and scouting, while males tended to cubs and defended their territory. Cubs stay with the pride until their fifth year, when they would begin hunting with the women of the pride. Once they brought back their first kill, the wemic would be considered an adult and would be expected to adhere to their traditional role. However, many younger wemic leave their pride after making their first kill to serve as mercenaries or guides, allowing them to acquire finely crafted weapons and shields so that they may return to the Marches and start a pride of their own.

Despite being primarily meat-eaters, wemics stew roots, wild berries, and edible grasses with their kills to help supplement their diets. In times of great upheaval, wemic prides gather together and form a single nation, and a single high chief is selected from among the chiefs of each tribe. Such a gathering occurs only in the most dire of circumstances, such as the formation of a united goblinoid army.

WEMIC

Medium monstrosity, neutral

Armor Class 14 (hide armor)

Hit Points 75 (10d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	4 (+2)	16 (+3)	10 (+0)	14 (+1)	10 (+0)

Skills Athletics +6, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Wemic

Challenge 3 (700 XP)

Brute. A melee weapon deals one extra die of its damage when the wemic hits with it (included in the attack).

Keen Sight. The wemic has advantage on Wisdom (Perception) checks that rely on sight.

Pounce. If the wemic moves at least 20 feet straight toward a creature and then hits it with a melee weapon attack on the same turn, that creature must make a DC 14 Strength saving throw or be knocked prone. If the target is prone, the wemic can make an attack with its claws against it as a bonus action.

ACTIONS

Multiattack. The wemic makes three melee attacks: one with its spear and two with its claws.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage or 8 (1d8 + 4) piercing damage if thrown.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

PLAYING AS A WEMIC

Wemic make for a valuable addition to any adventuring party, and their unique culture and outlook provide ample opportunities for interesting roleplaying.

WEMIC TRAITS

All wemic share the following traits:

Ability Score Increase. Your Strength score increases by 2 and your Constitution score increases by 1.

Age. Wemic have lifespans that are a bit shorter than humans, entering adulthood at just 5 years old and usually living about 50 years.

Alignment. The primary concern of wemic society is survival. They maintain structures, but only as much as is necessary to organize for their own defense. As a whole, they are neutral though some wemic, particularly those who worship the lion god Nobanion, feel a pull towards lawful good.

Size. Wemic stand about 7 feet tall, with their leonine bodies standing just over 3 feet at the shoulders. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Monstrosity. Your creature type is monstrosity rather than humanoid.

Darkvision. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Cunning Artisan. As part of a short rest, you can harvest bone and hide from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 arrows.

Claws. Your sharp claws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Pounce. If you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your claws.

Languages. You can speak, read, and write Common and speak Wemic (which has no written form).

BEASTS

Cormyr is home to a diverse array of wildlife of all sizes. Some of these beasts have been domesticated by the humans who live there, while others are wild and present various degrees of danger to the people of Cormyr.

HORSES

Cormyreans are fond of horses, from the sturdy workhorses that pull their plows to the great steeds that bear their finest warriors to battle.

CORMYTE RIDING HORSE

Commonly known outside of Cormyr as the Chionthar horse, this is a popular breed of horse throughout the Heartlands. It is bred primarily in Hluthvar, Iriaebor, Arabel, Waymoot, and Harrowdale, though many claim that those bred outside of Cormyr proper are of inferior stock. It stands 16 hands (5 foot 4 inches) at the withers, and has a long neck with a dignified head and widely spaced eyes. Its coat can be bay, dark bay, chestnut, black, or gray and white markings on the face and legs are common. It is strong, swift, and easily trained making it particular popular among travelers and messengers.

Cormyte riding horses use the riding horse stat block, except that they have a movement speed of 70 ft and +2 Str. A Cormyte riding horse can be purchased from breeders in most large trade towns in the Western Heartlands for 200 gp.

CORMYREAN DESTRIER

Perhaps the finest heavy warhorse in all of Faerûn, the Cormyrean destrier was bred under the supervision of King Azoun I himself. Though it can be found throughout western Faerûn, the best ranches are found outside Arabel and Waymoot. A mature stallion stands 17 hands (5 feet 8 inches) high at the withers and can weigh upwards of 2,000 pounds. It is often bay, brown, black, or gray and has wide-set eyes and a somewhat blunt, convex nose.

Cormyrean destriers use the stat block for the

heavy warhorse, except that they have a +2 Strength and +2 Wisdom. In addition, they have the following special ability:

Battle Trained. If the destrier is frightened by an effect that allows a saving throw, it can repeat the save at the start of each of its turns.

Cormyrean destriers are hard to breed and train, and most are purchased by high ranking members of the Purple Dragons. They can be purchased for 2500 gp, though the wait is typically one month or more before one becomes available.

FARROWDALE MOUSE

The Farrowdale mouse is a variety of venomous field mouse native to the forests of Farrowdale, that can also be found within the Hullack Forest. They are odd and aggressive, pouncing on any creatures that cross their path, regardless of size. They have long, curved incisors that continually drip a milky venom deadly enough to fell an unlucky war horse.

FARROWDALE MOUSE

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Stealth +4

Senses darkvision 30 ft., passive Perception 11

Languages -

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw. On a failed save, the creature falls prone and is poisoned. While poisoned in this way, the creature is restrained. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

FOX

Foxes are common throughout the forests of Cormyr and the Dales. They are distantly related to wolves and dogs, though they have larger triangular ears, pointed, slightly upturned snouts and a long bushy tail.

Foxes are omnivores, and while they feed primarily on small rodents, they also eat birds, insects, berries, acorns, nuts, and tubers. Highly adaptable, foxes that live near farms or towns will often steal whatever refuse they can.

Fox fur is in high demand for use as trim and in coats, which has led to fox hunting becoming a profitable pursuit for many hunters. To protect their populations, hunting foxes in the King's Forest is highly regulated by the king's foresters.

FOX

Small beast, unaligned

Armor Class 13

Hit Points 3 (1d6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	2 (-4)	14 (+2)	9 (-1)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages -

Challenge 1/8 (25 XP)

Keen Smell. The fox has advantage on Wisdom (Perception) checks that rely on smell.

Spring Attack. If the fox makes a melee attack against a creature, that creature can't make opportunity attacks against the fox for the rest of its turn.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

REACTIONS

Clever Escape. When an enemy ends its turn within 5 feet of the fox, it may use its reaction to move up to half of its speed. This movement doesn't provoke opportunity attacks.

LYNX

Often used as a hunting animals and pets by wealthy Cormyreans, domesticated lynxes are more common in Cormyr than many other parts of the world partly due to the Cormyrean respect for felines. Among the smallest of the big cats, lynxes are nonetheless ferocious predators and great care must be taken in their breeding and training to ensure that they are suitable companions. Nevertheless, for those who have the coin and the courage to keep such a pet, they can make excellent pets. Unlike many other wild beasts in Cormyr, the lynx is rarely hunted and healthy populations exist across most of the realm.

LYNX

Small beast, unaligned

Armor Class 12

Hit Points 4 (1d6+1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Keen Smell. The lynx has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the lynx moves at least 20 feet straight towards a creature and then hits it with a claw attack on the same turn, that creature must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the lynx can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

OTTER

Otters are a semi-aquatic relative of the weasel and badgers that lives off of fish and invertebrates that it finds in and around the lakes, rivers, and seas where they live. Otters have long, slender bodies and relatively short limbs that end in webbed feet.

Otters live in small dens, called couches, along the shoreline. A group of otters is known as a romp, a term that came into use due to the distinctive and playful nature that these animals often display.

ROMP OF OTTERS

Medium swarm of Tiny beasts, unaligned

Armor Class 12

Hit Points 33 (6d8+6)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	11 (+0)

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Hold Breath. The swarm can hold its breath for 15 minutes.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny otter. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Teeth and Claws. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d6+2) piercing damage or 4 (1d6+1) piercing damage if the swarm has half of its hit points or fewer.

RIVER OTTER

The smallest of the common otters is the river otter which, as its name suggests, lives along the rivers of Cormyr, and is particular common along the Immerflow and Sword River, north of the Wyvernwater, and the marshes of the Tunlands. The population has declined over the years due to over hunting, but this has been less of a problem along the Immerflow, where hunters have better options if they want to collect pelts.

MARINE OTTER

Significantly larger than the river otter, the marine otter lives along the coasts of the Dragonmere, though their number has been driven almost to extinction in the areas around Westgate. Marine otters can also be distinguished from the smaller river otter by their lack of a tail. They also much more of their time in the water, often sleeping among seaweed beds while floating on their backs, and are clever enough to carry rocks around with them so that they can open tough to crack shellfish.

RIVER OTTER

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4+1)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 0 (10 XP)

Keen Smell. The otter has advantage on Wisdom (Perception) checks that rely on smell.

Hold Breath. The otter can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

GIANT OTTER

The giant otter lives along the shores of the Wyvernflow, particularly in the northern spur near the Hullack Forest. The residents of Hultail have a complicated relationship with the creatures: alternatively enjoying their playful antics and growing frustrated by the fish that so often go missing from their buckets when they are left unattended.

MARINE OTTER

Small beast, unaligned

Armor Class 12

Hit Points 9 (2d6+2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Keen Smell. The otter has advantage on Wisdom (Perception) checks that rely on smell.

Hold Breath. The otter can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

GIANT OTTER

Medium beast, unaligned

Armor Class 12

Hit Points 22 (4d6+8)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Keen Smell. The otter has advantage on Wisdom (Perception) checks that rely on smell.

Hold Breath. The otter can hold its breath for 15 minutes.

ACTIONS

Multiattack. The otter makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

SWAN

Swan are common along the shores of the Wyvern-water and nesting in the high reeds along the banks of the Thunderflow. They are long necked water-birds, and are among the largest non-magical flying birds in Faerûn. Unusually for birds, the swan has “teeth”: their bill has jagged edges that makes them perfect for catching fish.

Swans typically mate for life, making them a popular symbol in romance chapbooks and bardic poems, but the reality of swans is that they are surprisingly fierce and territorial.

SWAN

Small beast, unaligned

Armor Class 12

Hit Points 9 (2d6+2)

Speed 30 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Pack Tactics. The swan has advantage on an attack roll if at least one of the swan’s allies is within 5 feet of the creature and the ally isn’t incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

THIMDOR

Thimdors are a type of small, broad-shouldered, splay-footed oxen with bald, reptilian-looking heads. They are short and stupid but very strong. They are used as draft animals by poorer craftworkers, and are also bred for their rich, marbled meat.

Thimdors also provide a valuable service for merchants traveling upstream along the rivers of Cormyr: dragging barges through areas of rough water. The narrow trails along the banks of Cormyrean rivers are often called “Thimdor paths” for just this reason.

THIMDOR

Medium beast, unaligned

Armor Class 10

Hit Points 25 (3d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	2 (-4)	8 (-1)	3 (-4)

Senses passive Perception 9

Languages -

Challenge 1 (100 XP)

Keen Smell. The thimdor has advantage on Wisdom (Perception) checks that rely on smell.

Trampling Charge. If the thimdor moves at least 20 feet straight towards a target and then hits it with a slam attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the thimdor can make one stomp attack against it as a bonus action.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) slashing damage.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature. *Hit:* 14 (2d8+5) slashing damage.

TRESSYM

Tressym are a magical beast that resembles a small winged housecat. They originated in northern Cormyr, in the fields and forests north of Eveningstar, where they are seen as signs of good fortune. While they have been domesticated and can be found all across the Sword Coast, they are still most abundant in Cormyr where they are left largely feral and allowed to roam the streets of town to keep rodent populations down.

The tressym's most notable feature is its wings, which are formed like a bat's with thin membranes stretched between elongated hollow bones. Unlike a bat, however, these membranes are covered in long feathers. The coat of the tressym is fluffy and vary in color and length. Most are short-haired with

black, gray, or tabby fur.

Modern domesticated tressym have feline faces, but an older and larger breed, known as the alpine tressym, has a wider, round face with a blunt muzzle and large eyes that vaguely resemble those of an owl. Wild tressym also feature more exotic fur and feather patterns, including the brilliant blue and green royal tressym of the King's Forest.

The statblock for domesticated tressym found throughout the Sword Coast can be found in *Storm King's Thunder*. The tressym presented here represent the more wild variety found in Cormyr.

ALPINE TRESSYM

Small beast, unaligned

Armor Class 13

Hit Points 18 (4d6+4)

Speed 30 ft., climb 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	12 (+1)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +5

Damage Immunities Poison

Condition Immunities Poison

Senses Darkvision 120 ft., passive Perception 16

Languages Common (understands, but can't speak)

Challenge 1/2 (100 XP)

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

Keen Sight and Smell. The tressym has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The tressym makes two attacks with its claws.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

ROYAL TRESSYM

Tiny beast, unaligned

Armor Class 12

Hit Points 9 (2d6+2)

Speed 30 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5, Stealth +6

Damage Immunities Poison

Condition Immunities Poison

Senses Darkvision 60 ft., passive Perception 15

Languages Common (understands, but can't speak)

Challenge 1/4 (50 XP)

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

Keen Smell. The tressym has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The tressym makes two attacks with its claws.

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

REACTIONS

Good Fortune (1/day). When the tressym or an ally rolls a 1 on an attack roll, ability check, or saving throw, the tressym may use its reaction to allow them to reroll the die and use the new roll.

WOMBAT, CORMYREAN

Wombats are short-legged, muscular marsupials native to Maztica. Though they are herbivores whose diet consists primarily of grasses, bark, and roots, they have powerful claws used to dig burrows and they can use these claws to defend themselves and their colony.

Wombats are adaptable and small enclaves can be found in many different parts of Faerûn. Nobody really knows how wombats came to Cormyr. One day, a pair of talking wombats came to Suzail aboard a merchant ship bound from Chult. The next, they had settled down in Halfhap and started a family. Now, over a century later, burrows full of talking wombats can be found on the outskirts of several Cormyrean towns.

CORMYREAN WOMBAT

Small beast (awakened), unaligned

Armor Class 10

Hit Points 18 (4d6+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Keen Smell. The wombat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

WHALES

Whales are common both in the Sea of Fallen Stars and the Dragonmere, and are the prey of choice for the dragons in the region.

DAERSLUKE

This fast, agile, whale is known for being quite playful: leaping clear of the water, chasing each other around ships, islands, and undersea obstacles. Daerslukes are sandy hued and slender, between 50 to 70 feet long when full-grown. They have large front fins and heads like very large flat arrowheads.

Daerslukes are plentiful in the Dragonmere, and females usually give birth to six or seven frisky young at once; they may produce two such families in a season if conditions are favorable. As a result, even though they are frequently hunted for their meat and oil, their population hasn't noticeably declined.

Under the thick hide of a daerslukes is a thin layer

DAERSLUKE

Gargantuan beast, unaligned

Armor Class 10

Hit Points 130 (9d20 + 36)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	18 (+4)	6 (-2)	11 (+0)	7 (-2)

Skills Perception +3

Senses blindsight 60 ft., passive Perception 13

Languages -

Challenge 5 (1,800 XP)

Charge. If the daerslukes moves at least 30 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an additional 22 (4d10) bludgeoning damage.

Hold Breath. The daerslukes can hold its breath for 30 minutes.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 28 (5d8 + 6) bludgeoning damage.

of spongy yellow skin that leaks a yellow substance that can be burned as lamp oil. Under this is white, fibrous flesh that is so oily that it “fries itself” when cooked. While this is the typical manner of preparation in Cormyr, and is considered to be quite a treat, it can also be boiled down to separate out the oil.

STARDRIFTER (WHALE SHARK)

Stardrifters are known as “sharks of stars” or “whale sharks” and have always been present in small numbers in the western Sea of Fallen Stars. These small schools typically gather around Prespur and the Pirate Isles, where the waters are rich in schools of small fish, spawning grounds, and tiny seaborne life, so the whale sharks can readily find food.

The tritons of the depths attach great importance to stardrifters, believing that they hold within them the spirits of wise and important tritons. Tritons also believe that at moments of great importance they should seek out and watch a stardrifter for a sign. Something the shark does, or where it swims to or tarries at, will have relevant meaning to the decision at hand.



STARDRIFTER

Huge beast, unaligned

Armor Class 9

Hit Points 169 (12d12 + 36)

Speed 0 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	3 (-4)	12 (+1)	5 (-3)

Senses darkvision 30 ft., passive Perception 11

Languages -

Challenge 3 (700 XP)

Water Breathing. The stardrifter can breathe only underwater.

ACTIONS

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or it is stunned until the end of its next turn.

Swallow. The stardrifter makes one slam attack against a Large or smaller creature. If the attack hits, that creature takes no damage but is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the stardrifter, and it takes 10 (3d6) acid damage at the start of each of the stardrifter’s turns.

If the stardrifter takes 20 damage or more on a single turn from a creature inside it, the stardrifter must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the stardrifter. If the stardrifter dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

NON-PLAYER CHARACTERS

It would be foolish to believe the most dangerous things in Cormyr have fangs and claws. The following are some of the humanoid non-player characters (NPCs) that one might encounter in Cormyr.

BLUE DRAGONS

The navy of Cormyr is known as the Blue Dragons, and the sailors are exceptionally well trained and practiced in everything from ship maintenance and operation to combat.

BLUE DRAGON OFFICERS

The Blue Dragons have a variety of different ranks, based largely on experience and time served, ranging from midshipmen all the way up to lieutenants.

BLUE DRAGON

Medium humanoid (any), lawful neutral

Armor Class 12 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	8 (-1)	14 (+2)	8 (-1)

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1/2 (100 XP)

Keen Sight. The blue dragon has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The blue dragon makes two melee attacks.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

These junior officers serve a number of different functions on the ship, assisting the lieutenants in their day to day operations of the ship.

BLUE DRAGON MARINE

The navy also maintains a semi-independent force of marines who specialize on ship-to-ship combat, including both boarding actions and repelling enemies from boarding.

BLUE DRAGON OFFICERS

Medium humanoid (any), lawful neutral

Armor Class 13 (leather armor)

Hit Points 16 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Skills Athletics +4, Perception +4, Persuasion +4

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Keen Sight. The officer has advantage on Wisdom (Perception) checks that rely on sight.

Sneak Attack. The officer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the officer that isn't incapacitated and the officer doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The officer makes two weapon attacks. They ignore the loading quality on the hand crossbow.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Batten Down the Hatches (3/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their speed.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

BLUE DRAGON CAPTAIN

The Blue Dragons are somewhat more loosely organized than the Purple Dragons, with each ship operating largely independent of the command structure and answerable only to their Admiral. As a result, a captaincy within the Blue Dragons is quite prestigious, though the hard work required to rise to such a post keeps many nobles from enlisting with the Blue Dragons.

BLUE DRAGON MARINE

Medium humanoid (any), lawful neutral

Armor Class 13 (leather armor)

Hit Points 16 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Keen Sight. The marine has advantage on Wisdom (Perception) checks that rely on sight.

Tactical Positioning. On each of its turns, the marine can use a bonus action to use the Dash, Disengage, or Shove action.

Sneak Attack. The marine deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the marine that isn't incapacitated and the marine doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The marine makes two melee attacks.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

BLUE DRAGON CAPTAIN

Medium humanoid (any), lawful neutral

Armor Class 16 (studded leather armor)

Hit Points 84 (13d8+26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	14 (+2)

Skills Athletics +4, Intimidation +4, Perception +4, Persuasion +4

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Keen Sight. The captain has advantage on Wisdom (Perception) checks that rely on sight.

Cunning Action. On each of its turns, the captain can use a bonus action to use the Dash, Disengage, or Hide action.

Evasion. If the captain is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw and only half damage if they fail. They can't use this trait if they are incapacitated.

Sneak Attack. The captain deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the captain that isn't incapacitated and the captain doesn't have disadvantage on the attack roll.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

ACTIONS

Multiattack. The marine makes three weapon attacks: two with its rapier and one with their dagger or hand crossbow.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

CULT OF THE DRAGON

The Cult of the Dragon is an order of strange necromancers who believe in an apocalyptic prophecy that the world will one day be ruled over by dragons. Rather than wait to be burned to ash or eaten by the coming apocalypse, the cult seeks to make allies among dragonkind by serving them now and hoping that their loyal service is one day repaid. Unlike the sniveling kobolds, however, the cult offers a particularly valuable service to the greedy dragons: immortality in the form of undeath. The cult alone holds the secrets to the creation of dracoliches, and they offer this prize to dragons in exchange for the dracolich's fealty to the cult. Though this pact is magically enforced, in truth, most dragons are clever enough to find loopholes in the magical bargain and manage to kill their benefactors and gain their freedom. These many, many small hiccups aside, the cult continues to grow and has spread through much of Sembia and gained a small foothold in Marsember and Hilp.

WEARER OF PURPLE

The highest ranking members of the Cult of the Dragon are known as wearers of purple. These powerful necromancers conduct the rites to raise dracoliches, and as a result have the power to command these powerful immortal dragons.

AT THE TABLE CULT FANATICS

Most low-level dragon cultists are simply cultists and cult fanatics. However, if you'd like to better represent their obsession with necromancy and dragons, consider the following spell substitutions for the fanatic:

Cantrips (at will): *acid splash, chill touch, dancing lights*

1st level (4 slots): *command, false life, ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement*

WEARER OF PURPLE

Medium humanoid (any), neutral evil

Armor Class 16 (draconic majesty)

Hit Points 82 (15d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	13 (+1)	16 (+3)	16 (+3)	18 (+4)

Saving Throws CON +5, WIS +7

Skills Arcana +7, History +7, Insight +7, Intimidation +8, Persuasion +8, Religion +7

Damage Resistances Acid, Cold, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Fire

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Infernal

Challenge 10 (1,800 XP)

Draconic Majesty. The wearer of purple adds his Charisma bonus to his AC (included).

Spellcasting. The wearer of purple is a 15th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, dancing lights, mending*

1st level (4 slots): *command, false life, ray of sickness*

2nd level (3 slots): *blindness/deafness, ray of enfeeblement*

3rd level (3 slots): *animate dead, blindness/deafness, ray of enfeeblement*

4th level (3 slots): *arcane eye, blight, charm monster*

5th level (1 slot): *dance macabre*, enervation**

6th level (1 slot): *circle of death, create undead, magic jar*

7th level (1 slot): *finger of death*

8th level (1 slot): *illusory dragon**

ACTIONS

Multiattack. The wearer of purple makes three melee attacks with their dagger.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

**Xanathar's Guide to Everything.*

DRAEVEN MARAUDERS

Draeven is a catch-all term for people living around the Dragon Coast, though it has taken the connotation in recent years of being those people who are not subjects of Cormyr. The Draeven are a movement that has sprung up in Proskur, Easting, Elversult, and Teziir which seeks independence for all Cormyrean protectorates south of the Dragonmere. Whether they are freedom fighters or a treasonous rebellion depends largely on one's sympathies, though their clashes with Purple Dragons and Cormyrean "royalists" have grown increasingly bold and violent in recent years. The Draeven are equally capable fighting on both land and sea, with many serving aboard pirate crews on the Dragonmere and Sea of Fallen Stars.

DRAEVEN MARAUDER

Medium humanoid (any), chaotic neutral

Armor Class 12 (leather armor)

Hit Points 16 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. The marauder has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Hooked Pike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

DRAEVEN CAPTAIN

Medium humanoid (any), chaotic neutral

Armor Class 14 (leather armor and shield)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Pack Tactics. The marauder has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The captain makes two melee attacks.

Hooked Pike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

REACTIONS

Inspired Attack (3/day). When the captain or one creature it can see within 30 feet of it makes an attack roll, the captain grants a +4 (1d8) bonus to that roll.

ELDRETH VELUUTHRA

Eldreth Veluuthra is an elven secret society committed to the eradication of all human life. They believe that humans despoil the natural world by their very nature and that no amount of guidance will change what they believe to be fundamental to human nature.

In Cormyr, the elves have gathered at a small spring within the Hullack Forest known as the Wyvernstones, where they and their fey allies plot strikes against the nearby human settlements.

NIGHTWARDEN

Nightwardens are the leaders of the Eldreth Veluuthra cell in the Hullack forest. They combine elven mastery of blade and bow with twisted druidic magic learned from the hags of the forest.

ELDRETH VELUUTHRA MANHUNTER

Medium humanoid (elf), chaotic evil

Armor Class 14 (leather armor)

Hit Points 22 (5d8+5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Skills Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish

Challenge 1/2 (100 XP)

Ambusher. In the first round of combat, the manhunter has advantage on attack rolls against a creature it has surprised.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the target is a human, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

ELDRETH VELUUTHRA NIGHTWARDEN

Medium humanoid (elf), chaotic evil

Armor Class 15 (leather armor)

Hit Points 22 (5d8+5)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	10 (+0)

Saves DEX +7, WIS +6

Skills Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish

Challenge 7 (2900 XP)

Keen Sight. The nightwarden has advantage on Wisdom (Perception) checks that rely on sight.

Sneak Attack. The nightwarden deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the nightwarden that isn't incapacitated and the nightwarden doesn't have disadvantage on the attack roll.

Innate Spellcasting. The nightwarden's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

3/day: *dancing lights, fog cloud*

2/day: *bestow curse, ray of sickness*

1/day: *hold person, ray of enfeeblement*

ACTIONS

Multiattack. The nightwarden makes two melee or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the target is a human, it must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.

MIR BARBARIANS

The Mir are noble horsemen native to the Tunlands said to be pure-blood descendants of the Angardt barbarians of southwestern Netheril. They are fierce warriors who have stood against the Zhentarim and Purple Dragons alike. Though not aggressive or beyond reason, the Mir are deeply suspicious of outsiders: they have rebuffed all overtures of peace from the crown of Cormyr, though will offer safe passage through their lands to merchants and adventurers who negotiate with them in good faith.

MIR WARRIOR

Medium humanoid (human), neutral

Armor Class 13 (studded leather armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	10 (+0)

Skills Intimidation +2, Perception +4, Survival +4

Senses passive Perception 14

Languages Common, Ancient Netherese

Challenge 3 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the warrior hits with it (included in the attack).

Brutal Impact. If the warrior hits the same creature with two melee attacks during the same turn, the creature must succeed on a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The warrior makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

MIR SORCERERS

Lending credence to the tales of them being of Netherese descent, the sorcerers of the Mir are exceptionally powerful and seem to possess a mastery of magic largely unheard of elsewhere in Faerûn. This has piqued the curiosity of the War Wizards, though they have yet to establish an exchange of magical practices.

MIR SORCERER

Medium humanoid (human), neutral

Armor Class 15 (studded leather armor)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+3)	16 (+3)	14 (+2)	18 (+4)	18 (+4)

Saving Throws Cha +8, Dex +7, Wis +8

Skills Arcana +6, Intimidation +8, Perception +8, Survival +8

Senses passive Perception 18

Languages Common, Ancient Netherese

Challenge 9 (5,000 XP)

Brute. A melee weapon deals one extra die of its damage when the sorcerer hits with it (included in the attack).

Innate Spellcasting. The sorcerer is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It knows the following sorcerer and wizard spells.

Cantrips (at will): *fire bolt, light, mending, prestidigitation*

1st level (4 slots): *burning hands, command, magic missile*

2nd level (3 slots): *mirror image, misty step*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (3 slots): *ice storm, phantasmal killer*

5th level (1 slot): *telekinesis*

6th level (1 slot): *chain lightning*

ACTIONS

Multiattack. The warrior makes two melee attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+4) bludgeoning damage.

PRIVATEERS

Cormyr has extremely harsh laws against piracy, with the punishment for a first time offense being the loss of a hand and execution for a second offense. Even with the threat of harsh punishments, many pirates and smugglers make port in Marsember and, as long as the pirates have not attacked Cormyrean vessels, the Blue Dragons mostly turn a blind eye.

Cormyr also has a long history of “freesails”: mercenary pirate captains flying the colors of Cormyr to defend merchants and Cormyrean trade from the

VETERAN PRIVATEER

Medium humanoid (any), any non-lawful alignment

Armor Class 13 (leather armor)

Hit Points 26 (4d8+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Athletics +4, Perception +2

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the privateer can use a bonus action to use the Dash, Disengage, or Hide action.

Sneak Attack. The privateer deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pirate that isn't incapacitated and the pirate doesn't have disadvantage on the attack roll.

Sea Legs. The privateer has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. The privateer makes two melee attacks.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

predations of independent pirates and rival naval forces. While they may use lofty titles like “freesail” or “privateer” they are, in truth, simply government sponsored pirates.

Most pirates use the Thug statblock from the *Monster Manual*, though veterans and captains use the following statblocks.

PRIVATEER CAPTAIN

Medium humanoid (any), any non-lawful

Armor Class 16 (studded leather armor)

Hit Points 16 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+1)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Taunt (2/day). The captain can use a bonus action on its turn to target one creature within 30 feet of it.

If the target can hear the captain, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the captain's next turn.

Suave Defense. While the captain is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

Sea Legs. The captain has advantage on ability checks and saving throws to resist being knocked prone.

ACTIONS

Multiattack. The captain makes two melee attacks.

Cutlass. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Batten Down the Hatches (3/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to move up to half their speed.

No Quarter (1/day). The officer chooses up to 2 allies who can see or hear them. The allies can use their reaction to make a melee or ranged weapon attack.

PURPLE DRAGONS

The Purple Dragons form the military of Cormyr, but also perform many other tasks such as interdicting smugglers, checking the licenses of adventurers, and patrolling the streets of major cities. While most cities employ a small force of volunteer guards, Cormyr is one of the few nations in western Faerûn that is heavily patrolled by a large force of professional soldiers tasked with law enforcement. For adventurers from outside of Cormyr, this can often feel oppressive at first though the citizens assure visitors that it is all completely normal and for the best of the nation.

RECRUIT

Individuals training to become Purple Knights first enter a brief period of apprenticeship, first gaining combat training within a Purple Knight citadel and later assigned to shadow a patrol under the guidance of a Telsword.

PURPLE DRAGON RECRUIT

Medium humanoid (any), any lawful alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3

Senses passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Shield Wall. The Purple Dragon adds 2 to its AC if at least one of their allies is within 5 feet and the ally is wielding a shield and isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage.

BLADE

Blades make up the bulk of the Purple Dragon army and can be seen patrolling most large towns in Cormyr. In times of war, Purple Dragon Blades form the backbone of Cormyr's infantry.

TELSWORD

Telswords are junior officers of the Purple Dragons and typically command a patrol of four to six blades. They command the respect of their men, and keep order in the ranks.

KNIGHT

Purple Dragon knights are the cavalry of Cormyr. In peacetime they patrol the vast border territories, keep the King's Forest clear of goblins and orcs, and stand watch in the kingdom's many border forts, ready to ride out and engage enemies who might be gathering to invade the nation. In war, the Purple Dragon knights are a fearsome sight and can break

PURPLE DRAGON BLADE

Medium humanoid (any), any lawful alignment

Armor Class 18 (chain shirt, shield)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5, Perception +3

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Shield Wall. The Purple Dragon adds 2 to its AC if at least one of their allies is within 5 feet and the ally is wielding a shield and isn't incapacitated.

ACTIONS

Multiattack. The telsword makes two melee attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

even the most disciplined lines with their thunderous charges.

LIONAR

Lionars are the lowest commissioned rank of the Purple Dragons and they are responsible for commanding and training companies of up to one-hundred Purple Dragons. A lionar is among the highest ranks that can be attained by a commoner, and thus the rank is full of grizzled veterans. Officers of this rank also make up the bulk of the royal guard that defends the royal family and the palace.

PURPLE DRAGON TELSWORD

Medium humanoid (any), any lawful alignment

Armor Class 18 (chain shirt, shield)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Shield Wall. The Purple Dragon adds 2 to its AC if at least one of their allies is within 5 feet and the ally is wielding a shield and isn't incapacitated.

ACTIONS

Multiattack. The telsword makes two melee attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

REACTIONS

Bodyguard. If a creature within 5 feet of the Purple Dragon is hit by an attack roll, the Purple Dragon may use its reaction to force the attacking creature to reroll their attack, potentially causing it to miss. To use this ability, the Purple Dragon must be able to see both the creature and its attacker.

HIGHKNIGHT

Highknight is a recently created rank within the Purple Dragons and serve within Suzail as the personal guard of the Royal Family. In addition to their military training, all Highknights must have attained the rank of at least lionar, they are trained in matters of court and frequently mind-read by the War Wizards to ensure loyalty.

Highknights perform difficult duties, such as investigating traitors among the Purple Dragons or the nobility or guarding high priority targets, such as the queen herself or important guests of state.

PURPLE DRAGON KNIGHT

Medium humanoid (any), any lawful alignment

Armor Class 17 (chain shirt, shield)

Hit Points 75 (10d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Animal Handling +3, Athletics +4, Perception +3

Senses passive Perception 13

Languages Common

Challenge 3 (700 XP)

Skilled Rider. Attack rolls made against the knight's mount have disadvantage.

Thundering Charge. If the knight is mounted and moves at least 20 feet straight toward a creature and hits it with a lance attack on the same turn, the creature must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The knight makes two melee attacks with its longsword.

Lance. *Melee Weapon Attack:* +5 to hit (with disadvantage against a target within 5 ft.), reach 10 ft., one target. *Hit:* 9 (1d12+3) piercing damage or 12 (1d12+6) piercing damage while mounted.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

PURPLE DRAGON LIONAR

Medium humanoid (any), any lawful alignment

Armor Class 18 (chain shirt, shield)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	14 (+2)	14 (+2)

Skills Athletics +5, Perception +4

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

Shield Wall. The Purple Dragon adds 2 to its AC if at least one of their allies is within 5 feet and the ally is wielding a shield and isn't incapacitated.

Sentinel. When the lionar hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke attacks of opportunity from the lionar even if they use the Disengage action before leaving the lionar's reach.

ACTIONS

Multiattack. The lionar makes three melee attacks with its longsword.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Leadership (Recharges after a Short or Long Rest.)

For 1 minute, the telsword can utter a command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll, provided it can hear and understand the telsword. A creature can benefit from only one Leadership die at a time. This effect ends if the telsword is incapacitated.

REACTIONS

Bodyguard. If a creature within 5 feet of the Purple Dragon is hit by an attack roll, the Purple Dragon may use its reaction to force the attacking creature to reroll their attack, potentially causing it to miss. To use this ability, the Purple Dragon must be able to see both the creature and its attacker.

PURPLE DRAGON HIGHKNIGHT

Medium humanoid (any), lawful good

Armor Class 18 (plate)

Hit Points 150 (20d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Str +8, Con +7

Skills Athletics +8, Insight +10, Investigation +6, Perception +10, Persuasion +6

Senses passive Perception 20

Languages Common

Challenge 9 (5,000 XP)

Death Before Dishonor. The Purple Dragon has advantage on saving throws against being charmed or frightened.

Sentinel. When the highknight hits a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn. Creatures provoke attacks of opportunity from the highknight even if they use the Disengage action before leaving the highknight's reach.

ACTIONS

Multiattack. The lionar makes three melee attacks with its greatsword or two ranged attacks with its heavy crossbow (ignoring the loading property).

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10+2) piercing damage.

Leadership (Recharges after a Short or Long Rest.)

For 1 minute, the telsword can utter a command or warning whenever a non-hostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll, provided it can hear and understand the telsword. A creature can benefit from only one Leadership die at a time. This effect ends if the telsword is incapacitated.

REACTIONS

Bodyguard. If a creature within 5 feet of the Purple Dragon is hit by an attack roll, the Purple Dragon may use its reaction to force the attacking creature to reroll their attack, potentially causing it to miss. To use this ability, the Purple Dragon must be able to see both the creature and its attacker.

SHARRAN CULTISTS

Shar has long set her sights on Cormyr, though her reasons for this are anyone's guess. Some say that it is due to personal animosity with Mystra, who seems to favor the realm, while others believe it is merely a step in a much larger plan.

Most recently, Sharran cultists established footholds in the towns of Wheloon, Arabel, and Marsember in preparation for the invasion by the Shadovar. While this war ended in victory for Cormyr the cost was high, and only a fool would believe that it has offered anything more than a momentary respite from the Lady of Loss.

DARKCLOAK

Unusual among other orders in the Church, the Darkcloaks are a compassionate group of priests who tend to those who have experienced great loss or emotional trauma. Their work is often

SHARRAN DARKCLOAK

Medium humanoid (any), any neutral alignment

Armor Class 11

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Religion +3

Senses passive Perception 11

Languages Common

Challenge 1/4 (50 XP)

Innate Spellcasting. The darkcloak's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At-will: *spare the dying*

1/ day: *bane, bless, calm emotions, sleep*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) slashing damage.

used as a front to present the church in a positive light to the populace.

DARK JUSTICIAR

The Dark Justiciars were an honorary order or secret society within the priesthood of Shar, similar to the paladins of other faiths. It was rumored that in order to gain admittance to the order of the Dark Justiciars, a priest of Shar had to have killed a priest of Selûne.

SHARRAN DARK JUSTICIAR

Medium humanoid (any), any evil alignment

Armor Class 15 (studded leather armor)

Hit Points 71 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Athletics +5, Acrobatics +6, Deception +6, Perception +4, Stealth +6

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Shadow Assault. When the dark justiciar makes a melee attack against a target that is in dim light or darkness, they have advantage on the attack roll.

Wrathful Smite (3/day). When the dark justiciar hits with a melee attack, they may deal an additional 2d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of the dark justiciar until the end of the dark justiciar's next turn.

ACTIONS

Multiattack. The dark justiciar makes two melee attacks or two ranged attacks with its shadow bolt.

Shadow Blade. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) psychic damage.

Shadow Bolt. *Ranged Spell Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10+3) psychic damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

DARK MOON MASTER

The Dark Moon are Shar's secretive monastic order. They combine asceticism, physical prowess, and the power of the Shadow Weave to infiltrate and eliminate those who oppose their dark mistress.

DARK MOON MASTER

Medium humanoid (any), lawful evil

Armor Class 17

Hit Points 71 (11d8+22)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	16 (+3)	16 (+3)

Skills Acrobatics +7, Deception +6, Perception +6, Stealth +6

Senses passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Shadow Stealth. When the dark moon master is in dim light or darkness, they can take the Hide action as a bonus action.

Unarmored Defense. When the dark moon master is wearing no armor and not wielding a shield, its AC includes its Wisdom modifier (included in the description).

Innate Spellcasting. The dark moon master's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

3/ day: *message, minor illusion, ray of sickness*

1/ day: *vampiric touch*

ACTIONS

Multiattack. The dark moon master makes two melee attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 5 (2d4) psychic damage.

Shadow Bolt. *Ranged Spell Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10+3) psychic damage.

NIGHTCLOAK

Equal parts cult leader, spy, and assassin, the Nightcloaks operate alone and in secret, gathering allies and potential converts to the church of Shar. Nightcloaks are often aided in their endeavors by shadows and other manifestations of the Lady of Loss's will.

SHARRAN NIGHTCLOAK

Medium humanoid (any), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	16 (+3)

Skills Deception +6, Perception +4, Persuasion +6, Stealth +6

Damage Resistance Bludgeoning, Piercing, and Slashing from nonmagical weapons

Senses passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Innate Spellcasting. The nightcloak's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At-will: *message, minor illusion, toll the dead**, *unseen servant*

3/ day: *blur, detect thoughts, mind spike**, *ray of sickness*

1/ day: *fear, phantasmal killer, vampiric touch*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

**Xanathar's Guide to Everything.*

SOCIETY OF STALWART ADVENTURERS

The Society of Stalwart Adventurers is a loosely organized association of like-minded adventurers. Once the society hosted a fair number of pampered nobles and armchair adventurers, though today it is a vibrant and thriving community of adventurers and explorers seeking to recover lost relics and piece together Faerûn's ancient history.

Adventurers of all types are welcome within the society, which has a quite open and egalitarian

DUNGEON DELVER

Medium humanoid (any), any alignment

Armor Class 14 (studded leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+1)	14 (+2)	14 (+2)	10 (+0)

Skills Investigation +6, Perception +6, Stealth +4

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the delver can use a bonus action to use the Dash, Disengage, or Hide action.

Sneak Attack. The delver deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the delver that isn't incapacitated and the delver doesn't have disadvantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Alchemist's Fire (3/Day). The delver chooses a point up to 30 feet away. Creatures within 5 feet must make a DC 12 Dexterity saving throw taking 5 (2d4) fire damage on a failed save or half as much on a successful one.

membership policy. Many individuals who would stand out and be subject of whispered gossip nearly anywhere else in Cormyr, such as minotaur, wemic, lizardfolk, tieflings, and dragonborn, barely raise eyebrows within the society's libraries and salons. Everyone is welcome so long as they bring a good tale.

A typical adventuring party among the society consists of an experienced dungeon delver whose job is to find and disable traps, a studied mage to decipher ancient writings and deal with harmful magic, an adventurous cleric (often a worshiper of Tymora) to heal the party and provide a moral center, a tough warrior to defend his allies, and a charismatic leader whose words of inspiration mostly fall on deaf ears after the first week or two in the dank dungeon.

STUDIED MAGE

Medium humanoid (any), any alignment

Armor Class 11 (15 with *mage armor*)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	17 (+3)	12 (+1)	10 (+0)

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Spellcasting. The studied mage is a 4th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:
Cantrips (at will): *fire bolt*, *minor illusion*, *prestidigitation*

1st level (4 slots): *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *hold person*, *scorching ray*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4+1) piercing damage.

ADVENTUROUS CLERIC

Medium humanoid (any), any alignment

Armor Class 16 (chain mail)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Skills Medicine +5, Religion +3

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Spellcasting. The adventurous cleric is a 4th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *mending*, *resistance*, *spare the dying*

1st level (4 slots): *cure wounds*, *guiding bolt*

2nd level (3 slots): *aid*, *lesser restoration*

ACTIONS

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage.

TOUGH WARRIOR

Medium humanoid (any), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +5

Senses passive Perception 11

Languages Common

Challenge 1 (200 XP)

Martial Advantage. Once per turn, the warrior can deal an additional 1d10 damage to a creature if it hits with a weapon attack if that creature is within 5 feet of an ally of the warrior that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

CHARISMATIC LEADER

Medium humanoid (any), any alignment

Armor Class 17 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	10 (+0)	10 (+0)	16 (+3)

Skills Deception +4, Persuasion +4

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the leader can use a bonus action to use the Dash, Disengage, or Hide action.

Suave Defense. While the leader is wearing light or no armor and wielding no shield, its AC includes its Charisma modifier (included above).

Instill Doubt (3/day). The leader can use a bonus action to target one creature within 30 feet of them. If the target can hear the leader, it must succeed on a DC 13 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the inspiring leader's next turn.

Inspire (3/day). The leader can use a bonus action to target one creature within 30 feet of them. Once within the next 10 minutes that creature can roll a d6 and add the result to one ability check, attack roll, or saving throw. A creature may have only one inspiration die at a time.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

WAR WIZARDS

The War Wizards have been a crucial part of the stability of Cormyr for centuries, serving as police, spies, military leaders, and judges of the guilty in a capacity that is unique among all the nations of Faerûn.

BATTELMAGE

The bulk of the War Wizard forces are battlemages, wizards trained in the application of magical force to military operations. They defend the borders of Cormyr from assault and closely coordinate with their Purple Dragon counterparts.

While there is no formal rank among the battlemages of Cormyr, informal ranks are recognized based entirely on the relative mastery of the Art of War Wizards.

WAR WIZARD RECRUIT

Medium humanoid (any), any lawful alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 54 (12d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	10 (+0)

Skills Arcana +6, Investigation +6, Perception +4

Senses passive Perception 14

Languages Common

Challenge 4 (1,100 XP)

War Magic. When the war wizard uses their action to cast a cantrip or 1st-level spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The war wizard recruit is a 4th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *prestidigitation*, *true strike*

1st level (4 slots): *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *flaming sphere*, *hold person*

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+2) piercing damage.

ALARPHON

Alarphons are an internal police force, keeping an eye on the War Wizards themselves and always on the lookout for signs of treason or treachery.

WAR WIZARD BATTELMAGE

Medium humanoid (any), any lawful alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Saving Throws CON +5

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

War Magic. When the war wizard uses their action to cast a cantrip or 1st-level spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The war wizard is an 8th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *prestidigitation*, *true strike*

1st level (4 slots): *alarm*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *detect thoughts*, *flaming sphere*, *hold person*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *locate creature*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

REACTIONS

Arcane Deflection. When the war wizard is hit by an attack or fails a saving throw, they may use their reaction to gain a +2 bonus to their AC against that attack or a +4 bonus to that saving throw.

WAR WIZARD VETERAN BATTLEMAGE

Medium humanoid (any), any lawful alignment

Armor Class 15 (18 with *mage armor*)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	20 (+5)	12 (+1)	10 (+0)

Saving Throws CON +6, INT +9

Skills Arcana +9, History +9, Investigation +9

Senses passive Perception 11

Languages Common

Challenge 12 (2,300 XP)

War Magic. When the war wizard uses their action to cast a cantrip or 1st-level spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The war wizard is an 16th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt, friends, prestidigitation, true strike*

1st level (4 slots): *alarm, mage armor, magic missile, shield*

2nd level (3 slots): *flaming sphere, hold person, shatter*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (3 slots): *ice storm, stoneskin*

5th level (2 slots): *Bigby's hand, wall of force*

6th level (1 slot): *chain lightning, sunbeam*

7th level (1 slot): *teleport*

8th level (1 slot): *locate creature*

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

REACTIONS

Arcane Deflection. When the war wizard is hit by an attack or fails a saving throw, they may use their reaction to gain a +2 bonus to their AC against that attack or a +4 bonus to that saving throw.

WAR WIZARD ALARPHON

Medium humanoid (any), any lawful alignment

Armor Class 15 (18 with *mage armor*)

Hit Points 180 (30d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	20 (+5)	16 (+3)	10 (+0)

Saving Throws CON +8, INT +11

Skills Arcana +5, History +5, Investigation +5

Senses passive Perception 11

Languages Common

Challenge 28 (20,000 XP)

War Magic. When the war wizard uses their action to cast a cantrip or 1st-level spell, they can make a melee weapon attack as a bonus action.

Spellcasting. The alarphon is a 12th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). They have the following wizard spells prepared:

Cantrips (at will): *fire bolt, friends, prestidigitation, ray of frost, shocking grasp, true strike*

1st level (4 slots): *charm person, mage armor, magic missile, shield*

2nd level (3 slots): *detect thoughts, hold person, invisibility, suggestion*

3rd level (3 slots): *counterspell, dispel magic, haste*

4th level (3 slots): *dominate beast*

5th level (2 slots): *dominate person*

6th level (1 slot): *mental prison**

ACTIONS

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Mind Siphon (Recharge 5-6). The alarphon targets a creature it can see within 60 feet of it. The creature must succeed on a DC 19 Intelligence saving throw. On a failed save, the target takes 52 (8d12) psychic damage and the alarphon discerns the target's surface emotions and thoughts. On a successful save, the target takes half as much damage and the alarphon discerns the target's general emotional state, but not their thoughts.

REACTIONS

Arcane Deflection. When the war wizard is hit by an attack or fails a saving throw, they may use their reaction to gain a +2 bonus to their AC against that attack or a +4 bonus to that saving throw.

APPENDIX B:

ENCOUNTERS IN CORMYR

The following encounters are appropriate for campaigns set in Cormyr. Each of these encounters is balanced against a party of five characters of the indicated level, which should help you find an appropriate encounter quickly when you need one. They are also intended to give DMs a rough idea of the types of creatures which can be encountered in some of the more popular adventuring regions of Cormyr so that the DM can connect them with their own campaign plot lines.

If you need a random encounter quickly, the following chart is arranged so that you can get a roughly appropriate encounter for your characters by tier: Tier 1 (levels 1–4), Tier 2 (levels 5–10), Tier 3 (levels 11–16), and Tier 4 (levels 17–20). Some encounters have additional modifications depending on the tier of play.

Tier	Roll
1	2d6
2	2d6+5
3	2d6+10
4	2d6+15

Result	Towns and Cities	Dragonmere Coast	Vast Swamp	Wyvernwater Coast	Hullack Forest	Thunder Peaks	Stonelands	Stormhorns	King's Forest	Farsea Swamp	Tunlands
2	01	03	01	03	05	01	06	06	02	05	09
3	01	03	05	03	05	01	06	08	02	06	09
4	02	12	07	09	10	06	11	08	02	06	10
5	04	12	07	09	20	08	14	11	05	07	10
6	21	12	07	09	21	15	15	11	05	07	12
7	20	13	16	12	22	29	29	14	05	14	15
8	21	22	17	12	30	35	35	15	21	21	22
9	24	13	17	15	31	36	36	24	22	25	23
10	20	20	14	18	32	39	37	29	35	21	23
11	20	18	16	31	33	43	38	36	35	15	23
12	21	24	40	33	31	44	44	40	40	25	26
13	28	48	42	41	32	45	46	44	47	25	23
14	40	48	42	44	33	45	11	45	47	21	34
15	04	24	50	24	44	11	36	47	49	34	24
16	01	20	51	33	24	24	11	29	49	34	23
17	21	13	51	13	31	24	36	29	02	50	26
18	28	24	53	54	60	55	60	55	05	52	52
19	21	48	50	58	31	55	60	57	62	54	54
20	28	24	51	58	33	56	60	57	21	54	61
21	04	48	53	33	62	56	62	47	21	61	26
22	62	58	17	59	60	60	36	55	47	52	62
23	33	59	52	62	31	55	64	67	69	62	64
24	66	59	65	63	31	64	67	67	71	65	62
25	69	63	69	66	33	55	71	71	69	68	26
26	72	63	69	71	64	71	71	55	47	70	70
27	04	66	72	72	72	72	72	72	72	70	72

01. A BITTER DISCUSSION

Read or summarize the following:

Their loud, high pitched voices can be heard long before the source can be seen: four gnomes with brilliant blue hair angrily waving bundles of flowers at one another and yelling about their various magical properties. One of them tosses a bundle of bright yellow flowers into the face of the other, yelling, "It doesn't really matter if no one will ever drink the nasty stuff!"

The accosted gnome looks furious and reaches into a pouch at his belt before one of his other companions grabs him to hold him back. The would-be peacekeeper notices you and looks up, his face pleading, "Perhaps these kind folks would do us the favor of settling the matter? Pleeeeeease?"

This group of four alchemists have come across a somewhat startling discovery: a healing drought that can be produced at a fraction of the cost of magical potions but that works equally as effectively. Unfortunately, the tincture is remarkably bitter and unpalatable, some would say mildly poisonous, which has become a point of some contention.

Unable to settle the matter themselves, they have turned to the adventurers for assistance. If one of the characters agrees, the tincture of healing immediately restores 2d4+2 hit points, but the drinker has to make a DC 12 Constitution saving throw. On a failure, they spend the next one minute incapacitated as they vomit up everything they've eaten in the past 12 hours. After that, they are poisoned until they complete a long rest.

Whether or not the tincture goes to market or needs a bit more work is up to the characters, and the enterprising gnomes will accept their opinions. In either case the gnomes are willing to sell the six tinctures they have created to the characters for 5 gp each. If needed, use the **studied mage** statblock for the alchemists. If encountered in the wild, they are accompanied by their four **giant owl** mounts.

02. A BIT OF GOOD FORTUNE

A **royal tressym** has taken an interest in the party, stealthily following them while hidden among the trees or along the rooftops. If the party spots the

tressym and succeeds on a Wisdom (Animal Handling) check with a DC equal to 10 + three times the character's tier, the tressym becomes friendly and will openly accompany them throughout their adventures in Cormyr. This check receives advantage if the adventurers offer the tressym fresh fish, but disadvantage if they offer dried or preserved foods (such as trail rations): royal tressym are very picky eaters.

While accompanying the adventurers the tressym will hide any time they encounter a potentially dangerous situation and will not participate in combat except to use its Good Fortune ability on behalf of the party (as determined by the DM).

03. LITTLE JAWS (EL 1)

Read or summarize the following:

A short distance from shore, a human sits perched precariously on what appears to be the remains of a large crate. He is waving his arms furiously to try to attract attention as a trio of triangular fins swims in lazy circles around him.

Three **reef sharks** are circling an unfortunate merchant whose ship capsized a short distance from shore. If the adventurers help the merchant to shore (or aboard their boat, if they have one), the merchant is grateful and offers them a discount on his wares should they ever visit his shop. The exact location of his shop is up to the DM, but Suzail, Marsember, and Dawngleam are all likely locations.

04. A ROYAL ENCOUNTER

Read or summarize the following:

The crowd parts and you see a large group of armored guards wearing the white and purple tabards of the Purple Dragons. In their midst is a beautiful woman wearing finely crafted chain armor, a delicate three pointed crown perched atop her dark hair. The high-knights look in your direction and in a stern voice say, "Make way for the crown." Several of the men around you remove their hats and bow, while the women curtsy gracefully in the queen's direction.

Queen Raedra makes regular visits to the many

towns and cities of Cormyr to inspect the situation on the ground and learn about her subjects. She is not fond of waiting around in her towers waiting for her lords to send reports which may or may not be accurate.

While the characters are in no physical danger (unless they decide to stage an impromptu assassination attempt), the customs of Cormyr are important: in this case it is customary for all to bow to royalty. Failure to do so will not result in violence, but such a slight would not be forgotten and would quickly spread throughout the rumor mill. They will suffer disadvantage on all Charisma checks for their stay in the town.

If the characters attempt to interact with the queen, she is attended by a **War Wizard alarphon**, two **Purple Dragon highknights**, and four **Purple Dragon lionars**. The highknights field any requests with instructions to make an appointment with the local lord. They are polite and professional, but brief and always scanning the crowd for potential trouble. If the characters have important information concerning the fate of Cormyr, such as an imminent threat of attack or assassination, the highknights will escort them to a secure location. Deceiving the highknights is difficult, as they have a passive Insight score of 20, and they will politely turn away any business that is not an urgent threat.

05. CLEVER AS A THIEF

A fox prowls behind the characters, seeking an opportune moment to steal off with some of their food. Nothing happens when this event is rolled, but the characters may notice the fox with a DC 15 Wisdom (Perception) check. If they spot it, the fox quickly runs off and gives them no further trouble. If not, it returns while they are making camp for the night. Have them roll another DC 15 Wisdom (Perception) check. If they succeed, they spot the fox before it absconds with one of the character's packs. Otherwise, the fox is able to take one character's pack into the wilds before they ever notice it missing.

06. FOOD FIGHT

Read or summarize the following:

Two chicken-like creatures cross the path in front of you, a strange stone rat statue clutched in each of their beaks as they twirl and scratch at one another in what a vicious tug-of-war.

These two cockatrice are angrily fighting over a dead rat. The characters have a chance to hide before they are noticed, but the gluttonous cockatrices will quickly put aside their differences for the opportunity presented by a larger meal.

07. THOUSAND TINY LEGS (EL 1)

Read or summarize the following:

An old sealed barrel lies half buried in the swamp, alongside the remains of two yellowed human skeletons, gnawed to the bone. Alongside the remains is a small leather pouch, whose contents appear to be undisturbed. The stench of rotten meat lingers in the air.

These two smugglers were hauling Sembian spices across the border sometime during the war when they stumbled into the nest of four **giant centipedes**. The spices that once filled the barrels have been befouled by the centipedes, who relocated their nest inside the watertight barrel after chewing through the cork to get to the spices inside. The centipedes attack any who get too near to their nest, but if driven away the adventurers could recover what's left of the smuggler's fortune: 3 silver pieces and 22 copper pieces, all in Sembian currency.

08. GOAT HUNTING

Read or summarize the following:

On the snowy cliffs above there comes a tiny growl followed by a loud thump and the bleating of goats. Several moments pass before you hear it again.

If the characters wish to scale the cliffs to investigate they must first succeed on a DC 12 Strength (Athletics) check. Once they have reached the top of

the cliff, they see a **white dragon wyrmling** hunting a herd of six **goats** with very limited success.

The white dragon's small lair is just up the cliff, requiring an additional Strength (Athletics) check at the same DC to reach, but the little dragon's hoard consists of only 6 cp and a dented helmet.

09. A PLAYFUL ROMP

Read or summarize the following:

A loud honking sound can be heard coming from the brush ahead and a large bird suddenly bursts from the undergrowth and flies straight towards you. Behind it, a whole pack of small, playful little creatures gives chase, chittering and clambering over one another in a frenzy of activity.

A **romp of otters** has chased a **swan** from the water's edge. They don't mean any harm, and are simply playing what they consider to be a very enjoyable game. The swan, however, is less amused. Irritable and cranky, it makes a bite attack against anyone in its way.

If any of the characters attack the swan, the otters quickly realize the danger of their situation. If the characters do not react with violence, the otters continue their game, swarming around the characters. If they still do not attack, they may attempt a DC 10 Wisdom (Handle Animal) check. On a success, the otters continue to play with the characters for a little while, though they do attempt to steal any food that the characters might have. After a while, the otters run off, though one **river otter** remains behind, having grown fond of one or more of the characters.

The otter will follow them for as long as they allow it, and may be chosen as a familiar by anyone with the *find familiar* spell. It will otherwise avoid combat, hiding behind the characters when presented with a dangerous situation.

10. A HUNGRY LYNX

A pair of **lynx** is prowling through the scrub brush, looking for food to bring back to their cubs.

11. GRIEVING MOTHER

Read or summarize the following:

An odd, plaintive wailing can be heard from the rocky cliff side. It's an unusual sound, like a cross between the squawking of a large bird and the rumbling of thunder.

If the characters investigate, they find the nest of an **alke** that appears in disarray, as if it had been attacked. This mother had two eggs, which have been stolen, and she is aggressive if the characters approach too closely, though she will first warn intruders away before attacking.

If the characters wish, they can search the trail for tracks, finding humanoid bootprints with a DC 12 Survival check. They lead to a small campsite about a 20 minute hike from the nest, where three **scouts** are bundling up their prizes in hay for transport back to Sembia.

If the characters defeat the poachers or intimidate them into leaving the egg behind, they can keep the eggs for themselves, sell them, or return them to the mother. If the eggs are returned to the mother, she cautiously takes them from the characters and returns them to her nest.

The eggs take 2d10 days to hatch. Each day, there is a 5% chance that an egg will become inviable (roll separately for each). Once this happens the egg will begin to rot and produce a foul odor within 1d4 days. Most folk wouldn't know what to do with an alke egg beyond making a really large omelet, but a buyer can be found in Arabel, Suzail, or Marsember that will pay 10 gp as long as it is still viable. A hatched alke cub can be sold to a trainer for 20 gp.

At Higher Tiers

- T2: increase the number of **scouts** to 8.
- T3: the poachers instead consist of 4 **gladiators** and 3 **archers**.

12. GONE FISHIN'

A group of six fisherman are coming back from a bad day of fishing. They are drunk, in a foul mood, and anxious to take out their aggression on anyone

that looks at them wrong. They can be talked down with a successful Charisma (Deception, Intimidation, or Persuasion) check, with a DC equal to 10 + twice the character's Tier. If a fight breaks out, the statblock use the **scout** statblock

At Higher Tiers

- T2: use the **tough warrior** statblock.

13. UNSUCCESSFUL PIRATES

Read or summarize the following:

A crew of freesails approaches the shore in a battered sloop, which is gradually sinking into the water. The captain angrily shouts orders from the stern while his three crew try to untangle the lines before the ship runs aground.

A **bandit captain** and two **bandits** have lost control of their ship and are in danger of crashing ashore. The characters can attempt to direct their efforts from the shore by waving and shouting to them, requiring a DC 12 Charisma (Persuasion) or an Intelligence (water vehicles) check. If they succeed the ship runs aground with minimal additional damage. Otherwise, the ship smashes violently against the rocks, throwing the captain and bandits to the beach.

In either case, the captain angrily grumbles about the poor condition of the boat, his mediocre crew, bad food, lack of a comfortable bed, and how piracy never suited him anyways. His two accomplices, happy to be back on land, quickly chase after him, leaving the ship behind. As long as the characters do not interfere, they pay them no mind as they storm past, though if they helped bring the ship ashore safely one of the bandits gives them a thankful nod as he hurries past.

The ship is in rough condition. If using the ship rules from *Ghosts of Saltmarsh*, however, it can be salvaged and repaired. Its hull and sails have each been reduced to 50 hit points, while its oars are missing entirely (reduced to 0 hp). If the ship crashed ashore the hull takes an additional 6d10 damage, possibly wrecking it entirely.

14. A GOOD PET OWNER

Read or summarize the following:

The trail is flanked by lifelike statues, some seemingly frozen mid-greeting and others whose faces seem terrified. The seeming incongruity of the statuary is slightly disturbing, and through the fog ahead you see what appears to be a woman walking some sort of creatures on a leash.

Coming up the trail from the opposite direction is a **medusa** walking her three pet **cockatrice** on fine mithral leashes. As she approaches, the medusa calls out, "It's okay, they're friendly!" They are not friendly.

At Higher Tiers

- T2: the medusa is instead walking three **basilisks**.

15. WYVERN FEEDING

Read or summarize the following:

A horse falls from the sky with a bone shattering thud and a powerful gust of wind rustles the leaves and tall grasses all around you.

Looking up, the characters see a wyvern slowly descending upon its meal. If left alone, it will simply devour the horse, plucked from the stables of an unlucky farmer, and fly off again.

16. MEAZELS

Two **meazels** have been quietly stalking the characters through the swamp, waiting for an opportunity to attack. Meazels are grotesque and violent little creatures native to the Vast Swamp who delight in inflicting pain.

At Higher Tiers

- T2: increase the number of meazels to 8.

17. SHARPTOOTH LIZARDFOLK PATROL

The Sharptooth tribe enjoys somewhat peaceful relations with Cormyr, but still ruthlessly protect their territory against unknown intruders. They will warn the characters away before attacking, and give them the opportunity to leave peacefully or state their

requests. If they are ignored or not treated with respect, the lizardfolk will attack. At the DM's discretion, this could have further implications in the relations between the Sharptooth tribe and Cormyr. The patrol consists of 1 **Poison Dusk lizardfolk** and 2 **lizardfolk**.

At Higher Tiers

- T2: the patrol consists of a **lizardfolk hunt leader** and 3 **Poison Dusk lizardfolk**.
- T3: the patrol consists of a **lizardfolk hunt leader**, 4 **Poison Dusk lizardfolk**, 2 **Blackscale lizardfolk**.
- T4: the patrol consists of a **lizardfolk hunt leader**, 5 **Poison Dusk lizardfolk**, 3 **Blackscale lizardfolk**. The fight takes place in an area overgrown by a **vine horror spelldrinker**, which the lizardfolk know to avoid.

18. A PARENT'S LOVE

Read or summarize the following:

There is a rustling in the underbrush ahead, followed by sounds of growls and squeaks.

A mated pair of **giant otters** defends their small den from a pack of 8 **wolves**. If the adventurers don't intervene, the wolves make short work of the otters and quickly begin feasting on the pups.

If the adventurers drive off the wolves, the otters nod gratefully and run off into their den, returning with an odd wooden whistle. While near a large body of water, a character can blow on the whistle and summon one of the following (as determined by the DM): eight river otters, four marine otters, four romps of otters, or two giant otters. The otters appear within 1 minute and will assist the characters in any way they can for 1 hour. If any of the otters are killed, the whistle cannot be used to summon otters ever again. Otherwise, the whistle can be used once each week.

At Higher Tiers

- T2: the pack consists of 8 **dire wolves**.

20. HARPERS IN CORMYR

Read or summarize the following:

As you round a bend you spot what appear to be three musicians, talking in hushed tones. One of them, a halfling sitting atop a giant otter, seems surprised at the disturbance and reaches for his sword when he sees you, but the other two, a pair of humans, motion for him to stop. "What can we help you with today friends? Perhaps a little song?"

These three are members of the Harpers, and have met in secret to exchange information. The halfling is distrustful and cynical, while the other two are friendly and in a good mood. They try to learn whatever they can from the adventurers without revealing who they are.

Combat in this encounter is unlikely, but if you need to assign statblocks, the halfling is a **dungeon delver** while the other two are **charismatic leaders**. The halfling has a **giant otter** as a mount.

At Higher Tiers

- T2: the halfling is a **swashbuckler** while the other two are **bards**.
- T3: the halfling is an **assassin** while the other two are **enchanters**.

21. LEGBREAKERS

A group of 3 ex-Zhentarim **thugs** led by a **bandit captain** has decided to try their luck in Cormyr after leaving the old organization to set out on their own. They aren't looking for more trouble than they have to and are happy to simply relieve travelers of their purses.

At Higher Tiers

- T2: the ex-Zhentarim legbreakers consist of 3 **veterans** led by a **wereboar**.
- T3: they are 3 **gladiators** led by an **assassin**.
- T4: they are 3 **assassins** led by a **blackguard**

22. STOP AND PAY THE TOLL

Read or summarize the following:

A Purple Dragon patrol is set up on the road ahead, and has stopped a merchant who is angrily gesturing and shouting at the patrol's captain. "There's no toll on this road, I'm telling you. I don't care what your paper says!"

The patrol is a group of impostors who found a couple of Purple Dragons dead in the woods during the war with Sembia and decided to put their gear away for use in a later scam. The characters can see through the ruse in a number of ways. The DC for any of the checks is equal to 10 + twice the character's Tier.

A successful Wisdom (Perception) check, made with disadvantage unless the character has a background in the Cormyrean military, notices that one of the bandits is wearing his company badge on the wrong side.

A successful Intelligence (History) check recognizes that this road has never had tolls and that there have been no recent decrees otherwise.

A successful Intelligence (forgery kit) check identifies the bandit's paperwork as obviously fraudulent.

The patrol consists of a **bandit captain** and two **thugs**.

At Higher Tiers

- T2: the patrol consists of an **oni** (shapechanged to appear human) and 3 **thugs**.
- T3: the patrol consists of a **gladiator** and 5 **veterans**.
- T4: the patrol consists of a **warlord** and 3 **gladiators**.

23. TUN BANDITS

A large group of bandits makes its home on the Tunlands, preying on merchants and travelers. This well organized group of Tun raiders consisting of a **bandit captain** on a **riding horse** and four **bandits** has set up an ambush along the road.

At Higher Tiers

- T2: The **bandit captain** is mounted atop a **giant boar** and he is accompanied by four **thugs** and six **bandits**. Additionally, they have dug a 10-foot deep **pit trap** across the trail which requires a DC 14 Wisdom (Perception) check to notice.
- T3: The **bandit captain** is mounted atop a **young black dragon**, but the encounter is otherwise the same as Tier 2.

24. FOUL WEATHER

A powerful storm rolls in that reduces visibility to 5 feet for the next 3d6 hours.

25. BULLYWUG AMBUSH

A pair of **bullywugs** led by a **bullywug bushwhacker** lies in waiting immersed in the muck and weeds along the trail. When the characters approach, the bullywugs spring forward and attack while the bushwhacker peppers them with sling bullets.

At Higher Tiers

- T2: the group consists of a **bullywug chieftain**, 2 **bullywug bushwhackers**, and 4 **bullywugs**.
- T3: the group consists of a **bullywug shaman**, a **bullywug chieftain**, 4 **bullywug bushwhackers**, and 6 **bullywugs**.

26. THE RECLUSIVE MIR

A band of Mir comprised of one **Mir warrior** and two **tribal warriors** is heading back to camp after a long day of hunting. Their leader rides atop a **riding horse**, while the two tribal warrior carry the remains of a large boar on a pole between them. They all eye the party warily, but will give brief answers to any questions the characters may have. Only the leader speaks common, while the others speak a dialect of ancient Netherese.

At Higher Levels

- T2: there is a second **Mir warrior**, also mounted on a horse, and a total of six **tribal warriors** carrying a catoblepas stretched across a pair of long poles.
- T3: the group consists of a mounted **Mir sorcerer**, a mounted **Mir warrior**, and 12 **tribal warriors** carrying the remains of a red elephant on a large sledge.
- T4: the group consists of a mounted **Mir sorcerer**, three mounted **Mir warriors**, and 12 **tribal warriors** hauling a dragon on a sledge.

27. AARAKOCRA HUNTERS

Aarakocra are territorial and consider anyone else hunting in their territory to be a threat to their tribe. If the characters have been hunting or for-

aging for their food, the **arakocra skyhunter** and 2 **arakocra** attack immediately. Otherwise they simply circle overhead for several hours, keeping an eye on the party.

At Higher Levels

- T2: 3 arakocra skyhunters and 3 arakocra

28. SHARRAN CULTISTS

Cults of Shar are often involved in kidnapping plots, including the kidnapping of adventurers. They also meticulously plan their capers, and are rarely caught off guard. A small cult cell consists of a **cult fanatic**, 2 **cultists**, and a **Sharran darkcloak** with a **shadow mote**. They often coordinate with one or more **nobles**, who may or may not participate directly in their operations.

At Higher Tiers

- 2: The cell is supported by a **sharran nightcloak**.
- 3: The cell is supported by a **sharran nightcloak** and 2 **shadow guardians**.
- 4: The cell is supported by a **sharran nightcloak**, 2 **dark justiciars**, 2 **shadow guardians**, and a **dark moon master**.

29. HOBGOBLIN RAIDERS

A group of hobgoblins lies in wait on the cliffs above, as a small four man Purple Dragon patrol, consisting of one telsword and three blades, makes its way along the trail. The Purple Dragons haven't noticed the hobgoblins, which can be seen with a Wisdom (Perception) check equal to 10 + three times the character's tier. If the characters see the hobgoblins, they can shout a warning, giving the patrol time to prepare for the assault. Otherwise, the telsword is killed in the first round of combat. The raiders consist of a **hobgoblin captain** riding on a **manticore**, 2 **hobgoblins**.

At Higher Levels

- T2: the raiders consist of a **hobgoblin captain** riding on a **manticore**, 6 **hobgoblins**, and 2 trained hunting wolves (**dire wolves**)
- T3: the raiders consist of a **hobgoblin warlord** riding on a **wyvern**, a **hobgoblin captain** with

2 trained hunting wolves (**dire wolves**), and 4 **hobgoblins**

- T4: the raiders consist of a **hobgoblin warlord** riding on a **wyvern**, 2 **hobgoblin captains** riding on **manticores**, 6 **hobgoblins**, and 2 trained hunting wolves (**dire wolves**)

30. PRANKSTER

A pair of **young faerie dragons** live near the edge of the Hullack Forest and play pranks on travelers who enter the forest. They steal food, tie shoelaces together, and otherwise cause a disturbance, while trying to remain hidden from the targets of their pranks. If the characters spot and confront the little dragons, they admit that the two of them have an ongoing competition to pull the most daring prank without getting caught.

31. MANHUNTERS

Eldreth Veluuthra is an organization of militant elves who believe that humans must be exterminated before they can destroy the natural world. They control much of the Hullack Forest, and kill any humans that dare enter their domain. A typical patrol consists of an **Eldreth Veluuthra manhunter**, 2 **scouts**, and 3 **pixies**.

At Higher Tiers

- T2: The patrol consists of 5 **Eldreth Veluuthra manhunters**, a **centaur**, a **dryad**, and 5 **pixies**.
- T3: The patrol consists of an **Eldreth Veluuthra nightwarden**, 4 **Eldreth Veluuthra manhunters**, a centaur, a **dryad**, 2 **satyrs**, and 5 **blink dogs**.
- T4: The patrol consists of an **Eldreth Veluuthra nightwarden**, 5 **Eldreth Veluuthra manhunters**, a centaur, and 2 **treats**.

32. AN ODD RITUAL

The sounds of splashing and a rooster frantically squawking can be heard nearby.

A **green hag** is ritualistically drowning a rooster. While the act may seem unnecessarily cruel and evil, she has been paid to do so to save the life of a little girl in a nearby village. She won't bother to explain herself, however, and is dismissive of the adventurers if they ask. What she does is none of

their business and they best be off before they take the rooster's place.

At Higher Tiers

- T2: A coven of three **green hags** is performing the ritual

33. A SORORITY OF SWANS

Read or summarize the following:

A splash in the water draws attention to a group of large, beautiful swans swimming peacefully across the glassy surface of the lake.

This group of large beautiful swans are actually swanmay meeting to exchange information. Swanmay are specialized rangers who have the ability to transform into swans. They typically keep to themselves, but occasionally work with like-minded forest dwellers, such as dryads and wood elves, and have come to Cormyr to discuss the aggression of the Eldreth Veluuthra. The adventurers may succeed on an Insight check with a DC equal to 10 + twice their tier to notice that one of the swans seems to keep glancing in their direction, as if it is watching them. If the adventurers approach and try to interact with the swans they swim to shore and transform into human female **scouts**. They try to negotiate peacefully and exchange any information the characters might have on elven activity in the area.

At Higher Tiers

- T2: The swanmay are 3 **archers** and 3 **scouts**.
- T3: The swanmay are 1 **assassin**, 2 **archers**, and 3 **scouts**.
- T4: The swanmay are 1 **assassin** and 5 **archers**.

34. DEATH CHEESE

Read or summarize the following:

A pair of marsh drovers walks alongside a catoblepas which is pulling a cart which reads, in fairly poor penmanship: Death "Cheese" 2 sp/wedge.

Death cheese sounds more sinister than the reality, which is that death cheese is, in fact, a regional delicacy made from the milk of a catoblepas. The

human scouts are more than happy to sell the characters as much of the cheese as they would like. If attacked, they quickly unharness the catoblepas who uses its death gaze on any attackers.

At Higher Tiers

- T3: There are 4 catoblepas, harnessed two per cart, and 4 scouts accompanying them.

35. GOBLIN RAIDERS

A **goblin boss** and a pair of **goblin** underlings sit in a small clearing counting coins from a traveler's pouch. Nearby, a **worg** gnaws on the traveler's severed shin.

At Higher Tiers

- T2: The group consists of a goblin boss, 5 goblins, and 2 worgs

36. GNOLL HUNTING PARTY

A gnoll hunting party consisting of a **gnoll pack lord**, 2 **gnolls**, and a **hyena** has just killed a merchant caravan and is happily feasting on the remains. If the gnolls are driven off, the caravan can be returned to the nearest town for a reward equal to 50 gp x the character's tier, though they will need to find some way to replace the horses. If they leave the caravan and return, another group of gnolls have made off with everything in the caravan. If they camp overnight in the same location, a group of gnolls of similar size comes to investigate the fate of their pack mates.

At Higher Tiers

- T2: **gnoll fang of Yeenoghu**, **giant hyena**, 6 **gnolls**
- T3: **gnoll fang of Yeenoghu**, **gnoll pack lord**, 4 **gnoll hunters**, 6 **gnolls**, and 2 **leucrotta**
- T4: **flind**, **gnoll fang of Yeenoghu**, **gnoll pack lord**, 2 **gnoll flesh gnawers**, 4 **gnoll hunters**, and 2 **leucrotta**

37. INTO THE LION'S DEN

A **wemic** is patrolling the region looking for a warband of goblins that one of their pridemates found signs of. In truth, the wemic simply sent them out on a fruitless errand to make them look bad in front

of the chief. They are in a foul mood, but non-hostile as long as the adventurers do not have an orc or goblin among their number. A Wisdom (Survival) check with a DC equal to 10 + twice their tier can uncover signs of a goblin camp.

Following it leads to a group of **goblins** numbering 10 x the character's tier. If they aid the wemic, they will lead the adventurers back to the wemic's camp where they can rest, recover, and resupply.

At Higher Tiers

- T2: There are 4 **wemic**.

38. AN UNCOMFORTABLE DISPUTE

Read or summarize the following:

You hear a string of loud curses, followed by a second, deeper voice, following suit. The two voices shout and exchange insults for a long moment before both simultaneously pause to take a deep breath. Almost immediately the insults begin anew.

An **ettin** in a loud shouting match with himself over whose turn it is to make dinner. It speaks in a mixture of giant and orc, changing between languages almost on a whim. If the characters approach, the two heads put aside their differences saying they can decide who cooks the adventurers after they kill them. Characters can turn the heads against one another with a successful Charisma (Deception or Persuasion) check with a DC equal to 10 + twice their tier. Using persuasion, they could also offer to help resolve the dispute, in which case they have advantage on the roll as both parties would like the chance to be proven right. They must convince each head individually, making a Charisma (Deception or Persuasion) check at the same DC. Failure on either roll will result in one of the heads getting angry and attacking.

At Higher Tiers

- T2: There are two **ettins**, meaning four heads to deal with.

39. TRIP TRAPPING

Read or summarize the following:

Ahead is a small, narrow bridge connecting the mountain trail across a large chasm between two peaks. At the far end of the bridge are three goats, who seem to be hesitant to cross.

A small herd of three **goats** is standing at a narrow bridge along the trail, seemingly afraid to go further. They have caught the scent of a yeti, and are unsure of what to do. The **yeti** is hiding in the cliffs above, its white coat blending in with the snow. The yeti was planning on eating the goats, but is more than happy to feast on adventurer instead.

At Higher Tiers

- T2: **abominable yeti**

40. CIRCLING DRAGON

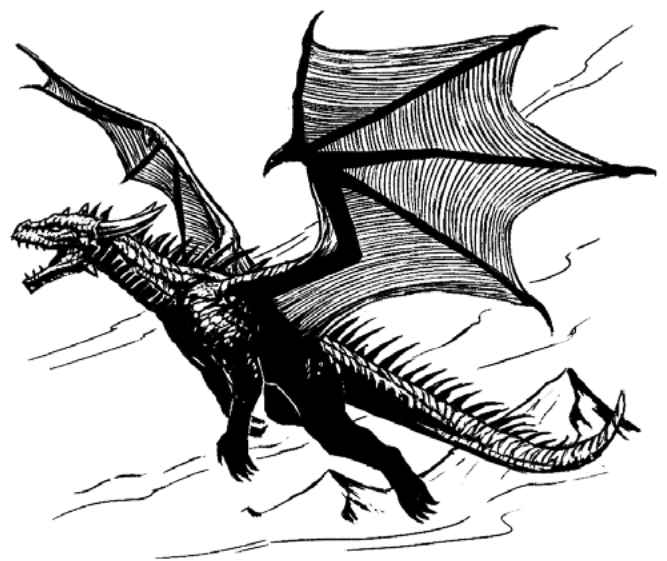
Read or summarize the following:

An ominous shadow stretches across you, as a large dragon passes overhead. It seems to slow for a moment, and then begins to circle back around.

The characters can hide from the **young red dragon** that is circling overhead, on the hunt for food, or they can prepare to face it. If the dragon spots them (passive Perception 18) it swoops down to attack.

At Higher Tiers

- T3: The dragon is an **adult black dragon**.



41. JUST SOME SCRAGS

A pair of scraggs (**trolls** with the Amphibious trait and a swim speed of 30 ft) prowls the area around the adventurers, seeking to ambush them when they come near the water.

At Higher Tiers

T3: There are 3 **trolls**.

42. DIPLOMATIC ENVOY

Sharptooth scouts noticed your arrival in their territory and dispatched an envoy to meet you and ascertain your motives. The diplomatic entourage from the Sharptooth tribe consists of a **lizardfolk hunt leader**, a **lizardfolk shaman**, and 2 **blackscale lizardfolk**.

At Higher Tiers

- T3: The diplomatic entourage consists of a **lizardfolk chieftain**, 2 **blackscale lizardfolk**, **lizardfolk shaman**, 3 **poison dusk lizardfolk**

43. ADVENTURERS AND THE 3 BEARS

Read or summarize the following:

A low, rumbling growl can be heard coming from the cave to your right. A large, shaggy brown creature emerges, lifts itself up on its hind legs, and lets out an earth shaking roar.

A small cave nearby is home to a mated pair of **brown bears** and their young cub (**black bear**). The bear and its mate are very territorial, though they can be appeased with fresh meat and a Wisdom (Handle Animal) check with a DC equal to 10 + twice the character's tier. If they succeed, the cub takes a liking to the characters and may follow them and appear in their campsite at some point in the following week, hoping to be fed again. If the characters continue feeding it and treating it well, the bear will continue to follow them, even assisting in combat.

At Higher Tiers

- T2: The bear family is made up of 2 **cave bears** and their cub (**black bear**)

44. HOBGOBLIN BAND

A **hobgoblin warlord** is leading its personal honor guard of a **hobgoblin devastator** and four **hobgoblins** to meet with an allied warchief in the Vast Swamp. The rest of its tribe was killed or scattered by a Purple Dragon patrol, and it is desperately seeking allies to retake its fortress. While it is aggressive and cruel, like many of its kind, it is smart enough to know that a battle with adventurers would only serve to further whittle away his numbers and as a result it is willing to parlay for safe passage.

At Higher Tiers

- T3: Add 2 more **hobgoblin devastators**

45. DRAGON HUNT

A pair of **frost giants** and their pack of four **winter wolves** are hunting a dragon that they've heard lairs nearby. If they are defeated, the characters can find a crude map that leads them to the lair of an adult mercury dragon named Mera Quicksilver

At Higher Tiers

- T3: add an additional **frost giant**.

46. GOBLINS FOR SALE

Two **hill giants** have captured four **goblins** and are taking them to Gwarch in hopes that they can use them to barter for food. They are willing to sell the goblins to the characters, though their understanding of commerce is limited at best. They grow frustrated with long conversations and attack if they do not feel they are being given a good deal. They intimidate the goblins into helping them, though the characters can convince the goblins to run away with a Charisma (Persuasion) check against a DC of 10 + twice their tier or can convince them to join against the giants with a Charisma (Intimidation) check against the same DC.

At Higher Tiers

- T3: There are four **hill giants**

47. ORC WARBAND

A small band of orcs is recovering after a battle against a nearby pride of wemic. When they see the characters, they immediately attack. The warband consists of an **orc eye of Gruumsh**, a trained **hieracosphinx**, and four **orcs**.

At Higher Tiers

- T3: the warband consists of an **orc warchief**, an **orc eye of Gruumsh**, a trained **hieracosphinx**, and twelve **orcs**
- T4: the warband consists of an **orc warchief**, an **orc eye of Gruumsh**, two trained **hieracosphinx**, a **hill giant**, and twelve **orcs**.

48. NEFARIOUS ABDUCTIONS

A group of 4 merrow are abducting townsfolk and sailors from all along the coast and dragging them away beneath the sea. Rumor is that they are being taken to an obsidian obelisk somewhere in the Dragomere.

At Higher Tiers

- T3: The group consists of 8 **merrow**
- T4: The group consists of an aboleth and 10 merrow

49. SCRAGGLY ONE-EYE

A hungry, ill-tempered troll with only one eye is famous in these parts, not only for his ferocity but for the strange following of tribal warriors that follow his leadership and his ongoing willingness to cooperate with the One-Eye tribe. The characters encounter Scraggly One-Eye in the deep swamp, along with four tribal warriors accompanying him on a hunt. When they encounter the characters, there is a long dramatic pause as the troll waits to see what the characters will do.

If they put out one of their own eyes, Scraggly smiles in a disconcerting way and motions for them to follow back to their encampment, which is actually ruled by a coven of three green hags who took Scraggly in when he was wounded and who share one eye between them. The hags are welcoming, but consider the characters to be a part of their

tribe and will not put up with insubordination within their ranks. Any offenders are fed to Scraggly.

At Higher Tiers

- T3: Scraggly One-Eye is accompanied by 4 **berserkers** and 6 **tribal warriors**.

50. HOBGOBLIN RAIDING PARTY

Hobgoblins have been mostly pushed out of Cormyr, but some raiding parties still remain deep within the forests and swamps. This raiding party consists of a **hobgoblin warlord** riding atop a **crocodile**, escorted by 5 **hobgoblins**. They are ruthless and will attack anyone they come into contact with.

- T3: warlord is instead riding a **giant crocodile**
- T4: hobgoblin is riding a **giant crocodile**, and is escorted by a **hobgoblin captain** and 6 **hobgoblins**, all on **crocodiles**.

51. REMNANTS OF THE SHADOWSCALE

The shadowscale tribe has not been completely eradicated, and some still work to rebuild their lost kingdom of shade. In a clearing in the swamp, the adventurers find the remnants of this once mighty tribe: a **black dragon wyrmling** escorted by 2 **shadowscale lizardfolk**

At Higher Tiers

- T3: A **young black dragon** escorted by 5 **shadowscale lizardfolk**
- T4: An **adult black dragon** escorted by 5 **shadowscale lizardfolk**

52. LOVE IS IN THE AIR

A pair of **hydra** splash across the swamp in an elaborate courtship dance. They may not notice the characters if they try to sneak away and suffer disadvantage on their perception due to their focus on one another, but if they notice the characters, both hydras attack.

At Higher Tiers

- T4: This particular patch of swamp is also home to a **vine horror spelldrinker**.

53. GRELL COLONY EXPEDITION

When a grell colony expands too large, one of the older grell takes a few of their kind and leaves to form a new colony elsewhere. A **grell patriarch** and 3 **grell** are wandering the Vast Swamp looking for a new place to establish a colony.

At Higher Tiers

- T4: The **grell patriarch** is leading 8 **grell**.

54. SUNKEN RUIN

An odd crystal spire is visible a short distance offshore at low tide. A pair of **water naga** protect the underwater ruin, which was once a Batrachi outpost. It was forced to the surface by a recent seismic event, and its guardians are uneasy at the attention that it might attract and ready to defend it at any cost.

The ruin is mostly empty, except for some odd crystals which function as tomes dedicated to the creation of several different races, including the lizardfolk, as well as complex anatomical diagrams of known species during the Batrachi empire's reign. A character can use an action to activate the tome, causing images and words written in an unknown language to appear floating above the crystal. Even without being able to read it, the tome provides valuable information through the images. A creature who spends 1 minute studying the tome gains advantage on any Wisdom (Medicine) checks made in the following hour.

At Higher Tiers

- T4: There are 5 **water naga** guarding the ruin.

55. DRAGON WARS

Read or summarize the following:

A thunderous roar shakes the mountaintop, sending rocks and snow tumbling down the steep cliff. Above, the enormous forms of three dragons can be seen locked in combat. It appears that two fang dragons are battling a silver dragon for territory.

These dragons have long held enmity for one another, though the **adult silver dragon** was too powerful

for the two **adult fang dragons** to attack on their own. Recently, they entered a compact to work together to defeat the silver dragon so that they can split up its territory among themselves.

This encounter can be difficult to run if the DM runs all three dragons at once, so we instead recommend that the action focus on the battle between the adventurers and one of the fang dragons while the other two dragons form a dramatic background to the action, occasionally bathing the battlefield in a breath weapon or the fang dragon being violently thrown into its ally by the silver dragon. The silver dragon can more than hold its own against one fang dragon, so the outcome entirely depends on whether the adventurers can defeat their own dragon.

At Higher Tiers

- T4: Two **ancient fang dragons** battling an **ancient silver dragon**.

56. ARISE! DRACOLICH!

Read or summarize the following:

Strange chanting and sickly purple light emanates from a nearby cave, and long humanoid shadows of are cast along the trail ahead.

A **wearer of purple** and 2 **cult fanatics** are casting the ritual that will transform a blue dragon into a dracolich.

At Higher Tiers

- T4: the characters have arrived just as the ritual is concluding and have only 1d4+1 rounds to eliminate the wearer of purple before the **adult blue dragon dracolich** arises. While still not fully animated, the dragons corpse begins to twitch violently on the second turn and can make one attack at initiative count 20.

57. THE LOST MINE

A fire giant and four azers is searching the peaks for the entrance to an abandoned adamantine mine. They are greedy and suspect anyone they see of trying to follow them and steal their adamantium.

At Higher Levels

- T4: There are 2 fire giants and 4 azers.

58. JUST A LITTLE ITCH

If this encounter occurs on the shore, the adventurers encounter an **ancient bronze dragon** rubbing its back across the jagged coastal rocks.

If it happens at sea, the dragon instead bumps against the underside of their ship while trying to scratch himself. The ship's hull suffers 1d10 points of damage when this happens, and they must convince the dragon to stop with a DC 18 Charisma (Persuasion) check or the damage will continue each round on the dragon's turn. This check has advantage if the characters point out the fact that they could be injured or otherwise appeal to the dragon's better nature. Otherwise the dragon continues to scratch himself for three rounds before groaning in frustration and swimming away.

The characters can tend to the itchy dragon's back with the use of a long polearm or spear to scratch the offending itch. If they do so the dragon descends below the waves and returns with a +1 magical weapon of the DM's choosing as a token of its gratitude.

59. TRIBUTE DUE

If the characters are on shore, they see an enormous shell of a **dragon turtle** break the surface of the water, and quickly sink back beneath the waves.



If the characters are on a ship, however, the dragon turtle nudges into the ship to bring it to a stop and then stops in front of it, mouth gaping. It demands, in Draconic, a suitable tribute. If they are unsure of what to offer the dragon turtle will casually suggest that it has a taste for elf flesh. It will accept, however, any magical item, sculpture, or other treasure worth 500 gp or more. Once it has received its due, the dragon turtle slips back below the water and allows the ship to pass.

60. BEAUTY

A **beholder** roams the area, followed by two **gazers** who continuously compliment his appearance. For his part, the beholder seems mildly irritated by the endless compliments and vents his frustration by disintegrating random objects in his path. If he spots the characters, he is more than enthusiastic to vent his frustration in their direction, though a compliment that seems heartfelt enough, requiring a Charisma (Deception or Persuasion) check with a DC equal to 10 + four times their tier, will appease him enough to let them live. He will then berate his companions for not living up to the sterling example set by those nice adventurers.

At Higher Levels

- T4: The **beholder** is accompanied by 6 **gazers**

61. BATRACHI RUIN

Read or summarize the following:

A strange crystal tower rises from the swamp, the many facets of the large panes glimmering in what little sunlight trickles through the canopy above.

If the characters approach, they are stopped by a **guardian naga** and two **couatl**, who have become the guardians of this once sacred place. They offer no answers except that they have long been tasked with the ruins protection, and will allow no one to pass.

At Higher Tiers

- T4: The **guardian naga** is accompanied by four **couatl**

62. DARK MYSTERIES

Three **warlocks of the great old** one are huddled beneath studying some sort of glowing, smoky crystal. A DC 18 Intelligence (Arcana) check reveals that the crystal can be used to capture creatures within it which can later be released with a few simple gestures. There seems to be some disagreement on how to use the device.

The crystal functions as a mirror of life trapping, except that it has only eight cells, one for each face of the crystal. The warlocks have yet to figure out the command word.

At Higher Tiers

- T4: As the characters approach, one of them realizes the command word and activates the crystal, releasing a **death slaad** from its ancient prison.

63. SUCCESSFUL PIRATES

If this encounter occurs while the characters are on shore, they simply see a swift sailing vessel flying black flags off in the distance. However, if it occurs while on sea, the ship swiftly moves to attacking position and begins bombarding them in preparation for boarding actions. The sailing ship is crewed by a **freesail captain**, an **evoker**, 8 **swashbucklers**, a **bard**, and 2 **freesails**. The rest of the crew are 20 **bandits**, tasked with the basic operation of the ship who do not participate in boarding actions and quickly surrender once the rest of the crew is dispatched.

64. A FEARSOME DEBATE

Read or summarize the following:

From somewhere ahead, you hear what sounds to be a lively debate between three parties on the nature of good and evil. One voice, a rich deep baritone, argues that “good” is subjective and that there is no universal concept of “good”, only what is “good for oneself”. The other two voices, both breathy and raspy in a way that gives you a slight headache each time you hear it, seem to disagree and thinks that there is a concept of “universal good” which is defined as “that which is good for the greatest number of people”. The conversation diverges into some sort of metaphor about a

runaway wagon and a fork in the road.

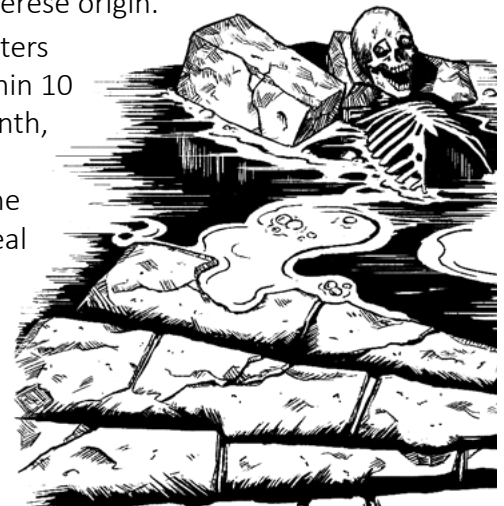
In a small clearing, a **beholder** engaged in a fearsome debate with a pair of **mind flayers**. Unusually for their kind, all three participants are lawful neutral and the three occasionally meet up in far, out of the way locations to discuss important philosophical matters. They are wary of adventurers, and will attack if they see signs of weapons being drawn or spells being cast, but otherwise will invite the adventurers to join their conversation. If a character is boring or tiresome, the beholder will zap them with a disintegration ray, stating simply that he is trying to improve the quality of the conversation by raising the group’s intellectual average.

65. AN ANCIENT EVIL

A small tomb is half buried in the much of the swamp, its entry just visible above the waterline. Inside, a short flight of stairs leads down to the crypt. The floor is flooded to a depth of 2 feet and ancient gold coins lie strewn about. Two corpses lie at the bottom of the stairway, preserved by the acidic water of the bog, their faces twisted in a horrific eternal scream. A small plinth lies within the small 20 x 30 room, a golden chalice resting atop seeming to glow with an internal light. On the far wall is a relief sculpture of some ancient king arrayed in a sweeping golden cloak.

A successful DC 16 Intelligence (History) check recognizes the style of the sculpture and symbols as being of Netherese origin.

If the characters approach within 10 feet of the plinth, the sculpture splits down the center to reveal the sarcophagus of an ancient, evil, mad king, preserved in the peat



bogs. The **mummy lord** immediately attacks, accompanied by 3 **swarms of poisonous snakes** which emerge from cracks within the walls and ceiling. Any time a swarm of poisonous snakes is killed, the mummy lord can use one of its legendary actions to summon a new one to emerge from the walls.

66. DRAGON IN THE MIST

Read or summarize the following:

A thick mist rolls in along the shore, making it difficult to see beyond a few feet in front of you. Suddenly, an enormous reptilian head appears before you.

Mist dragons are typically solitary and prefer to be left alone to their studies. They are sometimes, however, minor oracles and can catch glimpses of important events. If this **ancient mist dragon** has sought out the characters, it is likely for a very good reason. This is a good way for the DM to plant future adventure seeds, though it can most certainly be a combat encounter if the mist dragon has portended something harmful to its territory in the characters future.

67. IN SEARCH OF ANCIENT NETHERIL

A **demilich** whose memory and sanity have been shattered by the ravages of time seeking a long forgotten Netherese border fort. He is riding atop a flying chariot pulled by a pair of **peryton** and immediately attacks any who cross his path, suspecting that they may have a clue to the location of the outpost. In addition to his spellbook, the demilich has a journal of half-mad notes outlining the possible locations of the fort. Whether these lead to an ancient tomb full of traps and liches and ghostly archmages is up to the DM.

68. AS GOOD A PLACE AS ANY

The characters come upon three **necromancers** camped in the ribcage of a decomposing hydra. The necromancers are quick to attack anyone they see, as they are on the run from the War Wizards in Cormyr.

69. A TAIN OF SHADOW

A **nightwalker** was summoned by foolish priests of Shar. After consuming its summoners, it has begun greedily preying on any living thing that comes across its path.

70. SKURGE

An **ancient black dragon** has made its lair in the Farsea Marsh for hundreds of years, and for nearly a century has been forced to do the bidding of the Tun Bandits, who keep her wyrmling trapped in a dungeon within their keep. Skurge is angry and aggressive, but also recognizes an opportunity when she sees one. While she cannot move against the bandits without risking the life of her daughter, there is nothing tying these adventurers back to her. Or maybe she's hungry and attacks the characters. Either is equally likely. Skurge is a fickle creature.

71. WAITING OUT THE STORM

Read or summarize the following

A sudden storm rages all around you, and silhouetted by the lightning is a squat tower which appears to be mostly intact.

Inside the tower, a **rakshasa**, his bodyguard (**blackguard**), and his apprentice (**mage**) wait out a storm in the old ruin. Unless the characters are quick to negotiate, they attack anyone who enters the tower, but will not give chase in the storm.

72. OVERZEALOUS

An adventuring party consisting of an **abjurer**, a **champion**, an **assassin**, and a **war priest** spots the characters, certain that they are trying to beat them to the dungeon they are seeking, and tries to eliminate the potential competition.

APPENDIX C:

MAGIC ITEMS

Cormyr is home to many dungeons and ancient civilizations, the site of many military clashes, as well as the home of an organized and disciplined order of wizards trained in the art of war. It seems only natural, then, that Cormyr would also be the location of a great variety of magic items. This is true, and Cormyr is particularly proud of the magic weapons wielded by reigning Obarskys in their many wars and battles.

The following magical items are all found in or near Cormyr, and many of them may be found by the characters throughout their adventures. In the case of the Cormyrean swords of state, however, these are considered property of the crown and any wielding them without permission from the queen herself would likely be found guilty of theft and treason against the crown. We have included them for the sake of completeness and for those adventurers who may find particular favor with the queen and be permitted to wield them as champions of the realm.

MAGIC ITEM	TYPE	ATTUNEMENT?
Common Magic Items		
Lantern Ring	Ring	Yes
Nesmyth Globe	Wondrous Item (Consumable)	No
Uncommon Magic Items		
Baulgroth's Blade	Weapon (longsword, rapier, or shortsword)	No
Cormyrean Goblinthraasher	Weapon (longsword)	No
Everbright Armor	Armor (medium or heavy armor, except hide)	No
Purple Dragon Ring	Ring	Yes
Rare Magic Items		
Cormyrean Greatshield	Shield	No
Dazzling Weapon	Weapon (any weapon that deals slashing or piercing damage)	No
Very Rare Magic Items		
War Wizard Cloak	Wondrous Item	Yes
Legendary Magic Items		
Ansivarr, Blade of Memory	Weapon (greatsword)	Yes
Commander's Ring	Ring	Yes
Orbyn, Edge of Justice	Weapon (longsword)	Yes
Rissar, the Wedding Blade	Weapon (shortsword)	Yes
Shiningbite, the Drake's Tooth	Weapon (longsword)	Yes
Symlazzar, Font of Honor	Weapon (longsword)	Yes
Artifacts		
Albruin	Weapon (longsword)	Yes
Ibratha, Mistress of Battles	Weapon (shortsword)	Yes

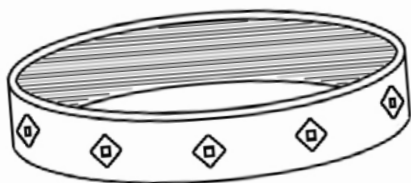


BAULGROTH'S BLADE

Longsword or Rapier, uncommon

These plain looking swords, named for the long-dead wizard who invented them, are found in nearly every Purple Dragon barracks and garrison and are used primarily for training purposes.

A Baulgroth's Blade grants a +1 damage on attack and damage rolls. In addition, whenever one of these weapons successfully damages a living creature it immediately casts a cure light wounds spell upon the creature it has struck, restoring 1d8 points of damage, up to a maximum amount equal to the damage dealt by the attack. The tip of the blade trails a quickly fading line of radiance as it is wielded.



COMMANDER'S RING

Ring, legendary (requires attunement)

The War Wizards of Cormyr forge these rings for use by commanders within the Purple Dragons, though they are occasionally granted to adventurers who perform great deeds in service to the crown.

While wearing this ring you gain a +1 bonus to armor class and saving throws. Additionally, this ring has 5 charges. You may speak a command word and expend a charge to cast the following spells: feather fall, knock, wall of force, and daylight. The ring regains 1d4 expended charges daily at dawn.

A character wearing a commander's ring always knows the direction and distance to any purple dragon rings within a 100-foot radius. This power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 1 yard of wood or dirt blocks it.

A commander's ring can be worn on the same hand as a purple dragon ring, and the pair counts as only one attunement slot.



CORMYREAN GREATSHIELD

Armor (shield), rare

These large shields were created for Purple Dragon knights who hunted the border raiders in the Storm Horns and are easily recognizable by the insignia of a purple dragon standing upon a broken arrow. While holding this shield, ranged attacks have disadvantage against you.



CORMYREAN GOBLINTHRASHER

Weapon (longsword), uncommon

These longswords were commissioned in great numbers by the Royal Magician Caladnei to be distributed among the Purple Dragon knights and offered for sale or as gifts to worthy adventurers in order to improve morale and loyalty.

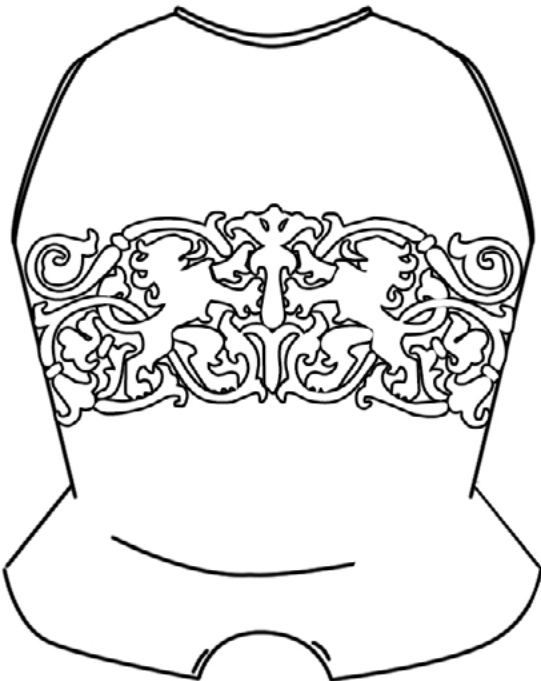
When you hit a goblin with this weapon, it takes an extra 1d6 damage. For the purpose of this weapon, “goblin” refers to any creature with the goblinoid type, including hobgoblins and bugbears.



DAZZLING WEAPON

Weapon (any weapon that deals slashing or piercing damage), rare

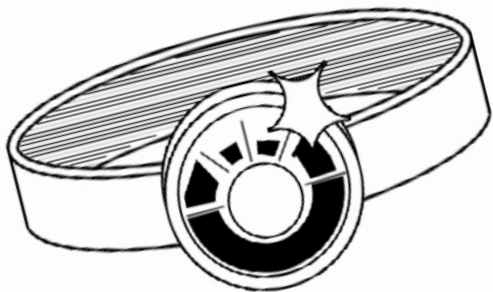
You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you may utter a command word as a free action to cause the weapon to shed bright light in a 10-foot radius and dim light for an additional 10 feet. While the weapon is illuminated it deals radiant damage instead of its normal damage type.



EVERBRIGHT ARMOR

Armor (medium or heavy, but not hide), uncommon

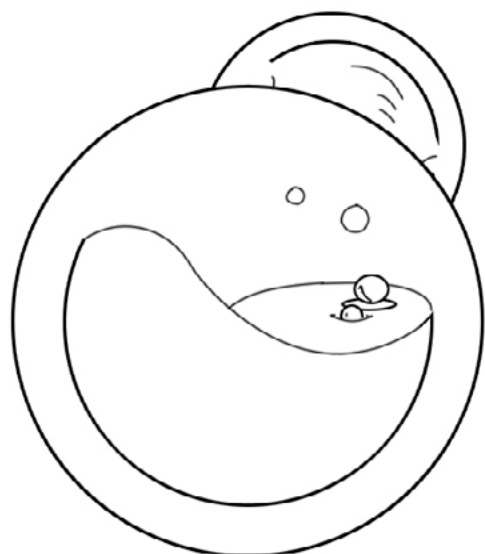
This suit of armor is as bright and shiny as polished silver and never tarnishes. While wearing this armor, you gain resistance to acid damage.



LANTERN RING

Ring, Common (requires attunement)

While attuned to this ring, you can use a bonus action to create a torch-sized globe of light within 30 feet. As a bonus action on your turn, you can move the light up to 60 feet to a new spot within range. The light remains as long as you maintain concentration, as if concentrating on a spell, or if it is ever further than 60 feet from you.

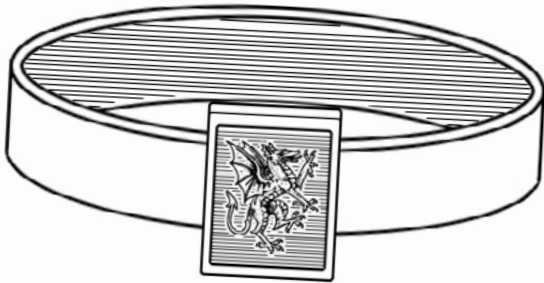


NESMYTH GLOBE

Wondrous Item (Consumable), Common

This plain looking glass bottle is filled with what appears to be ordinary water, though it is cloudy with a blue-gray sediment at the bottom.

As an action, you may shake the bottle to cause it to brightly illuminate, shedding dim light to a range of 60 feet. The liquid continues to glow for one minute. At the end of one minute, roll a d10. On a 1, the globe's magic is expended and it no longer functions. Otherwise, this item may be reused.

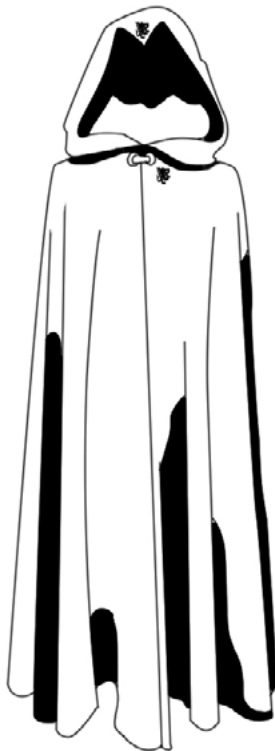


PURPLE DRAGON RING

Ring, uncommon (requires attunement)

These brass rings are engraved with the purple dragon symbol of the Obarskyr royal family. This ring has 5 charges. You may speak a command word and expend a charge to cast the following spells: light and protection from poison. The ring regains 1d4 expended charges daily at dawn.

A purple dragon ring can be worn on the same hand as a commander's ring, and the pair counts as only one attunement slot.



WAR WIZARD CLOAK

Wondrous Item, very rare (requires attunement)

A full-cut black weathercloak with a high collar and voluminous hood embroidered with a purple dragon on the left collar and at the peak of the hood, the war wizard cloak is typically worn by wizards, nobles, or agents of the crown.

While wearing the cloak you gain resistance to cold, darkvision to 60 feet, and may cast feather fall and sending at will. Additionally, while wearing the cloak you can use an action to cast one of the following spells (save DC 18) from it: dimension door, scrying, and blade barrier. Once you use the cloak to cast a spell, you can't cast that spell again from it until the next dawn.

ALBRUIN

Weapon (longsword), artifact (requires attunement)

Albruin is a powerful, silver, sentient sword with a mischievous personality originally commissioned by a Dambarathan half-drow prince who fled his homeland for the Great Grey Land of Thar, though it was stolen away by the smith who crafted it.

It was long kept in the royal house of Cormyr, but seldom found to be in harmony with the any in the royal family and therefore never used. It is a broad bladed longsword with a gleaming silver coat, though otherwise quite unremarkable. It was stolen from the palace at Suzail in 1268 DR by the halfling thief Nypan, who was arrested shortly after in Wheloon though he refused to disclose the whereabouts of the sword. The blade resurfaced and was lost several times in the subsequent centuries, before disappearing for the last time in 1308 DR.



MAGIC WEAPON

Albruin is a magic, sentient longsword that grants a +3 bonus to attack and damage rolls made with it. It deals an additional 1d10 damage to lycanthropes. While the sword is on your person you gain a +1 to saving throws.

RANDOM PROPERTIES

The sword has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

SPELLS

While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: cure moderate wounds, protection from poison, and find traps. Once you use the sword to cast a spell, you can't use that spell again until the next dawn. Additionally, you may cast the detect magic spell at will.

SENTIENCE

Albruin is a chaotic good weapon with an Intelligence of 12, a Wisdom of 15, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Common, Elven, Undercommon, and thieves' cant.

PERSONALITY

Albruin is mischievous and eternally curious, and as a result it enjoys the companionship of adventurous wielders who will take it to exotic and interesting locales. It enjoys the accolades that come with accomplishing daring feats, and while it is typically content to go where its wielder wishes, it will exert its influence if they turn away from an interesting adventure.



ANSRIVARR, BLADE OF MEMORY

Weapon (greatsword), legendary (requires attunement)

This large heavy-hafted greatsword originally belonged to Mondar Bleth and is one of the six Cormyrean Swords of State. It is ancient and battered, having been used actively by Faerithann, the first king of Cormyr, and his sons, but eventually the sword fell into primarily ceremonial use. Now, it is used only during coronation ceremonies and is otherwise kept in the Shrine of the Four Swords in the Royal Court. Ansrivarr is enchanted to be practically indestructible, and the means of its destruction, if any, are currently unknown.

Ansrivarr grants a +3 bonus to attack and damage rolls made with it made with this weapon. When you make an attack against a creature with Ansrivarr you may use a bonus action to shove the creature.

Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.



IBRATHA, MISTRESS OF BATTLES

Weapon (shortsword), artifact (requires attunement)

A leaf-shaped bronze short sword made for Azoun I has been lost and recovered several times throughout the history of Cormyr. Also known as the “Mistress of Battles” and “the Warrior’s Fang”, Ibratha has the distinction of being part of the royal regalia of two kingdoms: the Forest Kingdom of Cormyr on land and the merfolk kingdom of Eadraal under the sea. It was lost to both kingdoms during the Spellplague, when it was wielded by princess Jian in the battle that would take her life. No one known what happened to the blade, though both kingdoms continue to search for the powerful weapon.

Ibratha grants a +3 bonus to attack and damage rolls made with this weapon. When you use the Dash action, you can fly during your movement on that turn. Ibratha has 3 charges. While you carry it you can use an action and expend 1 charge to cast *mirror image* or *blink*.

Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.



Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.

ORBYN, EDGE OF JUSTICE

Weapon (longsword), legendary (requires attunement)

“The Edge of Justice” was a longsword crafted for Duar Obarskyr by the High Wizard of Cormyr, Amedahast. Used to slay both the “Purple Dragon” Thauglorimorgorus and the pirate lord Magrath, Orbyn was one of the most powerful magical swords in all of Cormyr. It is a finely crafted longsword with intricate barely visible runes trailing up and down its blade. The sword is currently kept in the Shrine of the Four Swords in Cormyr’s Royal Court and is used in the swearing of oaths and as the means of executing nobility found guilty of capital crimes. It is also used to detect falsehoods told in court, as its blade flashes with light if someone touching it tells a lie. Orbyn grants a +3 bonus to attack and damage rolls made with this weapon. When you roll a 20 on an attack roll the target takes an additional 6d8 damage of the weapon’s type. A creature slain by Orbyn cannot be brought back to life by any means short of a wish spell.



Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.

RISSAR, THE WEDDING BLADE

Weapon (shortsword), legendary (requires attunement)

A short sword commissioned by Rhiigard as a wedding gift but never used in combat, Rissar has since been used during royal weddings. The couple holds it together as they recite their vows. Rissar is also used in swearing blood oaths to the crown, and as such is used to cut each and every War Wizard as they take their oaths.

Rissar grants a +2 bonus to attack and damage rolls made with this weapon. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 2d6 radiant damage. In addition, you can speak the sword’s command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

While you carry this weapon, you can spend 1 minute to cast geas on a willing creature.



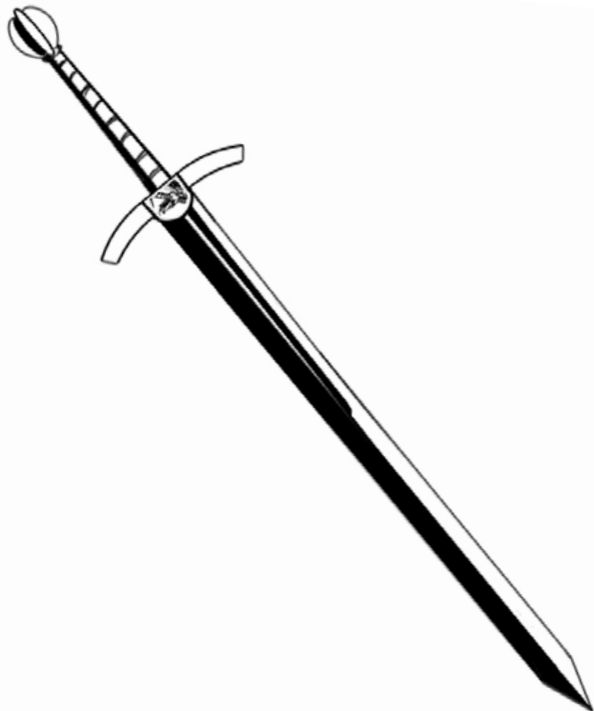
Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.

SHININGBITE, THE DRAKE'S TOOTH
Weapon (longsword), legendary (requires attunement)

This longsword, also known as "Drake's Tooth" was the sword of Queen Gantharla Obarskyr of Cormyr during her time patrolling the Western Marches as leader of the foresters. The blade is a simple longsword, with an elegant hilt with two rear teeth of the dragon Eardynn set at the end of the cross-guard. Shiningbite was used by the warrior-queen to defeat lizardfolk tribes in the Tun and Farsea marshes and slay two young dragons in the Stormhorns. The weapon was lost when she was slain in battle against a hill giant tribe in the Stonelands. Where the blade passed after Gantharla's death remains a mystery.

You gain a +3 bonus to attack and damage rolls made with Shiningbite. When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.



Cormyrean Sword of State

A member of the Obarskyr family can attune to this weapon as a bonus action.

SYMLAZZAR, FONT OF HONOR

Weapon (longsword), legendary (requires attunement)

A heavy-hafted, broad-bladed longsword commissioned during Rhiiman's reign as a demonstration of the quality of weapon that could be produced by the new steel works in Suzail. It was intended primarily for display though it was used in a moment of desperation by a servant named Varanth to protect prince Moriann from attack by assassins. Varanth was knighted and given the blade, serving as Moriann's bodyguard until he died in the field. Symlazzar is now used only for swearing oaths of fealty, particularly for the knighting of those who have proven themselves in battle.

Symlazzar grants a +3 bonus to attack and damage rolls made with this weapon.

Symlazzar has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d8 thunder damage. The sword regains 1d6+4 expended charges daily at dawn.



House Name

Rank

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POWER

WEALTH

CUNNING

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Respect

Treasury

Influence

Resilience

Loyalty

Willpower

Max:

Max:

Max:

Current:

Current:

Current:

TRAITS

Five horizontal lines for listing traits.

POWER ASSETS

Asset Name:

Location:

Type:

Resilience:

Loyalty:

Willpower:

Attack:

Abilities:

Asset Name:

Location:

Type:

Resilience:

Loyalty:

Willpower:

Attack:

Abilities:

Asset Name:

Location:

Type:

Resilience:

Loyalty:

Willpower:

Attack:

Abilities:

WEALTH ASSETS

Asset Name:

Location:

Type:

Resilience:

Loyalty:

Willpower:

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Abilities:

Asset Name:

Location:

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CUNNING ASSETS

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Asset Name:

Location:

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Resilience:

Loyalty:

Willpower:

Attack:

Abilities:

ALLEGORY

You use a fable or parable to relay a message that supports your cause.

Associated Skills

History, Religion

Interactions

When you use an allegory as your opening argument and your opponent chooses to concede rather than continue the exchange, they gain a boon to their first argument in the following exchange.

BAITING

You lay out a series of simple taunts or barbs that goad your opponent into making a mistake which you can later pounce on.

Associated Skills

Performance, Deception, Intimidation

Interactions

Baiting cannot be used as an opening argument. Your side's next argument gains a boon.

EMOTIONAL APPEAL

You make a plea that resonates with your opponent's emotions.

Associated Skills

Deception, Insight, Persuasion

Interactions

You gain a boon to emotional appeals when countering Logic, Presence, and Rhetoric.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

FLATTERY

You appeal to your opponent's vanity to gain an advantage.

Associated Skills

Deception, Insight, History

Interactions

You gain a boon on this check. If your opponent chooses to concede rather than continue the exchange, they may open the following exchange.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

LOGIC

You present cold, hard fact and indisputable logic to advance your cause.

Associated Skills

Arcana, History, Nature, Religion

Interactions

When you win an exchange with logic, you do not suffer disadvantage on future uses of logic.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

MOCKERY

You use personal attacks and creative insults to belittle your opponent and weaken their position.

Associated Skills

Intimidation, Performance

Interactions

You suffer a bane if you use Mockery to counter Logic or Wit. If you win the exchange and your opponent fails their Charisma saving throw, you gain a boon on the opening argument of the following exchange

Attitude

Helpful- 2 banes	Friendly- 1 bane
Hostile- 2 boons	Unfriendly- 1 boon

PRESENCE

You show confidence and poise, brushing aside a prior argument.

Associated Skills

Insight, Persuasion

Interactions

You gain a boon to emotional appeals when countering Logic, Presence, and Rhetoric.

RED HERRING

You advance unrelated lines of reasoning to distract from the heart of the matter, diverting the conversation away from issues that might negatively impact your position.

Associated Skills

Deception, Persuasion

Interactions

Red Herring cannot be used as an opener. If Red Herring is the closing argument, your opponent is not required to make a Charisma saving throw but you gain a boon on the opening argument in the following exchange.

RHETORIC

You rely on a combination of complex reasoning, linguistic precision, and subtle emotional appeals to advance your argument.

Associated Skills

History, Persuasion

Interactions

You gain a boon on this roll.

Attitude

Helpful- 2 boons	Friendly- 1 boon
Hostile- 2 banes	Unfriendly- 1 bane

SARCASM

You use irony to convey contempt for their previous argument.

Associated Skills

Deception, Persuasion

Interactions

You cancel any banes you would normally suffer on this roll.

THREATENING

You employ intimidation, insinuating that bad things might happen to your opponents if you don't get your way.

Associated Skills

Intimidation

Interactions

You suffer 1 bane when making a roll with Intimidation. If it is succeeds, the counterargument suffers disadvantage.

Attitude

Helpful- 2 banes	Friendly- 1 bane
Hostile- 2 boons	Unfriendly- 1 boon

WIT

You employ clever humor to try to gain an advantage in a risky attempt to de-escalate the exchange.

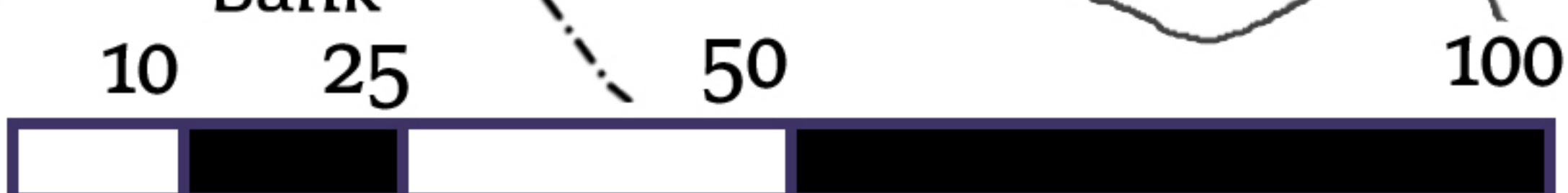
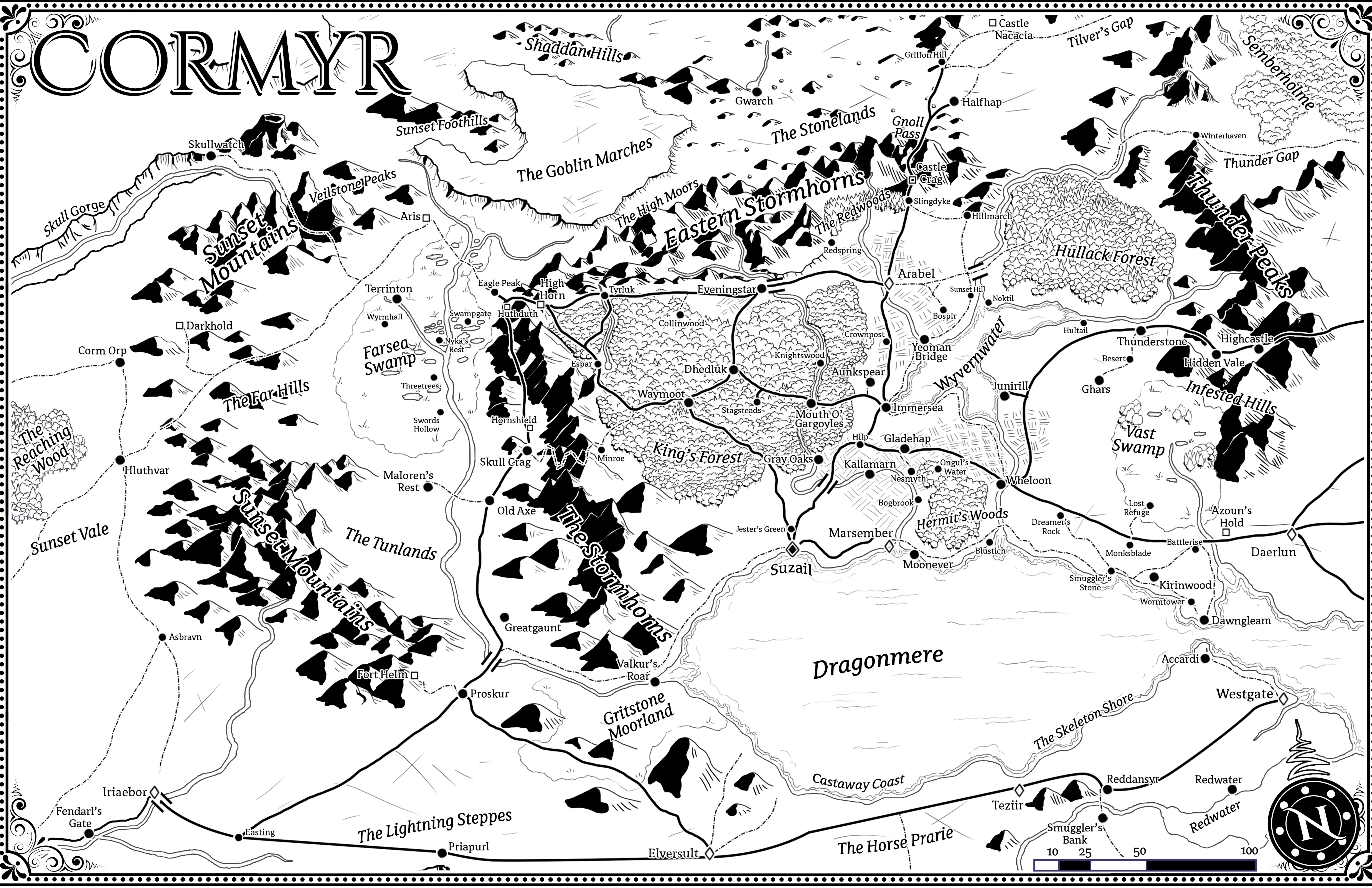
Associated Skills

Insight, Performance

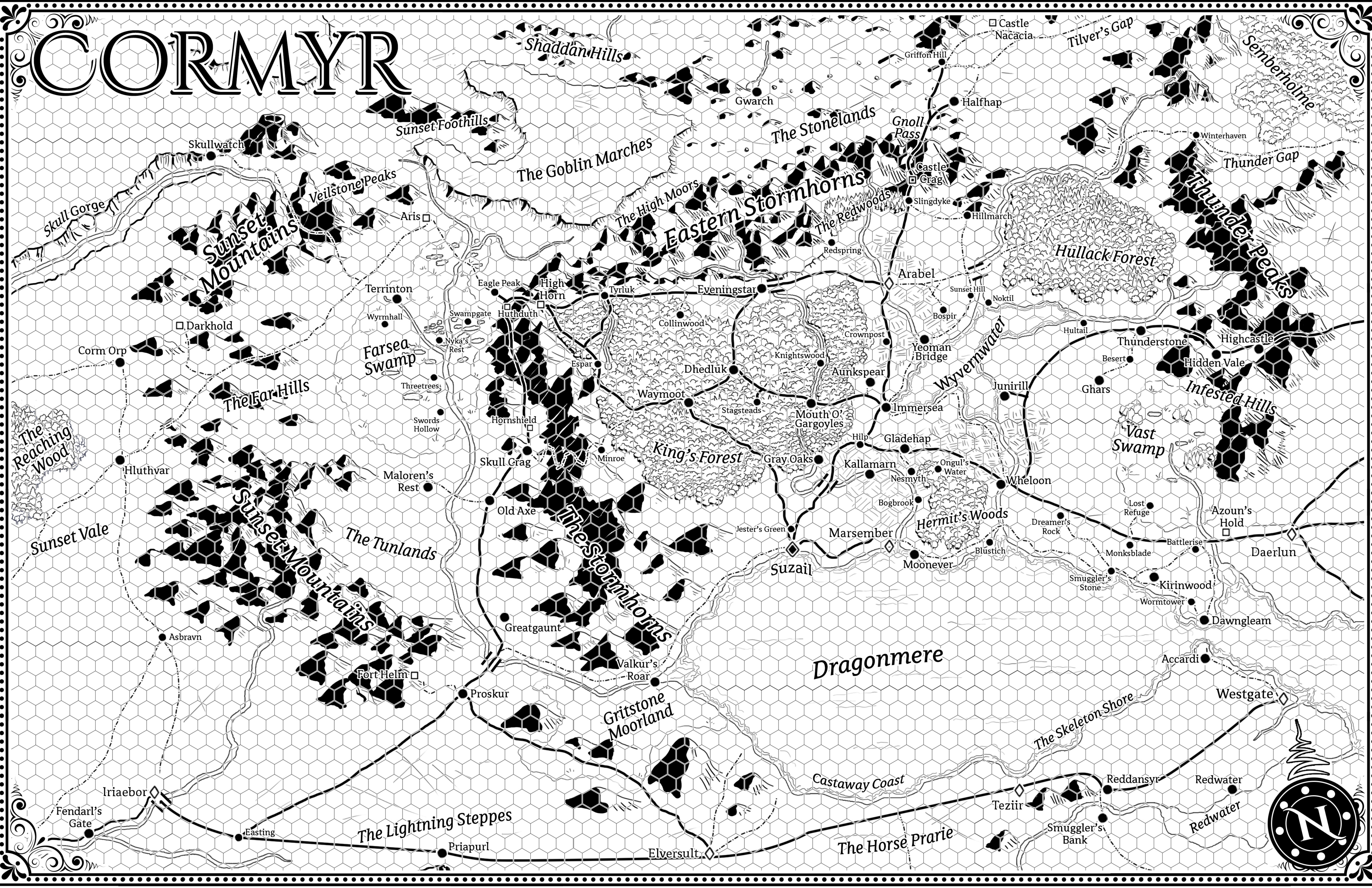
Interactions

You suffer 1 bane when making a roll with Wit. If it is succeeds, the counterargument suffers 2 banes.

CORMYR

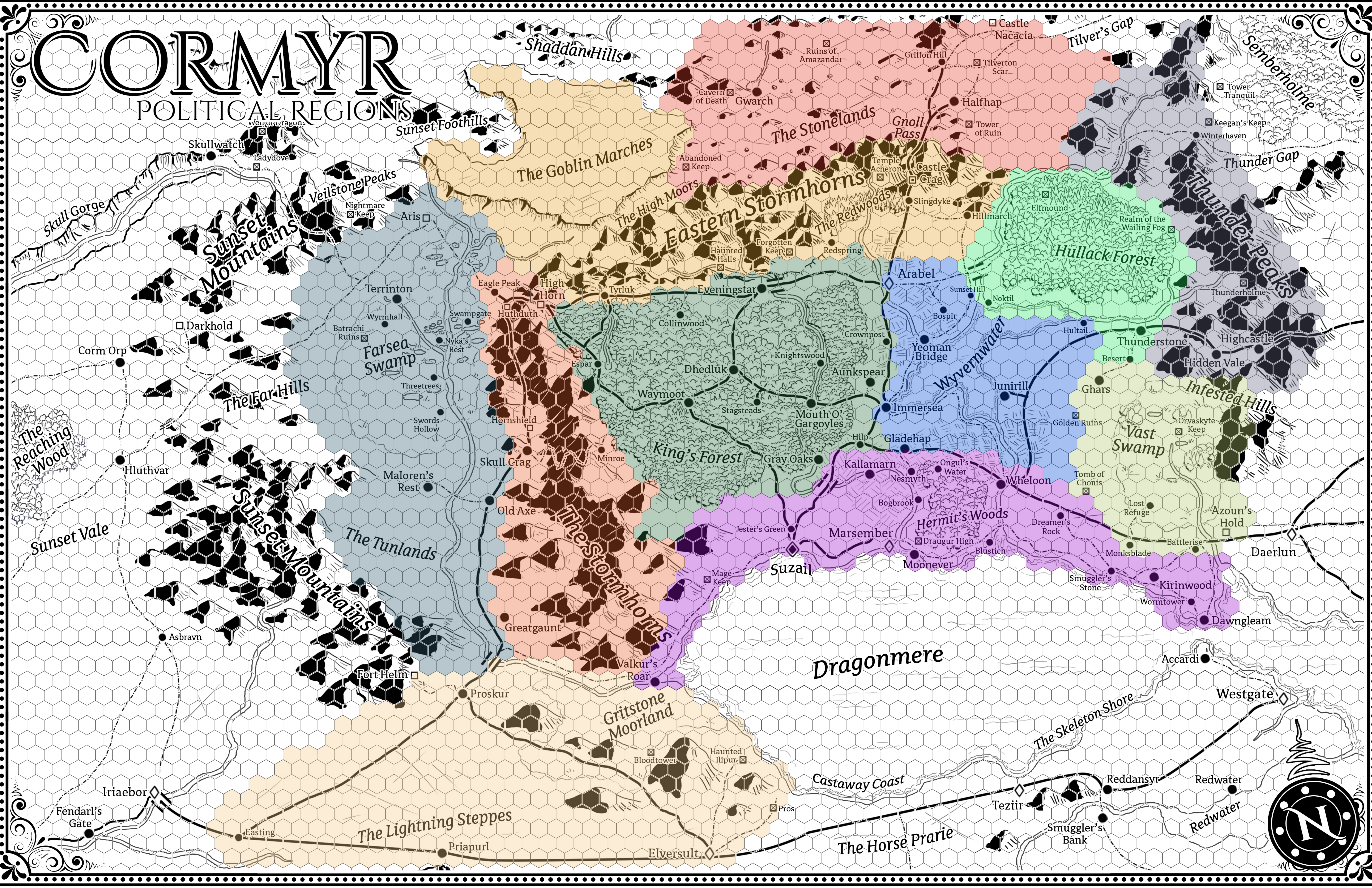


CORMYR



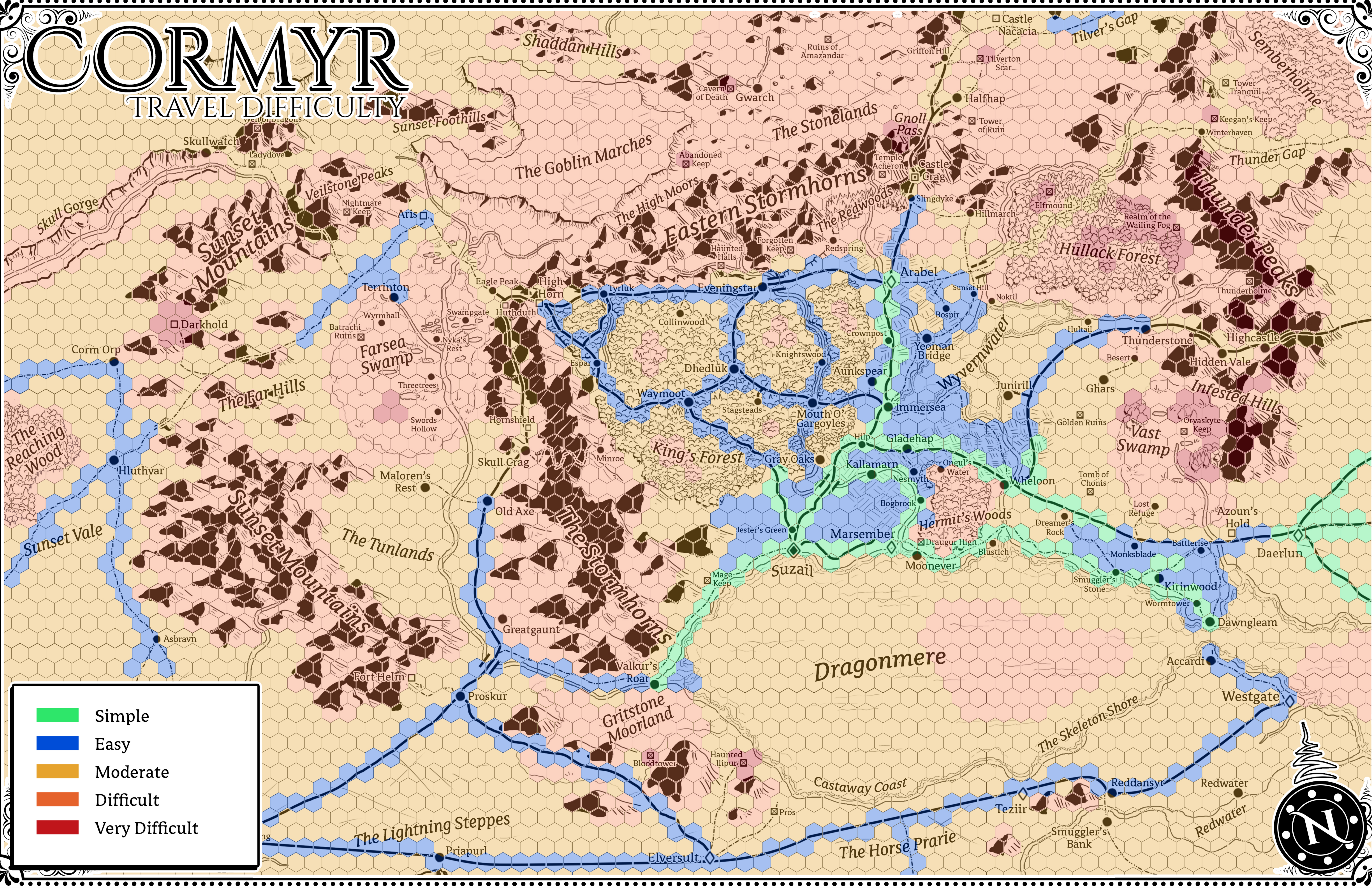
CORMYR






POLITICAL REGIONS



CORMYR

TRAVEL DIFFICULTY



	Simple
	Easy
	Moderate
	Difficult
	Very Difficult

