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RISING SHADOWS

Moonshae Isles Regional Guide

by Shawn Merwin, Robert Alaniz & Eric Menge

RISING SHADOWS

MOONSHAE ISLES REGIONAL GUIDE



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FOREWORD

When a representative of the D&D Adventurers League contacted me in the spring of 2018 to let me know about this fantastic new campaign guide, and incidentally informed me that the Moonshae Islands remain alive and kicking as a gaming locale, I was immensely pleased. After all, the Isles date back to the original Forgotten Realms products published by TSR Inc in the mid-1980s, after the company acquired the rights to Ed Greenwood's sprawling and incredibly detailed gaming world. My novel *Darkwalker on Moonshae* was in fact the very first Forgotten Realms product, preceding the release of the actual campaign game set by several months. To think that these misty, storm-swept isles still have the ability to capture the interest of storytelling DM's more than three decades later is gratifying to know.

But then, of course, why shouldn't they have continued relevance? After all, the idea of the Moonshaes did not originate with me, or any other contemporary writer or game designer. The tales encased within this island realm – those that have been told and those still awaiting creation, exposure, or expansion – have been embodied in the deepest myths, the most resilient stories, of our shared multicultural history. Unicorns, dwarves, giants, powerful wizards and glorious kings and queens – as well as the bards and minstrels who sing their songs – have been central to great stories for centuries. And not just to the stories of the Anglo-Celtic culture of Great Britain; these elements and more have been integral to the myths and stories that underlie our most profound human tales of origin and belief, of heroic striving, of fantastic success and calamitous failure.

Some of these tales are epic in scale and portentous in tone. Others can be humorous, straightforward, romantic, even full of childlike wonder. Full disclosure: When Walt Disney studios released an animated feature about a young King Arthur, *The Sword in the Stone*, I was nine years old. The movie is not one of the most memorable, nor best reviewed, in the vast Disney animated catalogue,

but I saw it as a boy, and I liked it. I liked it *a lot*. I also read the comics in the Sunday morning *Milwaukee Journal*, and followed the adventures of Prince Valiant through the fantastically detailed drawings of a strip that was created by Hal Foster in 1937, and under the creative pens of a host of subsequent authors continues to be widely syndicated to this day. In a particularly evocative inspiration that seems relevant to the Moonshaes, Prince Valiant's wife, Aleta, is no less than the "Queen of the Misty Isles!"

As my age and my taste gradually (allegedly?) matured, I ventured into more complex versions of high fantasy heroism, such as—among many others—Robert E. Howard's "Conan", Marion Zimmer Bradley's *The Mists of Avalon*, and of course the masterpiece that is the *Lord of the Rings* fantasy trilogy by Professor Tolkien. I read Joseph Campbell's *The Power of Myth*, which helped me understand the universal themes of the hero's quest. And of course, I saw *Star Wars* when it was first released, and beheld the classic hero's story in all its spectacular (and commercially viable) glory.

At their heart, the Moonshae Islands and the novels I wrote about them, represent my attempt to pluck the most powerful and appealing elements from Anglo-Celtic history and incorporate them into a modern fantasy setting. I am delighted to see that the Moonshaes are becoming increasingly integrated to the broad and diverse spectrum of adventuring characters. At the same time, the legend of King Arthur was, and remains, the root of these tales in my own imagination. His triumph, and the tragedy of his fall, still resonate in the hearts and minds of fantasy readers and adventure storytellers of all kinds.

Now, thanks to the writing talent of Shawn Merwin, ably backed by Robert Alaniz and Eric Menge, as well as the artists and production staff of Wizards of the Coast, those paths to storytelling have been provided with a solid new foundation, and many fresh avenues of discovery. Open this book, enjoy, explore, and hopefully you too can add another chapter to the ongoing annals of the Moonshae Islands.

Douglas Niles
June 2018

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Introduction

Welcome to the Moonshaes! This mystic archipelago on the western edge of the continent of Faerûn in the Forgotten Realms draws heavily from Celtic folklore and the turbulent dark ages of the British Isles to create a land ripe for fantasy adventure.

This Moonshae regional guide is for Season of the Rising Shadows and is intended for use with Dungeons & Dragons adventures published by Baldman Games for the Adventurers League (AL). It doesn't apply to other AL adventures. However, you don't have to be playing in the AL to use this guide. The material here can be used for Forgotten Realms games outside the AL or even for Celtic-inspired fantasy games outside the Realms.

Our guide builds upon the exciting possibilities made possible by the fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. We also recommend the *Sword Coast Adventurer's Guide* which provides a wider view of the Forgotten Realms, including a more expansive history of Faerûn, the lands of the North, and the gods of the Forgotten Realms.

ABOUT THIS BOOK

This guide introduces you to the Moonshae Isles as a setting for a campaign and to provide you with options on making characters suited for play in Season of the Rising Shadows. Each chapter covers a specific topic, but there is some overlap.

- Chapter 1 gives you an overview of the Moonshaes, some of its history, the people who live here, an introduction to the players, and the deities that make their home on the isles.
- Chapter 2 discusses each of the islands that comprise the Moonshaes.

TONE OF A MOONSHAES CAMPAIGN

The Moonshae Isles are a mystical land of nature, magic, and wonder. Inspired by the *Chronicles of Prydain* which in turn drew from the Celtic folklore of the *Mabinogion*, the Moonshaes are infused with myths and legends. Every adventure is a new story to add to those which have gone before. Joseph Campbell would find himself at home here.

The Moonshaes are a land of untamed nature where the Earthmother holds sway as the nurturing Balance. The Beast Kazgoroth lurks in the dark places, intent on its destruction. The fey can be found here in abundance. These are not the Victorian fairies, but the fey of older stories, dangerous and capricious. If angered, they will take your thumbs, steal your children, and blight your crops. Their favor can be bought but be careful when bargaining with the fey.

- Chapter 3 presents player options, such as backgrounds available to Moonshavian characters, sample names, and trinkets.
- Chapter 4 presents player organizations available for you to join as part of Season of the Rising Shadows.

This guide is written from the point of view of Kwente-Nerys, the daughter of a Moonshavian adventurer who settled in Chult. She recently arrived on the Moonshae Isles to fulfill her father's dying wish. She is an honest scholar and does her best to find the truth, making more effort than that scoundrel Volo. However, she is new to the isles and not everything contained herein will prove true.

In the words of Elminster, "Ye have been warned."



Chapter 1: Overview of the Moonshaes

I am Kwente-Nerys. I was born in Port Nyanzaru to a Chultan mother and a Moonshavian father. When I was a child, my father said they gave me two cultures, but only one vowel. I replied that in his language Y is a vowel. He replied, “Shhhhh. That’s a secret.”

I carry his ashes with me in a copper urn. His dying wish was to be laid to rest in the islands of his youth. While many adventurers are flocking to Chult, I head north across the sea to my father’s homeland – the Moonshaes.

I am keeping this journal to chronicle my experiences in this exotic land on the edge of the world. I studied as an anthropologist in Nyanzaru. I intend to put those skills to good use.

The Moonshae Isles rise spectacularly from the western edge of the Sea of Swords, where that body of water succumbs to the vast and uncharted expanses of the Trackless Sea. The nature of the archipelago that forms the Moonshaes is paradoxical: the seemingly simple and primeval beauty of the isles’ landscapes belies the complicated power struggles taking place there.

The climate of the Moonshae Isles is something that only a lifelong inhabitant could embrace. The same ocean currents that keep the temperatures from dropping below freezing too often in the winter months leave the land damp and cool in the summer. Rainfall is a constant companion. Both the land and surrounding waters are often fog-shrouded in the early morning and late evening.

The isles’ rocky terrain and misty forests – protected from intruders by terrible creatures and leagues of pirate-infested waters – are home to diverse creatures: industrious and persevering humanoids who survive despite many hardships, fey creatures both spritely and sinister, primal beasts with an unquenchable thirst for blood, giants thriving in generations-old violence, and cold-hearted merchants bent on pillaging the very land for their own monetary gains.

With the transference of the fey realm of Sarifal to the island of Gwynneth a century ago, the barrier between the Moonshae Isles and the Feywild has weakened severely. While the area always displayed many bridges and crossings between the mortal world and the land of Faerie, making the Moonshaes a magical place, the last century saw a veritable influx of fey creatures, even outside of Gwynneth. It is not unheard of to find satyrs, dryads, pixies, and other fey-touched creatures strolling through civilized areas of the Moonshaes. Unfortunately, many evil fey have made the trip to the mortal world as well.



Kwente-Nerys Arrives in the Moonshaes

Brief History of the Moonshaes

I’ve filled my days on the ship poring over the book of Moonshaes lore left to me by my father. The early years of the islands are lost in the mists of legend. Fey, giants, and dwarves? An Earthmother who is the spirit of the isles? “The Beast” who speaks to upset the Balance? It’s a bard’s tale brought to life!

I shall attend to my father’s wishes, and then I intend to visit all of these islands. The moors will be such striking contrast to the jungles of Chult. Maybe I’ll see a faerie? The chwinga back home are skittish, reclusive creatures. The fey of the Moonshaes sound much more eager to engage!

In the beginning was the Earthmother. Whether she was born with the Moonshae Isles or they were born from her is unknown, but she brought life to the Moonshaes and established the Balance so that nature could flourish. She created three servants to be her agents – the Leviathan, the Unicorn, and the Wolfpack – to defend the isles and maintain the Balance.

Trods of Ancient Fey

Then came the fey through the crossroads between the Moonshaes and the Feywild. They lived on the islands in revelry and glamer. The leShay, the greatest of the faeries, founded the Realm of Sarifal and built the shining city of Karador on the isle of Gwynneth.

Nearly 10,000 years ago, the Llewyr elves landed on the Moonshaes after their fleet to Evermeet foundered in a great storm. The leShay welcomed them, and the elves built their new realm of Synnoria in the peaks overlooking the Myrloch Vale.

To challenge these new realms, Malar sent Kazgoroth the Beast to upset the Balance in the Moonshaes. The Beast brought the fomorians and other dark terrors from the Feydark. The resulting war was terrible, but the leShay, the Llewyr, and the Earthmother defeated Kazgoroth and drove his servants into the far corners of the isles.

Several centuries later, most of the fey, including the leShay and the fomorians, retreated to the Feywild. The ancient city of Karador sank beneath the waves of the Myrloch on Gwynneth as Sarifal shifted back to Faerie.

Coming of the Ffolk

About 1,300 years ago, the Ffolk migrated to the Moonshaes from what is now Tethyr. They settled all the islands, but focused primarily on Gwynneth, where they established Corwell as their first realm. The Ffolk came into conflict with the Llewyr who still lived in the mountains. After many years of conflict, the Ffolk came to revere the Earthmother and the two sides settled into a peace that remains to this day.

First High King

Two centuries ago, the evil god Bhaal assumed control of Kazgoroth and sent the Beast against the Ffolk of the Moonshaes. The legendary warrior chieftain Cymrych Hugh defeated Kazgoroth and the grateful Ffolk crowned him High King of the Moonshae Isles. The union was short lived. With no strong heir to the throne on Cymrych's passing, the Kingdom of the Moonshaes split among the islands.

Northlander Raids

Illuskan sailors from the far north of the Sword Coast made landfall on the Moonshae Islands and found a collection of squabbling kingdoms. Over the following centuries, Ffolk settlements throughout the Moonshaes suffered seasonal attacks from the barbaric Northlanders. Eventually, the Ffolk conceded the northern isles of the Moonshaes to Northlander settlers.

Cymrych Hugh, the First High King

Cymrych Hugh was the first High King of the Moonshaes and his tale dominated Ffolk culture until the rise of Robyn Moonsinger and Tristan Kendrick. His sword is said to be an intelligent blade that was forged with the special purpose to slay Kazgoroth. When his wife died, he commissioned the construction of a palace to house his wife's body. The druids then sent the castle to a watery grave beneath the Strait of Alaron. His legacy is such that every ruling family among the Ffolk adopted his name which evolved over the centuries into the families Carrathal, Kendrick, Selkirk, Cambridge, Kimball, Riker, and Kincaid.

Darkwalker Wars

In 1345 Dale Reckoning (DR), agents of Bhaal corrupted one of the Earthmother's moonwells. From this darkwell, Kazgoroth attempted to destroy the Earthmother and ruin the Moonshaes. He was slain by Prince Tristan Kendrick, of Corwell and his companions. Tristan was later anointed High King of the Moonshaes by the Earthmother herself.

Shortly afterward, Bhaal used another corrupted moonwell to send a manifestation known as "The Ravager" to the Moonshaes. Embracing the goddess Chauntea, the Great Druid Robyn Moonsinger used her new powers to drive Bhaal's avatar back through the moonwell and King Tristan used the legendary Sword of Cymrych Hugh to seal the gate, severing Bhaal's link to the Moonshaes.

Kendrick Dynasty

In the aftermath of the Darkwalker Wars, Robyn and Tristan married and within two years the royal couple welcomed into the world two female heirs: Alicia and Deirdre. The following year, the Northlander kings signed a peace treaty with the Ffolk, ending their raiding and bringing peace to the Moonshaes.

Talos sought to turn the Northlanders and the Ffolk against one another and destroy their fledgling peace. The god recruited pirates, sahuagin from the deep realm of Kressilacc, and the dracolich Gotha to his cause. His greatest success was to turn Deidre Kendrick against her family and use her in an attempt to conquer the isles. Talos' power consumed Deirdre, and she attempted to raise an army of giants to destroy the worshippers of the Earthmother. Talos' plot only ended when her Alicia slew her sister.

Queen Robyn later retired to Myrloch Vale to commune with the Earthmother. King Tristan abdicated his throne to be with his wife. Their daughter Alicia was crowned High Queen of the Moonshaes, marking the first continuation of the high royal line to the next generation.

United Moonshae Isles

In 1371 DR, the Northlander jarls throughout the Sea of Moonshae swore fealty to High Queen Alicia Kendrick. For the first time in their stormy history, both Northlanders and Ffolk were united under a single banner. With a grand ceremony the High Queen proclaimed the birth of the United Moonshae Isles. The Northlander kings adopted the title of jarl and continued to rule the traditional lands of their people.

About the same time, many of the druids began to disappear from their moonwells. Robyn and Tristan Kendrick harnessed the power of the Great Moonwell of Myrloch Vale and entered the Feywild in search of the missing druids. Their quest must have been successful for the disappearances stopped, but Robyn has only returned once, and Tristan hasn't return at all.

STEPPING OUT OF TIME AND INTO LEGEND

The ultimate fate of Robyn Moonsinger and Tristan Kendrick is unknown. Both vanished into the Feywild more than a century ago. While both should have passed away a century ago from age, time is tricky in the Faerie. Many of the Ffolk believe that both are alive and well, waiting for a moment of great need to return to the Moonshaes, much like Robyn did when she returned to save Caer Callidyr from the red dragon Hoondarrh. Some of the druids believe that Robyn is now the voice of the Earthmother and speaks to them through omens. It's possible that High Lady Ordalf of Sarifal knows the truth, but she has made no mention of either of them.

The Fey Return

In the years after the unification of the Moonshaes, many types of fey, largely benevolent though occasionally mischievous, begin emerging from the Feywild. The faeries confined themselves primarily to the lands of Myrloch Vale and Winterglen Forest.

The peaceful fey migration ended when the fomorians emerged from the Feydark and overwhelmed the Northlanders on Oman. In less than a year, the island fell to the fey giants, and the Northlanders were forced to flee to their other holdings.

The next year, the ancient leShay capital of Karador rose from the crystal-clear waters of Myrloch. The fey queen Ordalf announced the rebirth of Sarifal and declared herself High Lady over all the lands of Gwynneth.

War immediately erupted between the Ffolk and the leShay. The conflict ended with the complete rout of the Ffolk and the expulsion of most humans from Gwynneth.

WHAT ARE THE LESHAY?

The leShay are noble eladrins. Descended from the primal elves who sprung from Corellon's blood, the leShay are the leaders of many of the primal elves who remained in the Feywild after the Elven Diaspora. The leShay are enormously powerful, commanding magic far beyond that of mortal elves. While they can be slain, they do not age and are effectively immortal while in the Feywild. What happens now that they have returned to Faerûn is yet to be seen. The leShay feel little affinity for Arvandor and don't long to end their cycle of rebirth and rejoin Corellon. The leShay are closest among the eladrin to being reincarnated as an archfey.

Splintering Moonshae Isles

While the Moonshaes avoided the worst of the Spellplague, recent years have not been kind to the isles. The dreams of the golden years under Robyn and Tristan have faded. With the rise of Sarifal, High King Derid, descendant of Robyn and Tristan, rules a much smaller realm. Even his ancestral home of Corwell is in fey hands.

Sensing weakness, Amn invaded Snowdown and captured Caer Westphal. They still seek to expand further, making forays into Kork on Moray and are even eyeing Gwynneth.

The Northlanders have remained loyal to the union with the Ffolk for now, but the Storm Maiden, a Northlander reaver, sought to return them to their raiding ways. She led raids against the petty kings of the northern islands, the holdings of King Derid, and the Amnians. After winning countless battles, the Storm Maiden's ship was lost at sea. None know what happened, but many hope (or fear) for her return.

Rise of Shadows

In recent years, another dread threat has spread across the Moonshaes. The Shadowfell has drawn near to the isles and fell things are slipping through the veil between the worlds. Dark things now lurk in the shadows, preying upon the weak and vulnerable. The light of the moon keeps them from owning the night, but each time the moon wanes, the darkness spreads.

The original source of the shadows is unknown. Rumors tell of a howling disease spreading across Moray. Meanwhile, the bright fey of Sarifal brace for a confrontation with the dark fey of Citadel Umbra who draw strength from the Plane of Shadow. The darkness even extends to the Deepshaes, where a dragon born of shadows haunts the caverns and hollow places below the islands.

Cultures of the Moonshaes

I've arrived in *Caer Callidyrr*, the capital of the Moonshaes. It's a vibrant port town with travelers from all over the isles. Above the docks and cobbled streets rise the alabaster towers of the *caer*, the Moonshavian word for castle. It's a relic from another age, and its white walls gleamed in the sunlight that poured through a break in the clouds.

I found rooms at the *Inn of the Dancing Dolphin*, which is well named for I saw a group of dolphins playing outside the harbor. The specialty of the house is something called *rarebit*, which is melted cheese on toasted bread. We don't have cheese like this in *Chult*. It's made from cow's milk, and it's creamy, smooth, and smells delicious. We don't have a lot of cows back home, so we use goat's milk instead.

Five distinct cultures, only two of which are human, claim the surface of the lush and bountiful Moonshae Isles. The relatively peaceful *Ffolk* dwell mainly in the southern islands. The *Northlanders* sail the seas from their harbors on the northern islands. The *Llewyr* elves maintain their secluded vigil in the mountains while the *eladrin* rebuild their reclaimed realm. Meanwhile, the *firbolg* maintain their ancient strongholds.

Ffolk

The *Ffolk* are the first humans to settle in the Moonshaes, coming from what is now *Tethyr* a thousand years ago. The distance, separating sea, and influence of the Earthmother caused the *Ffolk* to develop a culture quite distinct from their mainland cousins.

The *Ffolk* are organized into a number of small kingdoms, loosely collected under the leadership of a *High King*. They are primarily an agricultural society, though they fight savagely when called upon to defend their homes.

Most *Ffolk* worship the Earthmother and venerate the wisdom of the druids, who are her servants. The *Ffolk* have a strong rapport with the flora and fauna of the isles, as well as a healthy respect for the fey who dwell amongst them.

The *Ffolk* traditionally have olive skin, dark eyes, and dark brown to black hair. However, relations with the *Northlanders* and the ports of the *Sword Coast* have created diversity in the population. *Ffolk* with fey ancestry have brilliant green eyes.

Northlanders

The *Northlanders* originated in the lands north of the Moonshae Isles. They came to the Moonshaes first as



The Ffolk of the Moonshaes

raiders then as settlers. Over the centuries, they wrested much of the northern Moonshaes from the *Ffolk*.

The *Northlanders* are a resilient war-ready people who face constant adversity and overcome it. They scorn agriculture in favor of fishing, whaling, and raiding. In the past, the *Ffolk* kingdoms were their favorite targets, but they've found better targets along the *Sword Coast*, especially in *Amn*.

The *Northlanders* primarily worship *Valkur* and have a healthy respect for *Tempus* and *Umberlee*. Since forging a peace with the *Ffolk* a few generations ago, some *Northlanders* have come to venerate the Earthmother as the spirit of the islands.

The *Northlanders* are predominately *Illuskan* but accept anyone into their ranks who is strong and fearless. Historically, they are tall, fair of skin, and pale of hair, but that is by no means the rule after centuries of living alongside the *Ffolk*.

Eladrin

Because of the recent influx of fey, the Moonshaes contain a higher population of *eladrin* than any other region in *Faerûn*. The fey kingdom of *Sarifal* is primarily composed of *eladrin* and ruled by the noble *eladrin*, the *leShay*. Not all *eladrin* in the Moonshaes come from *Sarifal*, but the overwhelming majority do.



The Northlanders of the Moonshaes

When Sarifal first returned, House Kendrick led the mortal Moonshavians against the fey to maintain control of Gwynneth. The Moonshavians ultimately lost all of Gwynneth to eladrin and feared that the fey would overwhelm the entire archipelago. However, the leShay were satisfied with their home isle and stopped their conquest at the sea's edge.

In the intervening decades, relations between the mortals and the eladrin of Sarifal have warmed appreciably. House Kendrick is attempting to forge an alliance, or at least an understanding, with High Lady Ordalf. Meanwhile, Prince Araithe, Ordalf's son, wishes to expand his understanding of the mortal world outside of Sarifal's borders and has granted his subjects permission to venture into the wider world.

The Ffolk and Northlanders have slowly acclimated to the presence of the eladrin and learned their seasonal aspects. They vastly prefer the spring and autumn varieties. Summer eladrin are to be placated as quickly as possible, while winter eladrin are to be comforted and cheered. Fortunately, the eladrin seem incapable of counterfeiting their emotions and their aspects to take advantage of the mortals.

Not all of the Moonshavians are willing to forgive the eladrin for the conquest of Gwynneth, especially those

from Caer Corwell. Others find their magic unsettling and frightening. The strength of the eladrin discourages outright attacks, but tension remains.

FIRBOLG

The history of firbolgs in the Moonshae is long and convoluted and their interaction with other races depends on where that particular tribe has landed.

Moonshae firbolg follow the demigod Grond Peaksmasher, son of the giant-kin god, Hiatea. He encouraged them to withdraw from the other races of the Moonshae and brought them to the island of Oman during the Era of Upheaval. When the fey descended upon the Moonshaes, the fomorians claimed Oman and enslaved many of the firbolg. These thralls eventually became disfigured like their masters.

This was not the fate of all firbolg, however. The Blackleaf tribe of Gwynneth live in the Cambro mountains and have recently been forced to abandon their seclusion to deal with the advancing threat of shadow emerging from Citadel Umbra. Some have even allied themselves with Prince Araithe in this struggle, resulting in powerful wizard firbolg.

Other than Snowdown, where any firbolg haven has been thoroughly invaded, tribes can be found on every island. The Norland tribes of the Jotunhammer are the most aggressive, having allied themselves with the duergar and other dark forces in order to maintain their hold against the ever-advancing Northlanders. In other parts of the isles they are, for the most part, content to stay out of sight and wish only that their territories be respected. Clearly marked by tree carvings, a firbolg territory should not be entered without a good explanation for the encroachment.

Once thought to be a scourge on the land, new songs recant tales of firbolg aiding noble causes against forces such as the Black Bloods and the rising shadows. Some firbolg have even, for whatever reason, abandoned their tribes and quietly joined forces with adventuring companies seeking to fight common foes.

LLEWYRR ELVES

Centuries ago, the Llewyr were moon elves dwelling in the verdant woodland known today as Neverwinter Wood. They fled the destruction of the Crown Wars by sailing across the sea, seeking the fabled isle of Evermeet.

A fierce storm forced the refugees to make landfall on the Moonshaes, where they met the leShay. The leShay permitted the Llewyr to settle among the mountains of Gwynneth.

Llewyr possess the same physical attributes as their moon elf ancestors, except that the Llewyr have snow-

white skin and golden hair. They are traditionally vegetarians, eschewing all meat. The gender imbalance that once plagued their people has nearly vanished since the return of the fey to the Moonshaes and their numbers have soared in recent years.

Unlike many elves, the Llewyr don't worship Corellon Larethian or the Seldarine. Instead, the Llewyr venerate the Earthmother, her children, and archfey who watch over the islands. Since the fey arrival in the Moonshaes, the llewyr have sworn fealty to High Lady Ordalf of Sarifal.

Powers of the Moonshaes

I shouldn't have had that cheese. I'm in such pain! I spent most of the day bent over from cramps. I am being punished by the gods for my curiosity. Curse you, delicious, creamy cheese! You turned on me!

Gwenlyn, a kind Ffolk bard I met at the inn, took mercy on me and tried distracting me by exchanging news of our homelands. Between sprints to the privy, I told her much of my homelands and she told me much of these islands. The Moonshaes may be remote and barely civilized compared to Chult, but these isles have their princes of power, just as we do in Port Nyanzaru.

The geography of the Moonshae Isles forces anyone hoping to gain mastery over its entirety to contend with many hurdles: the most significant nuisance confronting would-be rulers is the archipelago itself. The straits, channels, and seas separating the islands of the Moonshaes make unification under a single ruler difficult. Conquering the entire area demands the ability to move forces rapidly across dangerous waters. Currently no individual or group has all the parts in place to do that, leaving many of these forces struggling to increase their dominance over the land and sea.

Amnian Occupiers

Of the many thorns in the side of the House Kendrick, the most irksome is the intrusion of Amnian interests into the Moonshaes. In fact, the island of Snowdown has been conquered by forces loyal to Amn.

Lady Erliza Daressin, Viceroy of Westphal, rules over the citizens of Snowdown on behalf of Amn. Noted for her uncanny resemblance to her great-grandmother, the first Viceroy of Snowdown, she also carries her name. Her coffers are filled by merchants who reap the rewards of the devastation wrought by workers ripping the bountiful natural resources from the very heart the Moonshaes. Ruthlessly snuffing out several Ffolk rebellions, she is often referred to as "Bloody Erliza."

What her friends and enemies do not know is that



The Llewyr of the Moonshaes

Lady Erliza has ambitions beyond her role on Snowdown. Under the bright moonlight, Lady Erliza secretly turns her gaze longingly toward Sarifal on the island of Gwynneth. She has recurring visions of being reborn as a fey queen in the Feywild. Through careful research and questioning some of the greatest scholars she could locate, Lady Erliza learned that the point of entry to her destination in the Feywild had to be the city of Karador.

Lady Erliza treated the reemergence of Karador as a great boon, but the power of the fey that dwell there makes it impossible for her to simply enter the city unchallenged. She hopes that she can steer Amn's focus toward Gwynneth in order to give herself easier access to the city. She may also seek to coordinate attacks with the forces of fomorian Queen Connomae on Oman or the mist hag Urphania from Citadel Umbra.

Druids of the Earthmother

The druids of the Earthmother seek to maintain the Balance of nature and preserve the power of the Earthmother on the Moonshae Isles. With the exception of the leShey, they are the oldest organization in the Moonshaes, developing 1,500 years ago when the Ffolk first arrived on the shores of Gwynneth.

The druids of the Earthmother are common among the Ffolk but rare among the Northlanders. Expanding

north to cleanse and repurpose the lost moonwells of Norland, Norheim, and Gnarhelm is a high priority of the druids.

Their centers of worship are druidic groves away from the urban centers of the Moonshaes. The most senior druids tend the moonwells, which are sacred to the Earthmother. The druids are loosely organized, operating almost entirely by consensus. They meet several times a year to reach decisions on a myriad of issues, resolve any disputes, and welcome new druids to the fold.

The council recognizes three Great Druids, one from the isles of Gwynneth, Alaron, and Moray, as the most senior among them. The Great Druid of Gwynneth is the traditional leader of all the druids, but with the loss of the island to the fey, leadership has fallen to the Great Druid of Alaron, Antola Pilark. She is assisted by Llyneth Kincaid, who has recently ascended to become the great druid of Moray.

DRUIDIC GROVES

Druidic Groves are wooded places sacred to the Earthmother where druids regularly gather to worship the Goddess. They are found all over the isles. Groves are always beautiful, although its beauty may be wild and rugged. The most sacred groves contain the moonwells which are the eyes of the Earthmother upon the land.

The trees of the grove grow faster and larger than normal as the power of the Goddess is strong here. Boundaries of a grove are identified by a ring of moss or mushrooms. Some groves contain megalithic stones to mark their edges, denote paths, or even act as portals to fey backroads.

As a grove ages, they accumulate a number of powers granted by the Earthmother. These powers vary widely from grove to grove and reflect the nature of the locale, the personality of the druidic stewards, and the style of worships held in these sacred places.

Groves are attended by a druid who acts as a steward. Nearby animals, plants, and even the stones themselves rise to defend the grove against assault. Stewardship of a grove is an honor among the druids with the most senior druids caring for the groves containing a moonwell.

Giants of Oman

A contingent of giants, including fomorian followers of Queen Connomae of the Faerie realm of Vor Thomil, have crossed from the Feywild and made a home on the formerly Northlander-controlled island of Oman. These

giants plot to spread their Queen's power to other places, but so far, the waters surrounding their home have served as an impenetrable barrier against a large and coordinated attack. Their presence keeps Oman from being controlled by anyone else, but if they find the means to leave the island in a safe manner, whether via sea vessel, underground tunnel, or magical portal, they could wreak devastation on a terrible and grand scale.

In the Feywild, Queen Connomae has formed a loose alliance with the lycanthropes of Brokenstone Vale. That alliance is likely to carry over into their Moonshae presence among the Tribe of the Black Blood as well, making them an even more dangerous threat than either would be singly.

House Kendrick

The human population of the Moonshaes was finally brought together under a single banner a century ago when High Queen Alicia Kendrick unified them. The combined forces of the Northlanders and Ffolk, who began to intermarry and mesh culturally as well as politically, still could not exert mastery over all the islands, and recent events have further stripped House Kendrick of its power and holdings.

The current High King is Derid Kendrick, and while he rules over what is arguably the most extensive domain in the Moonshaes, his family's holdings have been reduced to only the island of Alaron (and only a part of that island can be rightfully said to be controlled by the High King's forces). High King Derid still commands the might of the Ffolk and many loyal Northlanders throughout the Isles. Derid has plans to regain his family's glory and prestige – however, such plans would mean a great sacrifice and possibly armed conflict against the other power groups currently holding sway in the Moonshaes.

LeShay of Sarifal

Perhaps the most powerful force of all in the Moonshaes is the court of High Lady Ordalf, a fey queen who has reestablished the realm of Sarifal on the island of Gwynneth. As a nearly immortal member of the LeShay, Lady Ordalf and her court command magic powerful enough to rival any mortal faction.

In a time before time, Lady Ordalf learned of a prophecy. A satyr seer predicted that Lady Ordalf could only die in the mortal realm but die she must in order to save two worlds from a howling disease spread by a beast lord. When she heard this prophecy, she removed her realm, called Sarifal, into the Feywild from Gwynneth. Then, just a century ago, she led her Feywild realm back across the planar divide, returning it to the island of Gwynneth, where her capital city of Karador rose from the depths of

the Myrloch. Lady Ordalf felt a tugging deep inside her that foretold her death was both immanent and necessary.

Lady Ordalf and her followers were strong enough to defeat the forces of the High King, and she expanded her realm to encompass all of Gwynneth, leaving the ancestral home of the Kendrick family – Caer Corwell – abandoned. Many Moonshae residents feared she would continue her expansion unchecked to the surrounding islands, but the borders of Sarifal stopped at the coast of Gwynneth.

While her subjects in the realms of Sarifal are allowed to leave the island and explore, Lady Ordalf keeps most of her servants and all of her troops at the ready, as they fight against the Unseelie fey forces located near Citadel Umbra. Representatives from High King Derid, Lady Erliza, and even Rault the Wise have asked for council with the High Lady. With the single exception of Tarilyn Kendrick, all have been politely but curtly turned away and escorted back to their ships.

Northlander Jarls

Civil war in the northern islands erupted when a powerful, gods-touched Northlander calling herself the Storm Maiden gained a following of barbarians, pirates, and other Northlanders who longed for the days of pillaging and domination. The war ended when the Storm Maiden disappeared, her ship supposedly lost at sea.

Rault the Wise, one of the many Northlander jarls who fought the Storm Maiden, survived the war but lost many family members. Many of the remaining Northlander jarls, unwilling to bow to the Ffolk king, Derid Kendrick, look to the elderly Northlander for guidance and direction.

Rault does not have much time left on this mortal realm, and his closest relation is a granddaughter named Astrid, a powerful and charismatic warrior. Some would follow her, but the patriarchal society of the Northlanders, and the recent uprising behind the Storm Maiden, has people scared.

In the meantime, Rault has upheld the uneasy peace between the Northlanders and King Derid's realm. Occasional light raiding and meaningful stares in seaside towns, are the extent of hostilities.

Risen Cult of Bane

More than a century ago, the Risen Cult of Bane was well established in the Moonshaes. They were a feared force in the region and even successfully summoned an aspect of Bane's son, Xvim. Secretly groomed by Manshoon himself, founder of the Zhentarim, they often battled the Llewyr, who seemed to be wise to their activities. Since Manshoon and their effective leader, the Dread Scourge Gauntather

THE STORM MAIDEN

Raised on the island of Norland, a young human woman was found as a baby by fishermen, abandoned upon the shores of that island and later given the name Hergatha. She was raised by a childless couple, and by the age of 16 she was an unparalleled swordswoman and tactical leader. From an early age she showed the marks of being touched by the gods, and upon reaching maturity she claimed to possess the reincarnated spirit of Viledel, an ancient Northlander warrior and leader who bore the title "the Sea King." While her story is not true, she believes it to be so, and she has performed feats so wonderful that no one dares deny her claims.

A large following of Northlander communities swore allegiance to her, showing the willingness to follow her as the Northlanders reclaimed their ancient heritage as the masters of the seas and coastlines. She led Northlanders against both the petty kings of the northern islands, as well as the holdings of King Derid. After winning countless battles, the Storm Maiden's ship was lost at sea. She always claimed to be blessed by the gods and incapable of being drowned. None know what happened, but many hope (or fear) for her return.

have died, the cult has slowly waned in power.

Today the Risen exists only as isolated villages or farmers who only casually worship the Black Lord. They remain enemies with the Llewyr, but many do not even remember why, other than a hatred instilled in them from childhood. They prefer to keep to themselves but will host travelers for a night or two.

The Llewyr claim that the cult is quite active again and has, under the leadership of a new young fanatic, clandestinely fostered the old ways. However, few listen to the wild claims about those who most now consider, a quiet people who don't bother anyone.

Tribe of the Black Blood

While not as powerful or organized as the aforementioned political factions, another force exerts a great deal of destructive influence in the Moonshaes. A group of Malar-revering lycanthropes hold sway over the island of Moray. This group, calling itself the Black Blood Tribe, is comprised of Faerûn-born lycanthropes and those who have traveled from the Feywild region of Brokenstone Vale, a lycanthrope-infested nightmare realm.

The Black Bloods attack with a frenzied bloodlust all civilized communities or groups that attempt to inhabit Moray. The Black Bloods slaughter anything they can, while at the same time performing gruesome rituals

aimed at bringing an avatar or divine servant of Malar to the Moonshaes to lead them.

The raising of this beast-servant of Malar (or an avatar of Malar himself) is likely to occur as it has several times in the past. If and when that happens, the beast will likely turn its savage gaze to the civilized islands. It wants to spread the gift of lycanthropy to all, but most delicious would be the combining of Malar's curse with the fey magic of Sarifal.

Deities of the Moonshaes

As the hour grew late, Gwenlyn spoke of the Earthmother and her moonwells. Gwenlyn believes that the Earthmother is the very essence of the land and is responsible for all that grows and lives in the Moonshaes. This Earthmother seems more attentive than absent Ubtao, but she is locked in a perpetual struggle with Kazgoroth, who seeks to bring ruin and destruction to the islands.

I want to see one of these moonwells for myself before I return home. They sound incredible and worthy of study. Perhaps the druids would let me study one for a time?

Earthmother

The Goddess, the Spirit of the Moonshae Isles

The Earthmother is the spirit of nature in the Moonshaes. The goddess is a neutral deity, recognizing that both good and evil have a place in the world. Her strength derives from the Balance of these extremes. Her enemies are not only those who would extinguish life casually or maliciously, but also those who would tame the land and bring it under the control of human caretakers.

The Earthmother has no traditional form. She is not a mortal-imitating being, but the very hills, moors, marshes, and seas of the isles. Her symbols are myriad. The swallow is her favored messenger, the broad oak her ageless strength, and the towering pine represents the Balance. Her deepest symbols are the moon and the sun, incorporating the juxtaposition necessary to achieve that Balance.

The temples of the Earthmother are the druid groves where her worshippers gather. Her sacred moonwells are her windows onto the world. Those periods when the moon is full are nights of high power. The druids rejoice at the solstices and the equinoxes, as the land itself shares in the celebration of the Earthmother's power.

The Children of the Earthmother

The Earthmother is served by three children who act as her hands upon the land. They are mortal and can die, but their spirit and the favor of the goddess lives on and another creature of the same type assumes the mantle.

The Leviathan

The Leviathan is a great whale. Unless it is called upon by the Earthmother to fulfill a purpose, meeting some dire danger with its enormous might, the Leviathan is a peaceful creature and spends long years in hibernation at the bottom of the sea.

The Unicorn

Kamerynn the Unicorn is the mightiest of his kind. He reigns as king of the forest and symbolizes all that is wild and free. Kamerynn is swift and elusive, and his knowledge of the woodlands is unparalleled.

The Pack

When the Earthmother awakens the Pack, many packs of dire wolves merge together to form the most effective killing force on the Moonshaes. The largest wolf assumes leadership of the Pack. If slain, another wolf immediately steps into that role.

PRIMAL SPIRIT OR DIVINE ASPECT?

The exact nature of the Earthmother is a matter of some debate in religious circles. The clerics of Chauntea contend that the Earthmother is an aspect of their goddess.

The druids of the Ffolk contend that she is a primal spirit, the generative power of the land itself and not an aspect of a goddess of agriculture.

Kazgoroth

The Beast, the Ravager of the Moonshaes

Central to the worship of the Earthmother is the belief in the purity of the land. The antithesis of the goddess is corruption, destruction, and pollution of the land. The greatest menace to the Balance is Kazgoroth the Beast.

The Beast seeks to destroy the Moonshae Isles and in so doing kill the Earthmother. It takes particular pleasure in profaning places of sacred beauty. It delights in nothing more than the corruption of a druid to its terrible purposes.

Like a horrible parasite, Kazgoroth draws power from the Earthmother and chooses a moonwell that has been polluted and desecrated as its resting place. The Beast is a shapeshifter, able to shrink its body down to a halfling or grow into a huge tyrannosaurus rex-like creature.

Kazgoroth commands many terrible creatures with its might, including the Tribe of the Black Blood, undead warriors, or foul giants. The Beast has been struck down many times and has always returned. The bards claim that the *Sword of Cymrych Hugh* can slay it, but that may be wishful thinking, as the primal desire to destroy the Balance may exist as long as the Balance does.

MOONWELLS

Moonwells are spring-fed pools of fresh, clear water that exist in various locations around the Moonshae Isles. A moonwell usually appears in the middle of a deep and wild forest, providing the natural flora and fauna with a source of unspoiled water.

In preceding centuries, the moonwells were thought to be gifts from the Earthmother. Those who worshiped her, especially druids, kept a sacred vigil over these places. The waters of the moonwells were said to have magical powers, although what those powers were is not common knowledge.

Various evil forces, including some dark deities, found ways to corrupt the moonwells, turning them into portals from which the vilest of beasts could emerge to threaten the safety and sanctity of the surrounding land. Over a century has passed since the moonwells' corruption. Since that time, it is thought that the Earthmother dampened the primal nature of the moonwells, ensuring that no force could usurp their powers again.

Practitioners of primal magic and worshipers of nature deities prophesy that, in the time of greatest need, dedicated heroes of the Moonshae Isles will find a way to return the moonwells to their full power, in defense of the homeland against an invasion from another world.

these dark gods are known to hold grudges, especially Talos the destroyer. With the fracturing of the United Moonshae Isles, many sages wonder if the hand of Talos is again at work, subtly bringing destruction to the kingdom and the family that have thwarted him so many times in the past.

The Black Bloods venerate Malar and worship of the Beastlord is indelibly tangled with lycanthropy in the minds of the Moonshavians. While Bane has a small, but dedicated, following as discussed in the Risen Cult of Bane section above.

THE NATURE OF THE BEAST

Kazgoroth has served many masters over the centuries, including Malar and Bhaal. The druids of the Ffolk contend that Kazgoroth is another primal spirit like the Earthmother. This spirit is bent on destruction and ruin. The Beast uses power given to it by gods such as Malar and Bhaal in return for pursuing their ends for a time. However, Kazgoroth only has one true purpose: the disruption of the Balance.

Other Gods in the Moonshaes

Many people in the Moonshaes worship gods other than the Earthmother. Called the "New Gods" by the druids and the Earthmother's faithful, these deities have enormous influence in the archipelago. The largest three among the Ffolk are Chauntea, Helm, and Milil.

Chauntea is often seen as both synonymous with the Earthmother and separate from the primal spirit of the Moonshaes. When she is worshipped separately, Chauntea is the patron of agriculture and coaxing the bounty from the land. Helm is popular among the warriors and nobility of the Moonshaes for his steadfast opposition to Talos and Malar. Milil, the goddess of poetry and song, is well regarded throughout the islands by both Ffolk and Notherlanders. Legends claim that he brought the harp to the Moonshaes and taught the first bards.

Among the Northlanders, Valkur, the Captain of the Waves, gains the most worship, surpassing that of Tempus in recent years. As the patron of sailors, Valkur is loved in a way that Umberlee never could. Offerings are still made to the Queen of the Depths, but out of fear and obligation.

The dark gods of Talos, Bhaal, and Malar have left their mark on the Moonshaes in the past. All three of



Kazgoroth the Beast



Chapter 2: Islands of the Moonshaes

The Moonshae Isles are composed of hundreds of islands, but a vast majority of the population lives on the seven main islands that are far larger than the rest. Because the straits isolate the islands from each other, each of the islands has its own character, history, and threats.

Alaron: the Isle of Kings

I have left Caer Callidyrr for the Cantrev Aithe, where my father lived as a child. There, I'll meet his family. We haven't met before, and I'm nervous about the meeting. What if they dislike me? What if I dislike them? I carry a letter left to them by my father. I hope it is enough.

As my father asked, I spread his ashes on a hilltop near his family's steading. I recognized the hill by the dolmen that crowned its crest. I stood for an hour marveling at the view. The island is breathtakingly beautiful. I can see why it lodged itself in my father's memories. The dark forests contrast with the windswept moors. The gray skies and clinging mist give it character. It's a land made for stories.

Alaron, the largest island in the Moonshae archipelago, is the home of High King Derid Kendrick, the ruler of House Kendrick, which united the Ffolk and Northlanders into a single nation over a century ago. Before the treaty that brought Ffolk and Northlander together under the banner of House Kendrick, Alaron was an island divided. The lands to the south of the Fairheight Mountains were known as Callidyrr, and its rolling hills and vast plains belonged to the Ffolk. The realm of Gnarnhelm occupied the steep hills and storm-ravaged cliffs north of the Fairheights. The cultures of these two areas were as different as the landscapes that comprised them, but since that time the Ffolk and Northlanders have begun creating a unique culture. Most of the people of Alaron simply consider themselves Moonshavian and are not recognizable as either Ffolk or Northlander.

However, with the declining fortunes of the High King, even the island of Alaron is not entirely under the control of House Kendrick's forces. The center of the Dernall Forest has been lost to dark fey from the Feywild streaming through a crack in the planar wall. Other evil fey chased the dwarves of Gwynneth back through the tunnels of Dwarvenholm into the Fairheight Mountains, threatening to burst forth and occupy the lands to the north. Even the small city of Kythyss, at the southern tip of the island, has been infiltrated and corrupted by mercenaries and traitors working with the Amnian occupiers of Snowdown.

Not since the unification of the Moonshaes by High Queen Alicia Kendrick in 1371 DR has the civilized natives of the isles been in such a dangerous predicament. High King Derid is in dire need of fearless and loyal heroes to assist him in returning the unified Moonshae Isles to their former glory.

Caer Callidyrr

The High King resides at the center of the stronghold Caer Callidyrr with his family and loyal servants. The capital city of Callidyrr, sandwiched between the Dernall Forest to the south and the Fairheight Mountains to the north, acts as the center of culture and trade for the remnants of the High King's domain. With so much fear and uncertainty assailing House Kendrick from all directions, most of King Derid's troops have been called back to protect Caer Callidyrr and the immediate surroundings.

Morale at Caer Callidyrr has never been lower. King Derid's youngest son Owaren has been kidnapped by the Viceroy of Westphal to ensure that the High King leaves Amn's investments alone. The Northlanders of Norland and some other islands have revolted and no longer pledge their fealty to King Derid. Caer Corwell, the former seat of House Kendrick's power – as well as the whole island of Gwynneth – is now under the rule of a fey Queen, and all attempts to retake the area have failed utterly.

Now desperate, High King Derid has consulted with his most trusted advisors and has decided on a course of action: the first step must be to regain control of the entire island of Alaron from the evil fey threatening the Dernall Forest. Once this area has been tamed, further gains can be considered elsewhere.

One bit of diplomacy is taking place as well. King Derid asked his eldest daughter, Tarilyn Kendrick, to act as an ambassador in the court of the High Lady Ordalf. She works with Lady Ordalf's son, Prince Araithe, to broker peace between the two groups and work together to fight threats to the stability of the Moonshaes.

Dernall Forest

The dark and dangerous Dernall Forest is teeming with goblins, worgs, and other dark creatures. These forces have been sent by Great Gark, the Goblin King of Nachtur in the Feywild, to see if he can easily expand his kingdom into this realm. At first the threat was limited to forest vil-lages reporting livestock and woodsmen missing, but now there is a full-blown infestation of the forest.

Under the leadership of the halfling Great Druid Antola Pilark, troops loyal to House Kendrick wage war against the further spread of these sinister fey. Some fey who left Sarifal have joined the druids to fight the threat.

Fairheight Mountains

To the north of Callidyrr, the Fairheight Mountains host a great battle. The dwarves of Clan Rustfire and Clan Rookoath were forced to join together. Clan Rustfire fled their home beneath Gwynneth through the Dwarvenholm Tunnels to Alaron when the evil fey there attacked, driving them out. Currently a young shadow dragon leads an uneasy alliance between mountain orcs, trolls, and shadow creatures to eliminate the last of the dwarves from the mountains and establish their own domain. The combined forces of the two dwarf clans succeeded in making progress, but new threats are on the horizon.

Gnarhelm

The industrious town of Gnarhelm is the seat of Northlander power on Alaron. Located at the end of the long and sheltered Salmon Bay, the town is built around a steep hill known as Valkur's Rock on which sits the lodge of Jarl Ulf Helmudson.

Gnarhelm is a wealthy town for the Northlanders mine iron, copper, silver, and gold from the surrounding mountains. The ore is rich, and the many smithies are busy pounding out the weapons used by the Northlander raiders and their Ffolk allies. The Northlanders from other isles look down on them, seeing them as the most domesticated by their close proximity to the Ffolk.

Unlike the other Northlander kingdoms, those of Gnarhelm travel extensively on foot and practice fighting on land. Their love of the sea has translated to a love of horseback riding. They keep far more horses than all the other Northlander kingdoms combined and are perhaps the finest riders in all of the Moonshaes.

Since the unification with the Ffolk, adventurous shieldmaidens from Gnarhelm venture into the forests of the Moonshaes to search of unicorns. They attempt to coax a ride from these elusive creatures and gain a single hair from a unicorn's mane. Few succeed. Jarl Ulf's daughter Kaetilvi intends to begin her quest this year.

Since Sarifal's return, the fey have become more numerous in this part of the Moonshaes. Northlanders now warn each other about the Unseelie redcaps who hunt lone travelers to slay. These wretched faeries must dip their caps in blood every three days or simply disappear. They also speak in hushed wonder of the mesmerizing songs of the shapeshifting selkie, who can take the form of either a seal or a human.



Kythys

This small city on the southern tip of Alaron is a hotbed of intrigue. With the problems in the Dernal Forest, the King's forces have been unable to properly police and protect the citizens and their property. Most are fishermen and woodcutters, and without the protection of the King they turned to mercenaries for help. Those mercenaries, unfortunately, were bribed to serve the will of the Viceroy of Westphal. Mercenaries now run the town and dictate policy to the businesses there, essentially turning the city into a client state of Amn (via the Viceroy), and fearful townspeople have either pledged allegiance to Amn or

kept quiet in hopes that their High King could arrive to save them.

The leader of the mercenaries is a human fighter called Ghelvan the Buzzard. He leaves most of the public interaction to his more charming and eloquent lieutenants. When it is time for bloodshed and intimidation, however, the Buzzard happily leaves his barracks and makes his presence felt in Kythyss. Many who stood up to the occupation of the town have seen their family murdered before they themselves were killed.

The Deepshaes, Islands in the Underdark

I think the meeting with my father's family went well. Once they realized who I was, they welcomed me warmly. They kept offering me cheese that I had to decline. I hope they understood why and did not take offense.

They wanted to hear stories of his adventures and my home in Chult. I was happy to oblige. They found my home filled with miracle and wonder. Chult is none of that. Dinosaurs and trackless jungle are mundane, unlike this exotic land of moor and forest. They told me many tales of the Moonshaes, including the mysterious Deepshaes that exist beneath our feet.

The Moonshaes are more than just the surface of the islands. The power of the Earthmother extends below the ground to the very bones of the world. Her spirit inhabits the caverns, the vaults, and the chambers encased in rock. These are the Deepshaes, the islands below.

The Moonshae Isles are mostly limestone. Water and time have worked together to create enormous caverns under the islands. These are living caves, where water abounds, from small trickles to gushing rivers. Exploring often requires swimming as much as climbing. The flowing water creates magnificent formations, such as draperies, columns, and flowstone.

The Deepshaes are rich in ore and gemstones. Gold, iron, silver, and copper glitter in winding veins through the earth. The ore already present in the stone would enrich a kingdom, but ore of the Deepshaes holds a greater secret. The dwarves claim that if enough of the ore is left the veins grow back in time. With responsible harvesting, the ore could last forever.

Fungi and lichen grow in abundance throughout the Deepshaes and flourish in some of the caverns, creating underground garden wonderlands. Explorers tell of subterranean forests in some of the larger caverns, composed of trees unseen on the surface. There are rumors of moonwells in the Deepshaes, maintained by the gnomes and the fey that live here.

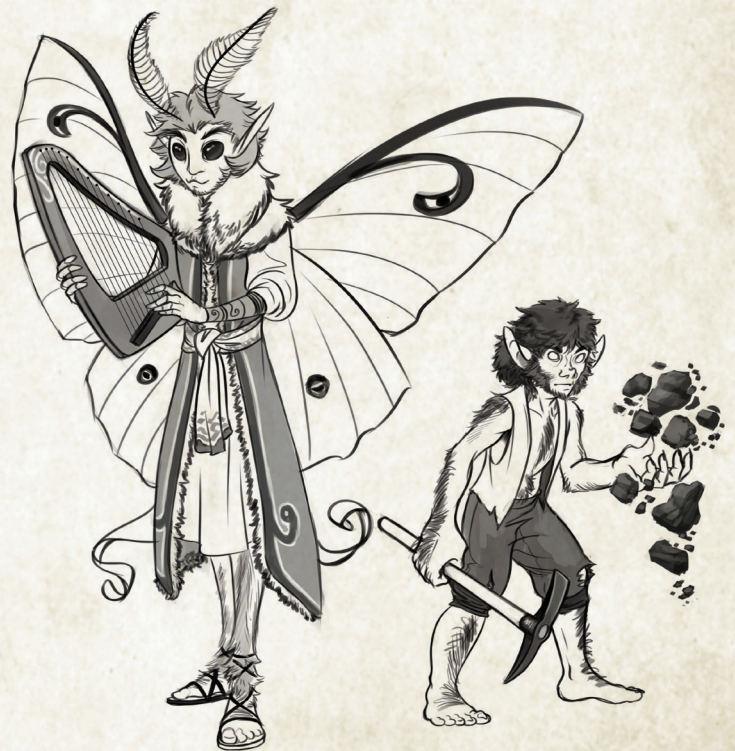
The Deepshaes are too remote from the mainland to attract the notice of the traditional Underdark powers like the drow and duergar. Some of the lowest reaches of the Deepshaes extend beneath the shallow straits of the Moonshaes to create a vast network between the islands.

The best known of the Deepshaes residents are the dwarves. The two most powerful clans are Clan Rookoath, who live below Alaron, and Clan Rustfire, who until recently dwelt below Gwynneth.

Many fey have migrated into the Deepshaes, and myconids live in abundance among their great fungi gardens. Piercers and ropers have spread through the caves, as well as other stranger things created by the warring apprentices of Flamsterd.

Agaric Garden

Beneath Graygruun, one of the Norheim Isles, are a series of caverns connected by an underground stream that descends from one cavern to the next in a succession of waterfalls. These caverns are lush with a wide variety of mushrooms. The fungal gardens are tended by a colony of myconids who live in symbiotic relationship with the stirges that nest in abundance above them. The stirges don't attack the bloodless myconids. Instead, they feed on hungry creatures attracted to the caves by the mushroom gardens, which flourish from all the guano droppings from the stirges. The myconids then turn the corpses into spore servants to further expand their gardens.



Fey of the Deepshaes: the gloura and the pech

Tunnels of Dwarvenholm

The dwarves build this great tunnel beneath the Strait of Alaron to connect their holds in Gwynneth and Alaron. With the retreat of Clan Rustfire, the tunnels are abandoned, and dark creatures have crept into its passageways. Travel through the tunnels is extremely perilous.

FEY OF THE DEEPSHAES

In recent decades, the fey have migrated into the Deepshaes. Below are three of the more common types of fey to be found below the surfacelands of the Moonshaes.

Gloura. The rare and delicate glouras resemble silver-skinned humans with black eyes that seem too large for their faces. Gray wings, like those of a moth, sprout from their backs. They are shy, elusive creatures who can sometimes be heard singing or playing harps far away, creating songs of heart-stopping beauty. Glouras are sweet natured and nurturing, and endeavor to heal any injured creatures that they feel they can approach safely.

Darklings. The mysterious darklings lurk in the deepest reaches of the Deepshaes. They are particularly numerous under Winterglen and near Citadel Umbra. They are thieves and assassins that prowl the Deepshaes, seeking treasures. Their favorite targets are the llewyr of Synnoria and their crystal artwork.

Pech. Often confused with earth spirits, pech are faeries of caverns the way sprites are faeries of the forest. They vaguely resemble gnomes with pale yellow skin, reddish-brown hair, and large pupil-less eyes. Pech have the ability to mold the stone around them with their wordless songs and have a compelling need to do so, working the caverns of the Deepshaes into great cathedrals, while bridging chasms and connecting the far-flung vaults into a vast network.

Flamsterd, the Wizard's Isle

I departed my father's steading and made my way to the town of Aithlelar, where I met a Llewyr elf. He was pale as cream with hair like spun gold. I simply had to speak to him, as he is the first Llewyr I have met. I decided audacity was the proper tact, so I introduced myself to him. His name is Valenath. I asked him to tell me a tale of the Moonshaes and what this land means to him. He spoke of Flamsterd, an isle of great hopes and terrible tragedy. He kept staring at my hair the entire time we spoke.

Flamsterd is an island on the far southwestern edge of the Moonshae archipelago. It takes its name from a wizard who emigrated from Waterdeep centuries ago, seeking a locale where he could practice his arts in privacy. Flamsterd was a relatively gentle man and well-thought of around the isles, by Ffolk, Llewyr, dwarves and halflings alike. He had a propensity for wandering the Moonshae Isles on mysterious errands, helping the those in need he came across.

The native Ffolk on the island accepted his arrival willingly, and the great mage erected a high tower on the southern peninsula. He brought many apprentices or recruited them from among the Ffolk.

Under Flamsterd's guidance, the island prospered. Crops flourished, livestock thrived and nasty storms that beset the rest of the Moonshaes seemed to pass to either side of Flamsterd. So great was the archmage's renown that the Ffolk called it Flamsterd's Isle instead of its original name Dywyll.

The halcyon days would not last. The apprentices that Flamsterd brought to the isles chafed under his leadership as they grew in might. They began to bicker among themselves and then with their teacher. Soon open conflict erupted between them.

The Ffolk began to flee from the region of the tower as the incidents grew more frequent and violent. Hideous monsters emerged from the chaos to wander free about the island. Owlbears, leucrotta, and other bizarre creatures prowled the land.

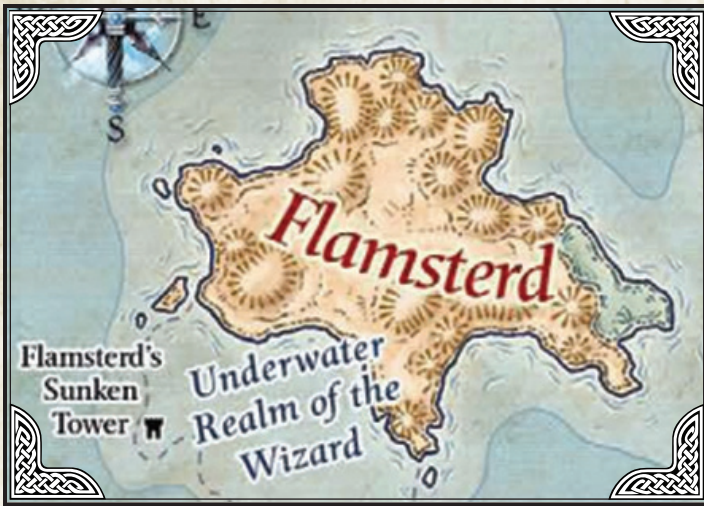
The long peninsula of Flamsterd became a wasteland. Throughout the conflict, the hand of the archmage was missing. What became of Flamsterd during these years is not known. Perhaps he was traveling to distant planes, was imprisoned within his tower by his rebellious students, or was so enthralled with his magical studies that he lost track of time.

In 1291 DR, Flamsterd's tower exploded. The destruction destroyed the tower and incinerated the warring apprentices. Half the island sank into the sea as the waters rushed in to cover the scars. The great wizard has not been seen since, but some say he survives still, living in an underwater realm beneath the waves.

Caer Dywyll

Most of the island is a bleak wasteland of poor farms, small fishing villages, and the occasional wandering horror that survived the cataclysm. However, in the years since Flamsterd's fury, the druids restored the southern peninsula, and the town of Caer Dywyll located at its tip serves as the island's capital.

It took several decades for the island to recover even this portion to its former condition. The peninsula now



prosper, but only accounts for about one tenth of the islands' area. The druids know there was once a moonwell on the island, but its location is lost with the years.

FLAMSTERD'S SUNKEN TOWER

Flamsterd survived the cataclysm that consumed his tower and part of the island because he caused it. He grew tired of his feuding apprentices their abuse of magic, lack of discipline, and marked disrespect for his leadership. He eradicated those he considered irredeemable and retreated to a new private location to begin again. Those apprentices that survived held true to Flamsterd's ideals of using magic for the service of others, but they were sent from his tower to serve others across the isles.

In the depths of the sea, Flamsterd still works in peace, testing his new spells upon unwitting fish. His tower is now surrounded by a great bubble of air, so that the mage can enjoy walks in the garden or throw open his window on a hot day. The bubble may be freely passed through by living creatures, but the seawater itself is barred. In fact, the mage and his servants eat quite well upon fish that fall through the ceiling.

GWYNNETH, RECLAIMED FEYLAND

I crossed the Strait of Alaron to Gwynneth in the company of Valenath. I must amuse him for there is ever a faint smile on his lips. This island is ruled by the mysterious fey of Sarifal. I wanted to see one of the faeries and I finally did – a little dragon with butterfly wings of iridescent indigo. It alighted on a nearby branch in the twilight as we bedded down to camp. It looked at me curiously then picked its teeth. It faded away with the last light of the day.

When I close my eyes, I can feel the pulse of the land. It's a strange sensation. Perhaps it's the nearness of the Feywild, but I think the island is trying to talk to me. Valenath must think I am beyond odd, but he says nothing.

High Lady Ordalf has lived almost forever, it seems. She knows she is prophesied to die, and her death will help end a threat both to her people and to creatures from the mortal realm. Her foretold death must take place in the mortal realm, so she expended the energy needed to move her entire realm of Sarifal back to the island of Gwynneth.

Naturally, the mortal inhabitants of the island, under the rule of House Kendrick, fought back against this invasion, which started with the city of Karador rising from the depths of Myrloch, the cold-water lake in the Myrloch Vale. The resistance to the fey incursion, spearheaded by forces of the High King, slowly eroded as the fey queen's forces marched relentlessly and unchecked in all directions toward the sea. Some Ffolk in the villages were permitted to remain in their ancestral homes if they swore fealty to High Lady Ordalf and promised to serve Sarifal Faithfully.

While Sarifal now covers the entirety of Gwynneth, Lady Ordalf's forces still fight against threats manifested by Unseelie fey that came across the planar divide as well. The fight is carried out by Lady Ordalf's son, Prince Araithe. Araithe doesn't know the reason for his mother's decision to return Sarifal to the mortal realm but leading the military forces against enemies of Sarifal keeps his mind occupied on war. He is aware of the threats not just to Gwynneth, but to the other islands as well.

Despite the war he fought against House Kendrick throughout the previous century, Prince Araithe recognizes that an alliance with the mortal leader could lead to a very powerful Moonshae kingdom. The details of such a union are still being worked out. Tarilyn Kendrick, eldest daughter of King Derid, stays as a guest of the prince in the castle at Karador while the parties discuss terms. No agreement suitable to all parties is pending, but where there is communication, there is hope.

CAER CORWELL

The former seat of House Kendrick, Caer Corwell is now just a crumbling shell of a castle. The state of his family's former home is both a point of pride and military necessity for High King Derid. In his ongoing negotiations with Prince Araithe, High King Derid insists that he be allowed by the forces of Sarifal to retake and resettle Caer Corwell as an embassy of House Kendrick on the island of Gwynneth. The town itself has been overrun by all manner of wild beast and capricious fey, and the ruins of the castle are being used as a lair by a tribe of boggles. The boggles have had enough time to riddle the ruins with countless traps, and they dream of creating a small boggle kingdom in the area, with the help of a twisted gnome who acts as their advisor.

Chrysalis

Before the return of Lady Ordalf, and even before Ffolk or Northlander trod the soil of Gwynneth, the Llewyr elves made the island their home. In modern times, the Llewyr elves moved to a corner of the island they call Synnoria and became isolationists. They hid the beautiful city of Chrysalis beneath a veil of illusions, hiding themselves away from all others. Very recently, some elves from the Llewyr have turned up at cities and large towns in the Moonshaes. They share nothing about the political or economic status of their home. They talk only of culture, asking many questions and answering none. What is happening in Chrysalis, and what it means to the rest of the Moonshae Isles, remains to be seen.

Citadel Umbra

Hidden deep within the darkest and coldest area of Winterglen, Citadel Umbra rests upon a large burial mound, its shadowy towers reaching up to the very tops of the tall pines that guard the castle. Those who witness the façade of the citadel at one of those rare times when sunlight ekes through the pines and strikes it, swear that the building shimmers and disappears. Only to return when the sunlight gives way to shadow. Of course, very few are able to navigate through the Winterglen to find the place. Those who do must contend with the countless shadow and fey creatures that guard its location.

Citadel Umbra rests on a spot that contains a rare conjunction: crossings to both the Feywild and the Shadowfell permeate the area. This terrible coincidence makes the spot a perfect breeding ground and habitat for Unseelie fey: creatures that revel in the most dark and disturbing aspects of nature, shadow, and death. The mistress of the creatures here, and the leader of Citadel Umbra, is Urphania, a powerful mist hag. Her vile machinations and dread deeds in the Feywild forced the fey Court of Stars to banish her, but she was able to gain a foothold on Gwynneth.

High Lady Ordalf was one of the fey who assisted in Urphania's banishment from the Feywild, and now the hag seeks revenge. From her seat in Citadel Umbra,



Urphania draws upon the power of both nature and shadow to command a large force: shadow creatures, fey, and undead all tremble and obey under her mighty gaze. The hag wants nothing less than to wrench the realm of Sarifal from her enemy's grasp and rule it as a new dark demesne.

Karador

A population of 3,000, mostly fey, resides in the magical city of Karador. The city sits as an island in the enchanted Myrloch. The city rose from the lake when Lady Ordalf returned Sarifal to Gwynneth, and the city is enchanted by a mythal that can move the city back to the Feywild if necessary.

Although very few non-fey creatures are allowed to set foot in Karador, the restriction is starting to loosen as the court of High lady Ordalf recognizes the need to more actively engage allies from other parts of the Moonshaes and beyond.

SACRED GROVE OF THE EARTHMOTHER

On the eastern shore of the Myrloch is a moonwell. The small shack overlooking the moonwell acts as the home of Branwyn Moonsinger. This ancient human woman appears to be a bit out of her mind, living alone among the dangers of Gwynneth. However, she is a powerful druid in the service of the Earthmother. Once the Great Druid of the Gwynneth, Branwyn refused to fight in the battles between the mortals of Gwynneth and the fey of Sarifal. The humans, thinking she was dead, turned to the Great Druid of Alaron for leadership. But she lives on, keeping her vigil against the return of Kazgoroth, which she feels in her aching bones is not just inevitable but imminent. The fey of Sarifal know of her presence, and they leave her at peace – occasionally visiting her with gifts and questions about the history of Gwynneth before their arrival.

Winterglen

The northern reaches of Gwynneth are dominated by the thick, dense forest known as Winterglen. Although the tall pines and thick shrubbery are not inhospitable, the war taking place within the forest is deadly. In Winterglen, Prince Araithe's fey forces fight to a stalemate against the terrible Unseelie forces radiating out from Citadel Umbra.

Although the outer edges of Winterglen are relatively normal, and in some places beautiful, the inner portions of the forest have been corrupted by the Unseelie-fey power emanating from Citadel Umbra. This power, combining the worst of the deadly evil of the Shadowfell and the dreadful strangeness of the Feywild, has corrupted the very flora and fauna. The pines themselves thirst for mortal blood, and even the seemingly innocuous chipmunks and possums act as spies for the terrifying Unseelie creatures that patrol the forest.

KORINN ARCHIPELAGO, REAVERTHOMES

I have yet to meet anyone from the Korinn Archipelago in my exploration of these isles. Even the other Northlanders speak ill of the reavers who make their home there. Truly, it must be like the end of the world on those desolate islands, eking out an existence. No wonder they turn to raiding, for the land is not strong enough to support them.

Stretching northward from the main islands of the Moonshaes is the Korinn Archipelago. The area consists of hundreds of smaller islands sprinkled throughout the Trackless Sea. Although these islands exist in an area filled with pirates and susceptible to raids by Northlanders, many of the islands' settlements (and their residents)

escape notice for one simple reason – they have very little of value to steal.

Most of the islands of the Korinn Archipelago lack suitable land to support large-scale farming. Residents of the islands make their living through fishing, timbering, and herding animals on the meager grasses. This limits the size of settlements in most areas, although islands with suitable harbors may spawn large towns where ships dock to trade goods.

The islands are a perfect refuge for the many pirate bands that prey on shipping within the Moonshaes and along the Sword Coast. Although still a problem, piracy is not as rampant in the waters within the Moonshae Isles, because of the Northlander presence. However, reavers based in the Korinn Archipelago often target the ships traveling between Snowdown and Amn, targeting raw materials heading toward Amn, and goods and wealth to pay mercenaries heading back to Snowdown. Many of the reavers also prey on the shipping lanes along the Sword Coast, especially trade vessels traveling between Waterdeep and Baldur's Gate

Caftenor

With well-stocked fishing grounds and salterns that produce pure-white flakey sea salt, this island offers the most resources of the Korinn Archipelago. Caftenor has a single port (also called Caftenor). Most of the inhabitants are halfings who pay tribute in the form of salted fish and fresh water to the many pirates who roam the isles.

Jacaman

The island of Jacaman is neither the largest nor the most populous in the Korinn Archipelago. Great pains are taken to make the island seem insignificant. This charade hides the fact that the island is ruled by Roquern, a Ffolk-looking gentleman who oversees the growth, harvesting, processing, and export of a variety of rare and highly-sought spices that grow only on Jacaman.



Pandira

One of the northernmost islands of the archipelago, Pandira contains one excellent seaport called Westhaven, a bay guarded by natural breakers and free from dangerous shoals. At first Westhaven was used by inhabitants of Pandira for honest trade. However, after being raided by pirates and marauding Northlanders too many times, the residents finally decided that the only way to stay safe was to cater to the villains rather than fight them.

With that, Westhaven became a small city that welcomed all: pirates, raiders, honest traders, soldiers, and everyone in between. One rule guides life in Pandira: no violence is tolerated while on the island. Everyone knows that if one individual or party attacks another, the aggressor is to be attacked by everyone watching.

The no-violence rule has served Pandira and Westhaven well. The businesses of Pandira thrive, and it has become a place where black market goods and information trade are always available to the highest bidder. Every civilized power group in the Moonshaes, as well as all the nations of the Sword Coast, keeps a spy in Westhaven.

Ventris

This island, the largest of the archipelago, is covered by thick, pine forests. The tallest of these trees are sought after for the masts of the Northlander ships, and the Northlander jarls log here regularly.

Though heavily mountainous, enough of the land has been cleared for several farming villages to crop up. Dwarves and halflings make up the bulk of the population, dwelling under the hills with the tilled fields and meadows above their homes.

Recently, several clauricauns, a type of faerie with a penchant for strong drink, have discovered the halfling brewery on the isle and are draining the taps dry and sleeping it off with loud snores that disturb the sheep. The halflings have tried to run the fey off, but they keep finding ways to sneak back inside and soak up the halfling's ale.

Moray, Perilous Moorland

I've reached Caer Moray, determined to find one of the druids who can explain the strange sensations I am feeling. I found a shy, young one whose name is Brython. He said that the Earthmother is calling to me. This is how she finds all her druids. They feel her call. Some heed the summons; others don't.

Brython took me on a chariot ride across the moors of Moray. The Ffolk chariots are small two-wheeled carts that dangle behind a pair of massive horses. It's a precar-

ious thing, but the speed is exhilarating. My heart raced to match our frantic pace. On the moors, the sky stretches to the horizon. You can't see far in Chult with all the mountains and jungle. Here, the horses can devour the leagues beneath a slate-gray sky that extends to edge of the world.

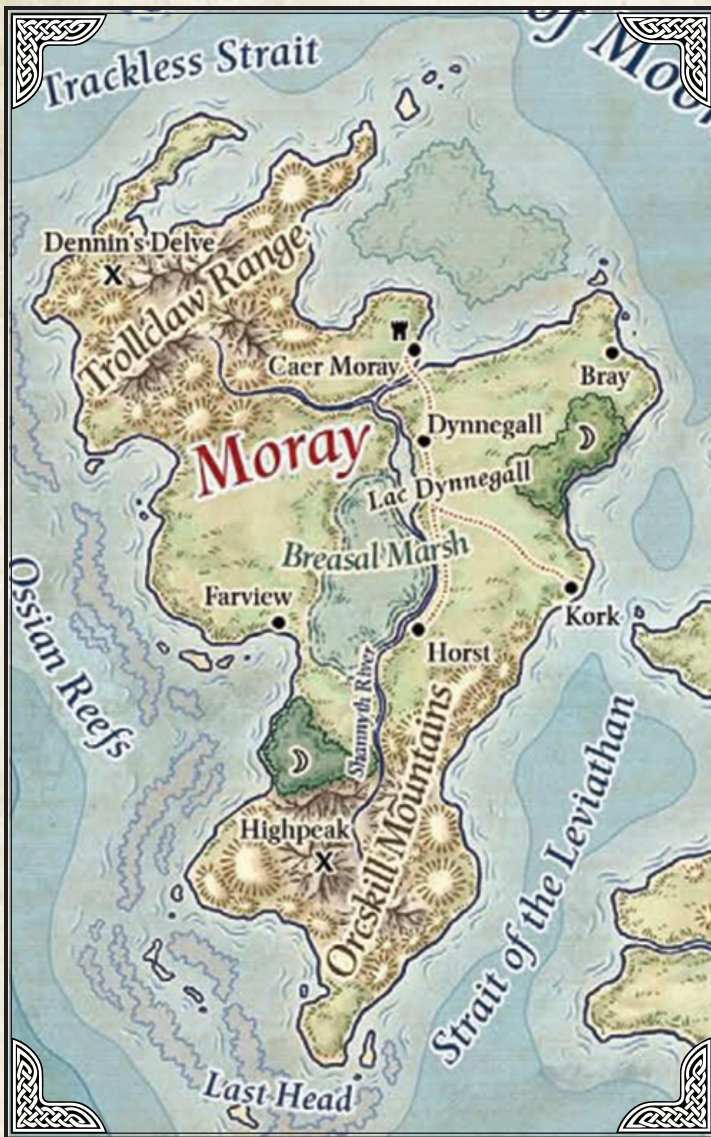
I'm coming to understand your love of these islands, Father.

Of all the large islands of the Moonshaes, Moray is the most in flux. The others have conflicts but also a firmly entrenched power structure, while Moray sees a great deal of bloodshed with many different groups struggling for power. The Black Blood Tribe holds sway in the inland areas, spreading a swath of destruction against any who attempt to pass through. The Trollclaw Mountains in the north and the Orcskill Mountains in the south are ruled predominantly by different tribes of giants, ogres, orcs, and other dangerous but semi-organized monstrous humanoids.

Along the coast, small settlements try to survive with the assistance of whichever group sponsors them: some are funded by Amnian merchants eager for the island's resources, others are ancient Northlander strongholds who swear allegiance to the Jarl Rault of Norland, and others still remain loyal to House Kendrick and maintain military outposts manned by soldiers enlisted in the army of the High King.

The Black Blood Tribe's goal is simple: use the moonwells on Moray to summon forth Kazgoroth, an aspect of their lord Malar. By slaughtering as many creatures as possible within the moonwells, the lycanthropes believe Malar will reward their offerings by sending his faithful and murderous servant to lead them. Once Kazgoroth arrives, they plan to first take Moray, then the rest of the Moonshae Isles, and then attack mainland Faerûn. The one slight boon provided to the good folks of the Moonshaes is the Black Bloods don't care who they slaughter – they are just as happy to kill the orcs and trolls of the mountains as the humanoids of the civilized lowland communities. Also, the Black Bloods recognize the need to kill their victims in the moonwells, necessitating the capture and transport of prisoners there. This gives individuals prone to performing heroic deeds the opportunity to rescue those victims before the sacrifice can take place.

The Black Bloods count among their number a few lycanthropes that came to Moray from the Feywild's Brokenstone Vale. These individuals are more powerful than those native to Moray, and they revel in the freedom of not being confined to the vale in the fey realm. These beasts are also much more rational than their counterparts, and therefore more dangerous. They are willing to forge alliances with some of the other powers of the Moonshaes:



weakness or differences with their bloodthirsty superiors. Although they have remained silent and secretive to this point, these more peaceful lizardfolk need only be given the opportunity to revolt against their savage brethren. A few of these lizardfolk have even received divine powers from Silvanus while being shown a better future.

Caer Moray

The 1,500 citizens and soldiers who occupy the village of Caer Moray are loyal to the High King, and they maintain a rough and sometimes harrowing existence with the hopes that someday their sacrifice might see the return of the entire island of Moray to House Kendrick's rule. The main purpose of the town is to keep open the port that allows access to ships bringing in supplies and sending out the resources from the village of Dynnegall.

Caer Moray is a tempting target for the Black Bloods. The Malar-worshippers frequently throw themselves against the wooden palisade that protects the town. Although they rarely succeed in doing anything more than getting a few of their kind killed, the Black Blood leaders know that the slaughter of such a large number of people at one time would go far to both restock their number with new lycanthropes as well as please Malar enough to send them Kazgoroth.

The soldiers of Caer Moray have a history of employing chariots in their defense against the Black Bloods. Their use is now a point of pride and employed in favor of the more traditional cavalry.

For generations they have bred a dog known as a moorhound. Alarmingly large, moorhounds are valued for their size, loyalty, and keen sense of smell for detecting the Black Bloods. They enable the soldiers to chase down and neutralize formidable attackers on the grasslands of the northern moors.

Dennin's Delve

This ruined dwarven stronghold beneath the Trollclaw Mountain in northern Moray was decimated by the trolls and orcs – with their goblin troops – who now call the mountain range home. Little remains of even the stonework that was once the pride of the dwarves on Moray. However, there is a secret buried deep within Dennin's Delve. A magical portal once connected this dwarven stronghold with its corresponding portal in the Fairheight Mountains on the island of Alaron. If both of these portals could be found and activated, it could give the controllers of the portals an advantage in moving troops and supplies. Unfortunately, those lucky and skilled enough to get through the monsters of the mountains found that the portal rests within the lair of beholder.

particularly the fomorian leader Queen Connomae of Oman and her trusted lieutenants. These Brokenstone Vale lycanthropes might even take on the form of a human in order to trick unsuspecting innocents into dropping their guards or unwittingly assist the creatures.

Breasel Marsh

The Black Blood lycanthropes have been joined in their plan to reawaken Kazgoroth by savage members of several allied lizardfolk tribes. While these two groups warred for a short time, it soon became clear to the more cunning members of both sides that they worshipped the same dark deity, and that working together they could please him more. By maintaining close relations, the Black Bloods can let the Breasel lizardfolk maintain control of the interior of Moray, letting the lycanthropes focus their attention on the moonwells and the coastline.

However, some of the less-violent tribes within the Breasel Marsh have had visions of a time when they won't have to live in constant fear of slaughter because of

MOORHOUNDS

Moray is renowned for the quality, loyalty, and, most importantly, the size of its breed of dogs. The moorhounds are huge shaggy hounds with powerful muscles and are easily the size of a wolf. Their back is the height of a human's waist, and their teeth comparable to a human's little finger. Most moorhounds have brown coats, but some are gray, black, or wheaten.

The Ffolk bred the moorhounds to defend their steadings from raiders and monsters as well as for hunting. No isolated Ffolk stading is complete without a few of these enormous dogs to keep the family and livestock safe from goblins and malicious fey. Nobles often have entire packs of moorhounds to protect their estates. The most famous moorhounds in history are Angus and Canthus, loyal dogs of High King Tristan Kendrick.

Dynnegall

Approximately 15 miles south of Caer Moray, along a poorly maintained wagon path, is the village of Dynnegall. Named for the former king of Moray, Dynnegall was once a flourishing town with much to boast about. Since the rise of the Black Blood Tribe, Dynnegall would have been abandoned long ago if not for its important resources. It exists now as more of an outpost of Caer Moray than a proper village. The bulk of the workers are human or halfling Ffolk that are loners. The others have left their families in Caer Moray, as they seek the higher wages of the risky assignment.

The town's location, on the edge of swampy Lac Dynnegall, provides a large amount of peat, which is a much-sought source of heating in the Moonshaes. Also, a swamp-grown plant called kryne is highly nutritious and easy to keep through drying. These two resources are farmed in Dynnegall, transported by cart to Caer Moray, and then shipped for use elsewhere.

The soldiers who protect Dynnegall consider it the worst job in all the Moonshaes, and those veterans who survive a tour of duty there are considered some of the bravest and most skilled. A group of wood elf archers guards the modest wooden palisades and are the most effective defense. Attacks against the village by Black Blood creatures take place regularly, and on more than a few occasions in the last century, the monsters have managed to kill everyone in the village, forcing House Kendrick to recruit brave (or foolish) settlers to take up the mantle.

FARVIEW

Northlanders pledged to Jarl Rault have been able to liberate and settle the village of Farview on the western coast

of Moray. The wood from the trees of the nearby Shannyth Forest (south of Farview) is used by shipbuilders to make some of the finest vessels seen in the Moonshaes. Jarl Rault needs these vessels to move his army of followers from island to island, so many resources have been used to protect Farview.

One of the moonwells of Moray rests in the Shannyth Forest, however, which brings the savage Black Bloods there into conflict with the almost-equally savage Northlanders. Great battles between the two take place regularly in the forest, leaving the woods between Farview and the Shannyth Moonwell littered with lycanthrope and Northlander corpses.

KORK

On the eastern shore of Moray lies the village of Kork. After an attack by the Black Bloods wiped out all of the inhabitants, the place was repopulated by mercenaries and settlers hired by Amn. The village is far enough from the two moonwells that it holds little interest to the Black Bloods at the moment.

The Amnian settlers have been tasked with two main goals by their merchant-masters: hold the town to keep a presence in the tactically important Strait of the Leviathan and build a road to the interior of Moray to gain access to the valuable peat and kryne located there. So far, the settlers have been able to hold the town without much trouble, but the building of the road into the interior has met with the expected difficulties: the Black Bloods and lizardfolk do not suffer intrusion gladly.

NORHEIM, FRACTURED ISLANDS

Ah, desolate Norheim. You rise from the ocean like a whale cresting the gray waters of the Sea of Moonshae. I could stand on its cliffs and watch the waters for hours. Somewhere in the depths sleeps the Leviathan, one of the children of the Earthmother.

Norheim is a series of barren and stormswept isles at the very fringe of the Trackless Sea. Of the islands, only Jotunspine has much surface area. This rocky isle contains several sheltered pockets of forest among the narrow valleys between the rugged ridges that give it its name. The rest of the Norheim Isles are virtually devoid of trees.

The people of this hardest of jarldoms take pride in their isolated lands, deriving a sense of superiority from their ordeals. Most of the small towns on these islands are tucked into sheltered covers on the leeward sides of the various isles. The Norheimers are focused upon the sea, using little even of the small amount of land that is available to them. Norheimers, alone among the Northlanders, serve as mercenary soldiers and sailors in the fleets and

armies of various lords of Faerûn.

The Norheim Isles are riddled with sea caves, and these have given birth to many of the legends among these superstitious peoples. They talk of long underground passages, and swiftly flowing rivers of seawater running into the earth. The legends say that these passages are linked to the vast Deepshaes below the surface realms.

Giantspine Range

The Giantspine Range is the backbone of the Jotunspine Island. The mountains are a favored abode of hill and stone giants. The hill giants are a constant menace to the Northlanders, while the stone giants seek to be left alone in their halls of stone. Norheimers claim that cloud giants once laired on the tallest mountain, but they abandoned their palace during the Spellplague. The halls may still be full of treasure or whatever drove the giants off may still be lurking there.

Hammerstaad

The town of Hammerstaad is built on a narrow shelf of land that lays shaded by the near ridge of mountains that rises a few hundred yards from the shore. The town focuses on the sea with a vast fishing and whaling fleet. The smell of fish is everywhere. There are no inns in Hammerstaad. Visitors are directed to the jarl's lodge, where they are warmly welcomed for news from the wider world. The only other building of note is the seaside temple to Valkur that welcomes the seafaring Norheimers home or sees them off on their many voyages.

Jarl Kjeld Hammerstaad rules Norheim from his great lodge, but he suffers from interminable gout that flares up repeatedly, regardless of the ministrations of the priests of Valkur. He blames vindictive faeries for the curse, saying that no doubt one of his ancestors stole something from some faerie, but he doesn't know what was stolen, from which faerie, or where to return it.

Seawolf

Seawolf is a small town built on the leeward side of the Giantspine Range. It's the center for ship construction in Norheim with wood dragged down from the mountains.

The town is best known for its temple to Tempest and its famous cleric Branwen who helped defeat the Bhaal-spawn Sarevok Anchev in the Throne of Bhaal conflict. After the Sarevok's defeat, she returned to Seawolf and challenged the other priests for leadership of the temple. After besting all rivals, Branwen led the temple for nearly half a century. She is considered the holy patron of Seawolf and her body is laid to rest beneath the floor of the temple.



Norland, Cutting Edge of Winter

As the Ffolk look to the land, the Northlanders look to the water. The sea calls to them, nourishes them, and sustains them. Their lodges on land seem to be built merely for a moment's respite from the voyages that fill their lives. Their true love is their dragon-headed ships that rise with the sea's swell. With a strong wind in their sails, they venture forth to explore, trade, and prosper. They are as restless as the ocean's current.

I talked to the Norls in Rogarsheim for days about the sea and their ships. Once they were raiders, now they are the sailors that tie the Moonshaes together. The Ffolk are marginal sailors at best, while the Norls yearn for the tang of the salt spray and sunlight dancing on the waves. A world of opportunities is laid out before you if you're brave enough to dare the rolling waves and seek distant shores.

The island of Norland is the westernmost of the Moonshaes, and its distant location also mirrors the distinct culture of its inhabitants. While the Northlanders who live here are less barbaric than their cousins of the island of Ruathym, they aren't as civilized and accepting of strangers as the Northlanders who bowed readily to the rule of House Kendrick.

Most Northlanders from Norland gave up their lives as raiders, instead turning to the sea as fisherman and traders. However, more than a handful of Norl pirates patrol the seas, liking nothing better than boarding an Amnian trade vessel, stealing its cargo, and dumping its crew overboard to drown.

This spirit of conquest was recently reignited in the Northlanders by the emergence of a battle leader calling herself the Storm Maiden. Many a fisherman cast aside their nets for a sword, and few huntresses hesitated to turn their bows toward humanoid foes. Rumored to be blessed by both Valkur and UMBERLEE at birth, the Storm

Maiden's forces grew to large numbers in a very short time.

According to her, the reign of the Ffolk High Kings and Queens was doomed, and the future of the Moonshae Isles rests with the stewardship of the Northlander leaders that should reestablish dominance and lead the land to a glorious future. However, her rise to power came to an abrupt halt a decade ago when, consumed by Umberlee's rage, she and her followers failed to return from battle. Details are unknown, but it's said that she couldn't drown, so many people now fear (or long for) her return.

The current king of the Norls is Rault the Wise. His sons and most of his grandchildren died in battles against the Storm Maiden. As a result, there is question about who will assume the throne when the elderly king dies. His granddaughter, Astrid, is wise and holds a natural affinity for leadership, but the Northlanders seldom accept female leaders, particularly in the shadow of the Storm Maiden.

Jotenhammer Range

This southern range of mountains in Norland is the home to a firmly entrenched colony of giants. Countless times the Norls – both separately and supported by the forces of the High King – have attempted to push the giants back or defeat them completely. Each attempt failed. The giants, mainly firbolgs, are supported by a contingent of duergar from the Deepshaes below the mountains. A volcano is threatening to erupt soon, which is going to force the giants to push northward into even more frequent contact with the humans there.

An old crone firbolg called Lallargh leads the largest band of creatures, and she believes that only by sweeping down and eliminating Rogarsheim completely will her kind be able to survive. With that goal in mind, she is engaged in making pacts with not just the duergar, but with other evil and mercenary groups, promising each a portion of the war spoils when Rogarsheim falls.

Rogarsheim

The most populous settlement on Norland, Rogarsheim is the home of the nominal leader of the Northlanders in the Moonshaes, Jarl Rault the Wise. This ancient Northlander ruled Norland as a vassal-king under House Kendrick, but the declining power of the High King and the restlessness of his Northlander followers have forced Rault to declare independence from Derid Kendrick. After the rise to power of the Storm Maiden and the resulting civil war, he simply tries to hold his coalition of Northlander warriors and sailors together.

The city contains a fair mix of Northlander and Ffolk, and many different races mingle peacefully here. Dwarves



with eyes on the mineral-rich Jotenhammers bide their time until they can ply their trade in the mines without fear of giant attacks. Fey creatures from Gwynneth come to Rogarsheim out of curiosity and to trade.

Although most of the industry in Rogarsheim revolves around fishing and sailing, some small farms dot the landscape west of the city. Ship-building is also an important industry in the town, even though much of the lumber used in the creation of the ships is brought in from other places. The sawyers of Norland are hopeful that eliminating the giant threat might allow easier access to the timber covering the slopes of the Jotenhammers.

Stormbanner Hold

The home of the Jarl of Norland, this magnificent stronghold is a rectangular wooden lodge built around the

stone towers of a previously constructed Ffolk dwelling. It is occupied by Jarl Rault the Wise, his most trusted advisors, bodyguards, and their families. Having seen 85 years, Rault remembers hearing the whitebeards of his childhood talking about a time before the unification of the Moonshaes. He respects House Kendrick but realizes that his more vehement followers are no longer willing to bend knee.

Rault's granddaughter Astrid stands ready to take the mantle from her Jarl and lead the Norls wherever they want to go: against the giants of the Jotenhammers, against the fomorians of Oman, against the beasts of Moray, or anyone else standing in their way.

Oman, Lost to the Giants

I can feel the pain of Oman though I never set foot on it. Even the Norls are hesitant to land on its shores and this was once their greatest stronghold. The giants, who claim Oman as their home, have no respect for the Earthmother. They have polluted her wells and cut her trees. As we sailed close to the island, I could feel it like a knife in my gut. The call of the Earthmother has its downsides. I do not know if I wish this gift.

The island of Oman was once a center of Northlander power and culture. The more peaceful clans worked together to turn Oman into a place where the residents could make a living through shipbuilding, farming, hunting, and fishing – eschewing the desire to raid and pillage nearby settlements. A time of prosperity graced the lands, and the Treaty of Oman sealed an era of peace that finally led to the joining of the Northlanders and Ffolk under the



banner of House Kendrick.

However, soon after the establishment of the Unified Moonshae Isles, fomorians from the Feywild realm of Vor Thomil joined with the firbolgs of the Grampalt Highlands. These forces, bolstered by lesser monsters, eventually wiped out all remnants of civilized settlements on the island. Today, valuable resources such as gold, iron, and timber are locked away in the island, but no one can reach them for the terrible giant rulers of the land. All attempts to re-establish a foothold on the island by Northlanders, Ffolk, or even Amnian mercenaries have been foiled and exterminated with terrible violence.

The power behind the fomorians is Queen Conno-mae of the Feywild realm of Vor Thomil. She has found passage between the two planes, and she hopes that expanding her empire to the island of Oman (and elsewhere in the Moonshaes) will give her an advantage against her enemies. Her main goal is to gain slaves and troops to send back to the Feywild, so that she might more easily conquer the city of Shinaelestra there.

Cairn of Thelgarr Ironhand

After this death, Northlander Jarl Thelgarr Ironhand was buried with much ceremony in an elaborate cairn in the forest to the east of his birthplace of Trondheim. This village now belongs to the giants, but the cairn itself remains undisturbed. Legend says that Thelgarr was buried with much wealth, but more importantly with magical items that would serve him in his next life: a greatsword enchanted to slay giants called “Ironhand’s Reckoning,” a longboat that could not sink, and magical armor that shrugged off the worst blows delivered by giants. However, the cairn is also said to be protected against grave robbers by traps and warding primal spirits.

Iron Keep

The Iron Keep was the ancestral home of the Northlander rulers of Oman. Built from the foundations of an existing Ffolk castle, the Iron Keep was altered by the Northlanders to serve their purposes. Accessed from the most suitable bay for docking ships, the Iron Keep became the name of both the fortress and the town that grew around it. At the height of its power, Thelgarr Ironhand occupied Iron Keep as the Jarl of Oman.

Not long after his death, the giants of Oman, spurred on by the newly arrived fomorians, organized an assault on the civilized settlements of the island. One by one the towns and villages fell, despite the efforts of the forces of House Kendrick and the Northlanders. Finally, the Iron Keep fell as well, giving the giants dominion over Oman.

The Iron Keep is now in ruins. The giants ruling Oman have gifted the formerly glorious stronghold to

an ettin shaman called Hathfell. The ettin and his small company of ogre and orc followers are tasked with making sure that no forces attack and regain the Iron Keep. The bay has been trapped to keep large vessels from safely docking. However, Hathfell has become complacent and might be caught by surprise if a small force infiltrated the Iron Keep using stealth and swimming ashore.

The Oman Moonwell

Only one moonwell is located on Oman, not far from the cairn of Thelgarr Ironhand. The giants of Oman know that the moonwells hold great power to those who control them, but they lack the knowledge of nature and magic to be able to corrupt the moonwell for their own purposes. However, an orc shaman called Crughth with connections to both primal and divine powers has grown in power within the giants' ranks, and he plans to taint the moonwell for his own uses. If this comes to pass, the giants would gain much power and be able to use the moonwell as gates to other moonwells throughout the Moonshaes, giving them unfettered access to other places to raid and destroy.

Ruathym, Cradle of Conquerors

Far to the north of the rest of the Moonshaes is Ruathym. The Earthmother has no eyes there. How do I know that? I now know things that I've never read. I have knowledge that I wasn't taught. Will this connection drive me mad? Am I already there? No, I don't think so. Writing notes to yourself in a journal isn't crazy, is it?

The island of Ruathym is only nominally part of the Moonshae Isles, as it rests 200 miles north of the main islands of the Moonshaes. Most present-day Northlanders point to the island as the place from which their ancestors set sail hundreds of years ago to conquer and settle the lands of the Moonshaes.

Holgerstead

Holgerstead is the second largest town on Ruathym and is known for its berserker warriors that are some of the most feared raiders on the Sword Coast. The town is built on the southern shore of one of the deep fjords of the island, that rises quickly onto the lower slopes of the mountains that surround it.

The town is ruled by First Axe Thaulk Tagamaar, who won the position by pummeling the previous First Axe into submission. He thinks waiting for the Storm Maiden to return is pointless, when there is so much bounty out there waiting to be plundered.

Ruathym

Despite the inhospitable nature of the island, more than 6,000 souls live in the largest settlement on Ruathym. The Northlanders who live in this small city (and elsewhere on the island) are savage and violent by comparison to the Northlanders of the Moonshaes. Every few years a strong leader emerges who can unite the population, but then it usually falls back into feuding between petty leaders of different tribes or factions when that leader falls. The people of Ruathym fell under the sway of the Storm Maiden, believing she was the one who could lead the Northlanders (and their more civilized cousins from the Moonshaes) into a new golden age.

The leader of Ruathym, Dagh Lahrskald, pledged his fealty to the Storm Maiden after she dueled and defeated his three most skilled berserkers at the same time. The old warrior keeps his force of barbarians, shamans, and witches at the ready, hoping for the return of the Storm Maiden. In the meantime, they continue their small-scale raiding and pillaging elsewhere in the Moonshaes and the Sword Coast.

Umberlee's Blindfold

Located within a sheltered inlet on the northern shore of the island is a high waterfall that showers down into a cove. This waterfall veils the opening to a cavern complex, where small ships can be housed safely. Legend says that anyone who hides within the caves behind Umberlee's Blindfold can hide safely from the wrath of the sea goddess.

Unfortunately, a pirate vessel that used the caverns as a hideout fell victim to their own greed. The crew attacked a ship carrying treasure, including a magical crown. The pirate captain put on the crown, not knowing that it was cursed to turn its wearer into an undead creature. The captain became a ghastr, and his crew changed into ghouls, skeletons, and zombies. Now this undead pirate ship makes frequent forays to attack passing vessels and feed the crown the souls it craves.

Yggdrasil's Child

Yggdrasil, also known as the World Tree, is a massive tree that exists mainly in the Astral Plane. Its roots and limbs extended into many other planes and worlds, and it can be used as a portal between realms. On the island of Ruathym, hidden deep within a cold wooded glade, is Yggdrasil's Child. This tree grew from a seed of Yggdrasil, and while it no longer can be used as a portal, it does have incredible powers. Those who carve their true name into the bark of the tree – and survive the experience – gain power as the tree grows.

However, the tree protects itself with forest animals and creatures that it has enhanced with magical abilities. Even if those seeking the tree can get past the deadly guardians, cutting into the tree's bark is a process that can be deadly to the person doing so. The base of the tree is littered with the bones of those who have tried and failed.

Snowdown, Amnian Incursion

I felt the Earthmother's pull as soon as I stepped off the ship onto Snowdown. She called me to the wilderness in north. I am still uncertain of my decision, but I will hear her out to the end. I will see what she calls me to do.

As I walked north on the Snowdown Ride, I saw the telltale signs of Amn. Acres of trees reduced to stumps. Hillsides streaked with the trails of debris from the mines. Chult has felt the heavy, grasping hand of Amn before our Merchant Princes drove them out. A pox on you, Amn. You might have different agents here, but your poisonous touch is always the same.

Snowdown is the small isle in the southeastern corner of the Moonshaes, directly south of Alaron, and is now a possession of Amn. Its location affords Snowdown the luxury of being the warmest and the most fertile island, as well as the Moonshae location furthest away from the predation of the Northlander raiders.

Residents of Snowdown had the reputation for being the least friendly and most aloof members of the Moonshae nation. While other Moonshavians fought hard and sacrificed much to overcome obstacles and attain their national identity, Snowdowners talked much but did little. When merchants representing Amnian interests established homes and extensive trade relations on Snowdown, many on the other islands warned of potential treachery. Snowdown scoffed and enjoyed the luxuries the Amnian vessels brought them. When a civil war threatened to depose House Kendrick and Amn was rumored to be involved, other Moonshavians were furious. Snowdown, however, refused to believe the rumors and allowed Amnian interests to remain. Then finally, when Amn annexed Snowdown and drove out the High King's forces, most Snowdowners shrugged and accepted their new rulers.

Those who allowed the annexation are called traitors, while a few bide their time with the hopes that High King Derid can soon muster his forces and drive the Amnians and their sympathizers into the sea, so their bodies may someday wash up in the shores of Amn as a warning against future incursions. Many wonder why Derid has not acted already, questioning his courage. The truth is that Lady Erliza Daressin, the Amnian Viceroy of Snowdown, holds a trump card that stays the High King's sword hand.

Caer Westphal

Caer Westphal is the seat of power on Snowdown. The city's functional harbor is never lacking for docked Amnian ships, and the streets near the docks are teeming with dirty brothels and dirtier taverns, all catering to the Amnian sailors and merchants.

The Ffolk who have lived in Snowdown since before the occupation generally live far from the docks. The influx of finished goods and other luxuries from Amn – at mostly reasonable prices – keeps them satisfied. The Ffolk have good-paying jobs assisting Amn's laborers in pulling the various resources from the countryside and sending them back to the mainland. Only a few Ffolk who frequently travel outside the city have noticed that much of the natural beauty of the isle is being ruined in order to get to resources and raw materials more quickly.

Lady Erliza rules Snowdown with an iron fist covered in a velvet glove. Those who have civil dealings with her swear on the Earthmother's good name that Lady Erliza is the nicest noble they have ever met. Lady Erliza keeps a wide and varied network of spies, assassins, and informants, all of whom feed her knowledge of happenings throughout the Moonshaes.

In a high tower of Caer Westphal, Lady Erliza holds her leverage against the High King: the reason that Derid has not yet led a frontal assault on the Amn forces of Snowdown. Lady Erliza sent a team of shadow creatures to infiltrate Derid's home and kidnap his youngest child, the 8-year-old boy Owaren. Until he can be rescued, Derid cannot afford to risk an open attack on Erliza's forces.



Harloch

This village, which shares its name with the lake that occupies central Snowdown, is hardly noteworthy, apart from its location on the Snowdown Ride between Westphal and Llandrain. However, a small and seemingly insignificant man may hold the power to change the history of the region forever.

The human scribe Heinrich Mucklepratt is a low-level functionary of the Mayor of Harloch, charged with keeping records of the goods passing through the town. Bored with the tedium of his record-keeping, Heinrich spends his idle time studying books on the history of the region. In his search for materials to read, Heinrich came across a book detailing the history and powers of the moonwells. To his knowledge, the druids who maintained these wells are no longer present on Snowdown.

Oddly, when he found the book at a run-down shop in Caer Westphal, it had been pierced by what looked like the horn of some large beast. Heinrich pulled the object from the book and a feeling like an electrical jolt coursed through his body. He liked the feeling so much that he keeps the item with him at all times. And even more oddly, when he holds the horn and reads about the moonwells, his heart beats more rapidly, as if he has just run several miles.

An old Ffolk farmer related a story to Heinrich that one of those moonwells rests on the far side of the lake. Since learning that, Heinrich can't get the moonwell out of his mind. Although it would mean neglecting his duties, something that he would have never dreamed of doing in the past, Heinrich wants more than anything to take the horn to the moonwell. Then maybe even toss it in.

Llandrain

The town of Llandrain rests on the northern shore of Snowdown, the northernmost terminus of Snowdown Ride. The town houses most of the mining outfits that pull the valuable metals and minerals from the Andover Heights. The Amnian merchants who oversee the pillaging of the island's resources maintain a crack team of mercenary dwarven miners and guards who are brutally efficient at their jobs. Llandrain's docks are not totally safe, however, because of the reefs that riddle the harbor and the reavers that patrol the northern side of Snowdown. Most of the goods that come into or leave Llandrain travel by the Snowdown Ride, which is well-patrolled by Amnian mercenaries.

Llandrain is also home to the largest and most rapidly growing group of Moonshavian patriots loyal to House Kendrick. They bide their time, waiting to fight against the forces of Amn on behalf of their High King. The

leader of the patriots is a Ffolk blacksmith named Miles Maddoch. Although his trade forces him to work on the tools of the dwarven miners, he despises them and all the other Amn workers who have made Snowdown their own.

The call of the Earthmother led me deep into what little of the wilderness remains on Snowdown. Hidden on the far side of a lake, I found what I have been yearning for since Alaron – a moonwell. Its waters were deep but crystal clear. Chalk-white rocks bordered the pool and a ring of white ash trees formed a protective circle about it. I instantly knew its name. This is the White Well.

The water rose up into a roughly human shape at my approach. It bowed to me in greeting, and I returned the gesture. The water collapsed back into the well, leaving in its wake a staff of smooth white ash held upright by a tendril of water that looked like a woman's hand.

I felt the power contained in the staff. Like many things from the Earthmother, the staff had two aspects. It was an offer and an obligation. A symbol of office and tool of labor. To take the staff would heed her summons and would make her cause my own.

The wood is strong and worn smooth from years of use. Its grain is a comforting pattern against my skin. The staff will serve me well, as the roots of an ash tree reach deep.

I am Kwente-Nerys, druid of the White Well of Snowdown. And I have found my home.



Chapter 3: Player Options

This chapter presents options available to you as a player of Moonshae adventures. Seven new backgrounds are available for characters hailing from the Moonshaes. You will also find sample character names to inspire you. Finally, a list of new trinkets that tie into the Moonshaes awaits you.

Character Backgrounds

The *Player's Handbook* presented a number of backgrounds for you to choose from when creating your character. Below are seven new backgrounds tailored for use in the Moonshae Isles. Because they are so tied to lore of the isles, some of the backgrounds have requirements that you need to meet before selecting that background.

Breasal Scout

Requirement: Lizardfolk

The Breasal lizardfolk tribe of Moray is divided. One sect is opposed to the alignment with the Black Blood tribe, and their Oracles have seen Silvanus' vision for their folk and it doesn't involve war. You too have had an inner experience with Silvanus that has awakened in you a desire for a greater life beyond the waters of the Breasal marshes. You've been chosen by your tribe to go forth and seek paths, ideas, and allies that may help liberate your folk from their bloodthirsty kindred who have dishonored themselves and the tribe by aligning with the Black Bloods. The divine experience you've had has lifted your awareness beyond that of the typical animal reactions of most lizardfolk. You are on a visionquest that is greater than yourself.

Skill Proficiencies: Medicine, Nature

Tool Proficiencies: Herbalism kit or artisan's tools

Languages: Choose one

Equipment: A staff, a leather satchel, either a set of artisan's tools (your choice) or a herbalism kit, beaded tribal necklace, and 10 gp

Feature: Breasal Ambassador

Part of your quest is meeting as many of the different inhabitants as possible on the Moonshae Isles. You seek alliances, but not at the expense of a peaceful life for your people. You are familiar with the other lizardfolk tribes in the Moonshaes and could pose as one of them if needed or gain shelter with their tribe for yourself and your companions.

Suggested Characteristics

d4 Personality Trait

- 1 I tend to ask too many questions about why people take actions motivated by feelings.
- 2 I get grumpy if I can't get a live meal once in a while.
- 3 I relate better to non-lizardfolk that have chosen to don armor. At least they are trying to better their unfortunate lot in life.
- 4 I find being close to people perfectly comfortable, but I don't like being touched.

d4 Ideal

- 1 **Independence.** I have to take care of myself first and foremost or I can't help the tribe! (Chaotic)
- 2 **Devoted.** I can't always tell good folk from bad, so I ask Silvanus. (Any)
- 3 **Duty Bound.** I put the needs of the tribe above my own. (Lawful)
- 4 **Diplomatic.** The more people and societies I meet, the more choices my tribe will have. (Neutral)

d4 Bond

- 1 Silvanus has chosen me to find a way to protect my tribe from the corruption of the Black Bloods and other outsiders.
- 2 The more experiences I have outside of my tribe, the more guidance Silvanus will provide to our Oracles.
- 3 I was tasked by my tribe to make allies in other parts of the Moonshae Isles, and I will do it.
- 4 I have been chosen by Silvanus to be a strong representative of my folk in the world.

d4 Flaw

- 1 If I think I see an enemy that would potentially harm my tribe, it's my duty to kill them first if I can.
- 2 I'm frustrated when people claim land as their property that Silvanus provided to everyone.
- 3 Amnians can't be trusted and seek to destroy the land.

d4 Flaw

- 4 Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

Hero of the Ffolk

The Ffolk are the hardy salt of the Moonshae Isles, and you're one of them--except for that spark you seem to have that makes you more. Be it a soul filled with wanderlust, a commitment to do the right thing, or an instinct to help when others would run, you have that streak in you that makes you a hero. The people of your village already see it. They talk as if you won't be there much longer, and while you love the people of your village, you know you can do so much more for the Moonshae Islands and the Ffolk who live there if you strike out and search for your destiny.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Artisan's tools, vehicles (land or water)

Equipment: A set of artisan's tools (your choice), a hoe or fishing pole, a set of common clothes, and a belt pouch containing 10 gp

Defining Event

You had a job in your hometown, a simple profession among the Ffolk: farmer, fisher, shepherd, woodcutter, or similar tradesfolk. Then something happened that set you apart from your peers, giving you the confidence to become more. Choose or randomly determine a defining event that marked you as a hero of the Ffolk.

d10 Event

- 1 I stood up to agents of Erliza, the Viceroy of Westphal.
- 2 I saved people during a hurricane.
- 3 I stood alone against a marauding worg.
- 4 I stole from a corrupt Amnian merchant to help my hometown.
- 5 I led a militia to fight the forces of the Great Gark.
- 6 I found an abandoned temple and retrieved a valuable item that I sold to High King Derid to help the people of my hometown.
- 7 I trained the people of my hometown to use farm and fishing implements as weapons in the fight against an impending threat.
- 8 High King Kendrick rescinded an unpopular decree after I led a symbolic act of protest against it.
- 9 One of the fey that lives near my village gave me a blessing.

d10 Event

- 10 I tricked one of the fey and received a boon which benefited my hometown.

Feature: Rustic Hospitality

You're one of the Ffolk, so you fit in among them with ease. You can find a place to hide, rest, or recuperate among other Ffolk, unless you have shown yourself to be a danger to them. They shield you from the law or anyone else searching for you, though they do not risk their lives for you – unless it's your hometown.

Feature: Hometown Advantage

You have a hometown, which you can create or choose from the Moonshae Isles' map. You have a connection to your hometown, and when you return there you can expect the same treatment as from Rustic Hospitality, but the people of your hometown do more for you. Some might even risk their lives for you. If any harm came to the people there, it would be a great blow to your emotional state.

Suggested Characteristics

A hero of the Ffolk is one of the Ffolk, for better or worse. Most heroes of the Ffolk look on their humble origins as a virtue, not a shortcoming, and their hometown remains very important to them.

d6 Personality Trait

- 1 I judge people by their actions, not their words.
- 2 If someone is in trouble, I'm always ready to help.
- 3 When I set my mind to something, I follow through no matter what gets in my way.
- 4 I have a strong sense of fair play and always find the most equitable solution to problems.
- 5 I'm confident in my own abilities and do what I can to instill confidence in others.
- 6 Thinking is for other people with the time for that. I prefer action.

d6 Ideal

- 1 **Respect.** People deserve to be treated with dignity and respect. (Good)
- 2 **Fairness.** No one should get preferential treatment before the law, and no one is above the law. (Lawful)
- 3 **Freedom.** Tyrants must not be allowed to oppress the people. (Chaotic)
- 4 **Might.** If I become strong, I can protect those who can't protect themselves. (Good)

d6 Ideal

- 5 **Sincerity.** There's no good in pretending to be something I'm not. (Neutral)
- 6 **Destiny.** Nothing and no one can steer me away from my higher calling. (Any)

d6 Bond

- 1 I have a family, but they disappeared in the forest one day. I hope to see them again, or at least learn the truth of what happened to them.
- 2 I worked the land, I love the land, and I will protect the land.
- 3 A proud fey of the Sarifal Court once gave me a horrible beating, and I will take my revenge on any bully I encounter.
- 4 My tools are symbols of my past life, and I carry them so that I will never forget my roots.
- 5 The Ffolk are my people. I will watch over them.
- 6 I wish my childhood sweetheart had come with me to pursue my destiny.

In addition, you always have a bond to your hometown. It is a place you care about.)

d6 Flaw

- 1 I have a small bounty on my head from Amn.
- 2 I know I'll save the Moonshae Islands and don't see how I can fail, faults be damned.
- 3 I love to drink, even to my detriment.
- 4 I don't trust people very easily.
- 5 I would do anything to be a member of the High King's court.
- 6 I'm the hero, and if anyone else shows me up I become quite unhappy.

LLEWYRR WANDERER

Requirement: Elf or Half-elf

The Llewyr elves of the Moonshae Isles are isolationists, so seeing one is rare. Those that venture away from their city of Chrysalis in Synnoria are curious to learn about and see the world beyond, or they have been sent to discover the state of the Moonshae Isles. You are one such elf, and, while adventurous, you are not prepared for the culture shock you're about to experience: the rest of Moonshae Islands will amaze you.

Skill Proficiencies: Insight, History

Tool Proficiencies: One type of musical instrument or one type of gaming set

Languages: Sylvan

Equipment: One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, a map of the Moonshae Islands (which get less detailed and accurate the further you travel from Synnoria), a Llewyr-crafted bracelet, and 5 gp in a belt pouch

Feature: All Eyes on You

Your speech pattern, clothes, and everything else about you makes you different from others you meet. You might look elvish, but you don't act like elves from other places. It's a little unsettling having eyes on you wherever you go, but once people hear you're from Chrysalis, they want to hear about your homeland and its stories. If people in power hear of your presence, they want to meet with you, hoping this might be the time the Llewyr are coming out of their seclusion and wanting to ally with a wider world.

Suggested Characteristics

d4 Personality Trait

- 1 I know what food is, and most of the food I see being eaten isn't quite what I'm used to. I try a lot of things and ask to try other people's things.
- 2 The Llewyr don't express their emotions like other people. I'm find myself to be more reserved in my emotions than those around me.
- 3 I bathe every day in natural waters. When I don't find natural waters to bathe in, I become sullen.
- 4 I find being close to people perfectly comfortable, but I don't like being touched

d4 Ideal

- 1 **Adventure.** The world outside Synnoria is fascinating and wonderful. (Chaotic)
- 2 **Suspicious.** I can't understand the people outside of Synnoria and can't tell if they're being kind or trying to harm me. I must be careful. (Any)
- 3 **Respect.** I was warned to be careful in my dealings with outsiders, but I try to respect their ways while I show them my ways. (Lawful)
- 4 **Inquisitive.** I must learn everything, so I can to bring knowledge back to Synnoria. (Neutral)

d4 Bond

- 1 As long as I have my Llewyr bracelet from my lover, I can handle whatever comes my way.
- 2 The Moonshae Isles are not as elegant as Synnoria, but they have a raw beauty I wish to explore.
- 3 I was tasked by the Llewyr to learn everything I can about the Moonshae Isles, and I will do just that.

d4 Bond

4 The Earthmother sustains me in all things.

d4 Flaw

1 Those who see any other god as greater than the Earthmother are fools.

2 The differences of these barbarians are so obvious. A Llewyr would never stoop as low as them and the way they treat the land.

3 The Northlanders and Ffolk are simple people who struggle to understand my ways, but the Amnians are a vile people who must be eradicated.

4 There are many new things to try in this land that are harmful to me but wonderful in the moment.

d6 Pain

2 An ancestor was touched by lycanthropy but was healed, leaving just a trace in your family.

3 You were attacked by a wolf, and some said it was a werewolf.

4 As a child you drank the water from a moonwell corrupted by the Black Blood tribe.

5 Rumor says your grandfather was a werebear that protected the local town.

6 You were born by the light of the blood moon, and the locals have always thought you cursed. It feels like a blessing to you.

Marked by the Beast

Your blood has a hint of the beast, the foul master behind the lycanthropes of the Moonshae Isles. In the past your family was touched by one of the Black Blood tribe or another lycanthrope of the Moonshaes. Whether it came from the Black Bloods, or even by a peaceful shapeshifter, you're fairly sure your infection will never bloom into full lycanthropy. You sometimes, however, feel the burn of rage or the coolness of natural peace. You've managed to make your way through this life without killing anyone when in your darker moods, and you have a kinship with the creatures that live in the wild, almost like you understand them and they you. Both the light and the dark dwell within you, and how you'll handle this pain, this anger, and this connection to the land is up to you, for good or ill.

Skill Proficiencies: Survival, Nature

Tool Proficiencies: Any artisan tool

Languages: Any one of your choice

Equipment: A journal from one of your parents with details of their association with a lycanthrope, common clothes, a set of artisan tools (one of your choice), the claw of an animal, and a pouch containing 10 gp

Your Pain

Something happened to you that caused you to be marked, be it magical or just the pain of living. Choose or randomly determine a defining event that makes you marked by lycanthropy.

d6 Pain

1 Your family was killed by the Black Blood tribe, but you survived.



Feature: Unseen Rage

An unexplained rage bubbles just below the surface of your personality. Animals sense this within you and may react in different ways. Small animals that are typically prey such as rodents, beasts of burden, or other small creatures, fear you or act with hostility. Animals that tend to be predators see you as more of kindred spirit and are docile or, at the DMs discretion, even protective towards you. Exceptions may happen if you enter an alpha creature's territory as sensing you could cause heightened aggression.

Suggested Characteristics

One marked by the beast is shaped by that experience. The alternating rage and peace one feels can be disorienting, and people may not treat you normally. You might find solace in nature, or you might embrace the rage and let it drive you to greater heights than you could have achieved before.

d8 Personality Trait

- 1 I wear my rage on my sleeve.
- 2 I love wandering the woods and will spend hours in them.
- 3 I fumble my words around other people.
- 4 Tension always seems to thicken when I enter a room.
- 5 I have no use for books or the words within them. They annoy me.
- 6 I rise early and make sure any companions rise with me.
- 7 A first impression is very important to me, and I'm not apt to change my mind about a person after I've met them.
- 8 I'm rude to those who are rude to others, even if I don't know them or the person they're being rude to.

d6 Ideal

- 1 **Aspiration.** I wish to be accepted by those around me. (Any)
- 2 **Freedom.** I want to walk the woods of the Moonshae Isles without fear of the darkness within them. (Chaotic)
- 3 **Self-Knowledge.** I want to understand the feelings within myself, where they come from, and how to live with them. (Lawful)
- 4 **Independence.** If I can attain more knowledge, I can throw off this burden. (Any)
- 5 **Greater Good.** I need to stop the Black Bloods for the good of the Moonshae Isles. (Good)
- 6 **Might.** By embracing my situation, I can become stronger. (Neutral)

d6 Bond

- 1 It's my duty to protect the animals of the Moonshae Isles.
- 2 An injury to the Moonshae Isles is an injury to me.
- 3 The moonwell showed me a coming disaster, and I will do anything to prevent it.

d6 Bond

- 4 I've been searching my whole life for the answer to my inherent rage.
- 5 I've been corrupted by the Black Bloods. I hope to find a way to cleanse myself someday.
- 6 I have a lover who doesn't know I'm marked by the Beast.

d6 Flaw

- 1 Once someone questions my courage, I never back down no, matter how dangerous the situation.
- 2 Once I start drinking it's hard to stop.
- 3 I let my rage get the better of me way too often.
- 4 I take people for granted and am not very empathetic.
- 5 When it comes to lycanthropes, especially the Black Bloods, I'm never cautious.
- 6 I'm not one for saving those who can't save themselves. It's just a way for nature to cull the weak.

Northland Seafarer

The northlands of the Moonshae Islands raise rugged and hardy people who can sail, fight, and seemingly live off the rocks and the ice of the sea. As one of these Northlanders, you fit the bill perfectly. You were once one of the raiders that attacked the other people of the Moonshaes. You can fight on land and sea and are as comfortable on a vessel as you are on dry land. You fought for your people until you were asked to go out into the rest of the Moonshae Islands by Rault the Wise to learn about the state of the region.

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: Navigator's tools, vehicles (water)

Equipment: Navigator's tools, traveler's clothes, a charm of Valkur (Hero-God of the Northlanders), and a pouch containing 10 gp

Feature: Sea Dog

You've sailed long enough to know the ships of the Moonshae Isles when you see them: the colors of their sails, the look of the ships, and other distinctive features. If you get a good look at a ship, you know what ship it is and if it's native to the Moonshaes. If it's not from the Moonshaes, you at least know where the ship hails from.

Suggested Characteristics

The Northlanders are a hardy people. They fight amongst themselves for supremacy, but they understand a life

of raiding and pillaging means they need to have each other's backs when away from home. This hard way of life informs their personal outlooks.

d8 Personality Trait

- 1 I might not like someone, but I will fight by their side and fight well.
- 2 The sea and ice are harsh, but they give me everything I need.
- 3 I like a good fight more than a good conversation.
- 4 Sailing these waters is where I find beauty in this world.
- 5 It's not about killing my enemies, as long as I can take their things for my own.
- 6 A life taken by me is no different from one taken by old age or disease.
- 7 I live by a code of honor, although it might be a little more violent than other's codes.
- 8 I only raid to keep those I love alive.

d6 Ideal

- 1 **Loyal.** I fight for my Jarl, no matter who they are. (Lawful)
- 2 **Hate.** All outsiders of the Moonshae Islands must die. (Evil)
- 3 **Open.** I can learn many things from those I fight. (Neutral)
- 4 **Repentance.** I'll never kill another innocent. (Good)
- 5 **Power.** I live for the thrill of battle. (Chaotic)
- 6 **Curious.** I wish to see the whole of the Moonshae Islands and beyond. (Chaotic)

d6 Bond

- 1 My loved ones and my ancestors drive me to succeed.
- 2 I will never let down my people with my actions.
- 3 The horizon, and the people and lands there, hold my greatest joy.
- 4 I would do anything for my people.
- 5 I seek glory to be worthy of someone's love.
- 6 Reavers killed my comrades and took our ship. I will take the ship back and kill every last one of them.

d6 Flaw

- 1 The Ffolk are a weaker version of the Northlanders and are beneath me.

d6 Flaw

- 2 I don't take insults well, and I don't forget or forgive them easily.
- 3 Killing, fighting, and pillaging are the best ways to solve problems.
- 4 The Moonshaes are harsh and death comes to us all. I protect myself first and all others second.
- 5 I follow orders because I trust my captain, even if it costs me everything.
- 6 The liquor of the Moonshaes is my greatest joy and greatest enemy.



Sarifal Outcast

Requirement: *Eladrin, Elf, or Half-elf*

You were once a member of the court of High Lady Ordalf until you were banished from Sarifal. Since then, you've tried to find your place in the world. It's a bittersweet experience, as you get to see the world without being hampered by the politics of Sarifal, but you can never go home without risking being put to death.

Skill Proficiencies: Deception or Persuasion, Insight
Tool Proficiencies: A set of artisan's tools or one type of musical instrument

Languages: Sylvan

Equipment: One set of artisan's tools or one type of musical instrument, a ring of the court of Sarifal, fine clothes, and 15 gp

Why Were You Banished?

You were banished from Sarifal. You should know why. Here are a few ideas to get you started, but feel free to come up with your own. Once you've chosen a reason for your banishment, be prepared to answer DM questions about your banishment.

d6 Reason for Banishment

- 1 You defied an edict from High Lady Ordalf.
- 2 You did something that made the court of Sarifal look bad.
- 3 You caused a setback in the war with the dark fey of Winterglen.
- 4 You fell in love with a mortal from elsewhere in the Moonshae Isles.
- 5 You made a deal with Unseelie fey and got caught. It was lucky you were only banished instead of executed.
- 6 You were banished as part of a secret mission High Lady Ordalf sent you on.

Feature: Noble Fey

You were a noble or esteemed servant of the court of Sarifal. You have an air about you that makes mortals take note: possibly awe or anger, depending on the mortal. This influence works on commoner and noble alike, as many of the people in positions of leadership see you as a way to make contact with High Lady Ordalf. They might be less happy if and when they find out the truth of your situation.

Suggested Characteristics

d4 Personality Trait

- 1 I always dress as befits my former station.
- 2 Do not disappoint me, for you'll never be able to gain my favor again.
- 3 I speak with a grace and authority that no one can deny.
- 4 Because of my previous actions, I punish myself by being as common as possible.

d4 Ideal

- 1 **Responsibility.** Because of my situation, I must represent Sarifal as well as possible. (Lawful)
- 2 **Obligation.** I may not be a part of the court, but I must protect the people of the Moonshaes from the darkness surrounding it. (Good)
- 3 **Redemption.** I will make right what I did wrong no matter the cost. (Chaotic)
- 4 **Independence.** I may have been banished, but I will thrive outside of Sarifal. (Any)

d4 Bond

- 1 I will do anything to regain my place in the court of High Lady Ordalf.
- 2 My loyalty to High Lady Ordalf and Sarifal is unwavering despite the banishment.
- 3 The people of the Moonshae Isles will see me as a hero.
- 4 The mortal love that caused my banishment keeps me going.

d4 Flaw

- 1 I know a secret that could harm the court of High Lady Ordalf.
- 2 I'm not the center of the world? You shouldn't jest so.
- 3 The pleasures of the lesser races' flesh have always been a weakness for me.
- 4 I don't easily trust the shorter-lived races of the Moonshae Isles. Their short lives make them prone to rash and unthoughtful decisions.

Touched by the Fey

You had an encounter with one of the fey in your past. Maybe you wandered into the Feywild and were lost for 100 years without aging a day. Maybe you spoke with a fey creature and beat it in a game of riddles, gaining its appreciation and saving your life. No matter the story, your experience left you marked. Since then, you see the world a little differently from the mortals around you. You have a fey perspective. It's given you a number of advantages and shaped your life.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: One type of artisan's tool or one type of musical instrument

Languages: Elven or Sylvan

Equipment: A set of artisan's tools or one type of musical instrument, a magical mark somewhere on your body that gets mistaken for a tattoo, common clothes, 10 gp

A Fey Encounter

You encountered a wild fey at some point in your past, and it changed you. This is where we find out your story and you flesh out what happened to you. Roll on the table below or choose from the options provided.

d6 Encounter

- 1 You reveled with the fey for 100 years but didn't age. When you came back to the mortal world, no time had passed. (Seelie)
- 2 You bested a fey in a riddle contest, gaining the fey's respect. (Seelie or Unseelie)
- 3 You stumbled into the Feywild, found the home of a fey, stole something, and escaped. (Seelie or Unseelie)
- 4 You helped a fey survive a perilous situation and gained their friendship (Seelie or Unseelie)
- 5 You made a deal with a fey and managed to get out of it. That fey doesn't like you very much anymore. (Seelie or Unseelie)
- 6 You were trapped by a fey who was planning on having you for dinner, but you escaped. (Unseelie)

Feature: Fey Touched

You're known to the Seelie and Unseelie fey when they see you because of the mark you bear. Depending on which side you encountered and how that played out, you are welcomed as a friend to one court and are seen as an enemy by the other. This mark cannot be concealed with disguise or magic.

Suggested Characteristics

d4 Personality Trait

- 1 I get a far off look in my eyes sometimes. I know the world is so much more than what most of us see.
- 2 I'm more comfortable with those who are more fey-like than those who are normal.
- 3 I tell children the fairytales of the Moonshae Islands because there is truth in the fiction.
- 4 I may be touched by the fey, but I'm not fey and I still live in a world of mortals. Even though I see more than they do, I don't look down on my peers.

d4 Ideal

- 1 **Hope.** I'll use this fey insight to make the world a better place. (Good)

d4 Ideal

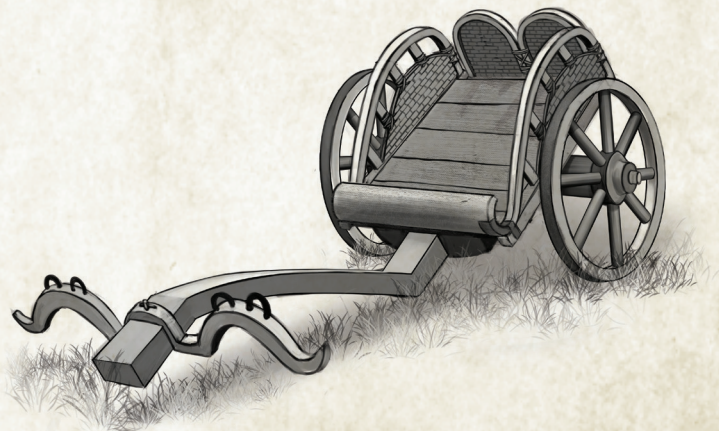
- 2 **Aspiration.** The fey have given me a different way to see the world, and I'll use that to make something of myself. (Neutral)
- 3 **Greed.** Now that my eyes have been opened, I will use my sight to take what I want. (Evil)
- 4 **Creativity.** My art is the truest form of expression and freedom. (Chaotic)

d4 Bond

- 1 My friends are what keep me grounded in this world. I don't know what I'd do without them.
- 2 My family has accepted my different perspective on the world and still loves me. I don't know what I'd become without them.
- 3 I saw a way to hurt a person and did. I need to make up for that injury.
- 4 I fell in love with a fey of Sarifal, and I must be with them.

d4 Flaw

- 1 I see people's problems and can't help but meddle.
- 2 I've embraced my "fey" nature and it annoys both fey and mortal equally.
- 3 I tell people that I'm friends with the fey, and it's gotten me in trouble more than once.
- 4 I take life a little slower than I should, and I don't always act decisively when I should.



Moonshae Names

The cultures of the Moonshaes are separated from the Sword Coast by the Sea of Swords. Over the centuries, the residents of the islands have developed their own set of favored names.

Below are tables of sample names for the Ffolk and the Northlanders. The Llewyr are moon elves, and the list of the elven names from the *Player's Handbook* or from Appendix B of *Xanathar's Guide to Everything* provide excellent examples for them.

Ffolk names are inspired by Welsh culture. Northlander names are inspired by Norse and Danish culture. Below are 100 female and 100 male names for each culture. You can roll, choose one, or make up your own, using these as inspiration.

SPEAKING MOONSHAVIAN

The Ffolk of the Moonshaes use the following pronunciation guides for their names and words.

- Ae, Ai and Au as the 'y' in sky
- Aw as the 'ow' in cow
- Ei and Eu as the 'ay' in tray
- Oe as the 'oy' in toy
- Ow as the 'ow' in low
- Wy as the 'wi' in win
- C and G are always hard
- FF is just an F
- I at the beginning of a word as the 'y' in yard
- LLs as an 'h' and an 'l' simultaneously
- Rh as an 'r' trilled with aspiration
- Si as the 'shi' sound in shin

Below is a short list of terms that are commonly used in the Moonshaes and their pronunciation.

Caer (KYE-er) -- a castle

Cairn (KAY-rn) - a burial tomb made of stacked rocks

Cantrev (KAN-trev) - a governmental region ruled by an Earl

Earl (ER-al) - a high-level noble among the Ffolk

Firth (FIRTH) - a narrow arm of the sea

Ffolk (FOLK) - the original human inhabitants of the Moonshaes

Glamer (GLAM-er) - faerie magic

Jarl (yarl) - a high-level noble among the Northlanders.

Llan (HLAN) - a temple or religious location

Llewyr (HLEH-weer) - the elves of Synnoria

Loch (LOCK) - a deep and narrow lake

Heim (H) - home, place of safety

Torc (TORK) - a ring of metal worn as a decoration

Ffolk, Female

d100 Name

1 Aelwyl

2 Aeronwen

3 Annwyl

4 Anwen

5 Aranrhod

6 Ariannell

7 Arianwen

8 Arweth

9 Bledig

10 Bloden

11 Blodwen

12 Braith

13 Branwen

14 Briallen

15 Bronwen

16 Brychan

17 Cadwen

18 Carwen

19 Ceindeg

20 Ceinlys

21 Ceinwen

22 Ceridwen

23 Cerys

24 Cyvin

25 Deirdre

26 Delwen

27 Delyth

28 Derwen

29 Deryn

30 Divyr

31 Drudwen

32 Dwyvor

33 Dwynwen

34 Eilir

35 Eilluned

36 Eilwen

37 Eirianeth

38 Eirlys

39 Eldryth

40 Eluned

41 Elysteg

d100 Name

42 Envys

43 Ffiona

44 Fflur

45 Ffriad

46 Genna

47 Glynis

48 Glynwen

49 Gwendolynn

50 Gwendraeth

51 Gwenlyn

52 Gwenllian

53 Gwennant

54 Gwervyl

55 Hedyth

56 Heuldys

57 Heulwen

58 Heulyn

59 Hywel

60 Iorwen

61 Kile

62 Llowen

63 Lluned

64 Llyneth

65 Llynwen

66 Medwen

67 Meilys

68 Meinir

69 Meinwen

70 Meirian

71 Meirionwen

72 Meredith

73 Meduwen

74 Morwen

75 Nevyth

76 Nerys

77 Ogwen

78 Olwen

79 Prydwen

80 Rheden

81 Rhiamon

82 Rhian

83 Rhianeth

d100 Name	d100 Name	d100 Name	d100 Name
84 Rhiannon	23 Delwyn	65 Mabon	4 Alwigh
85 Rhianwen	24 Dervel	66 Maelgwyn	5 Annika
86 Rhonwen	25 Derwyn	67 Maelrys	6 Arnfrith
87 Robyn	26 Dewyth	68 Medwyn	7 Asgun
88 Seren	27 Dyvan	69 Morlais	8 Baugeid
89 Sian	28 Dyved	70 Myrthyn	9 Bente
90 Sioned	29 Edwyn	71 Neivion	10 Bersa
91 Siwan	30 Elvryn	72 Neiryn	11 Birgitta
92 Tanwen	31 Elidyr	73 Ogwyn	12 Bjollok
93 Tangwen	32 Elys	74 Onvael	13 Boeld
94 Tangwystl	33 Emrys	75 Orig	14 Bothilde
95 Tanwen	34 Erian	76 Osrael	15 Dagmar
96 Tegan	35 Evan	77 Owain	16 Dagny
97 Tegweth	36 Ffagan	78 Padrig	17 Dorethe
98 Teithwen	37 Ffinian	79 Penwyn	18 Dotta
99 Telyn	38 Ffion	80 Peredur	19 Drofn
100 Tonwen	39 Ffychan	81 Pryat	20 Dyrfinna
	40 Gavin	82 Prydwyn	21 Edel
	41 Glwys	83 Pwyll	22 Eistla
	42 Glyndewr	84 Rheged	23 Elise
	43 Gwydion	85 Rhodri	24 Elna
	44 Gwyeth	86 Rhun	25 Elsef
	45 Gwynvor	87 Rhydian	26 Esgerth
	46 Gwynlais	88 Rhydwyn	27 Estrith
	47 Halwyn	89 Rhys	28 Eydis
	48 Heilyn	90 Sevnyn	29 Eyfura
	49 Hethwyn	91 Selwyn	30 Fastny
	50 Hywel	92 Selyff	31 Fenja
	51 Hywyn	93 Silyn	32 Fjoleif
	52 Ianto	94 Sionyn	33 Freydis
	53 Iestyn	95 Talfryn	34 Geiravor
	54 Iolyn	96 Tathal	35 Geirlaug
	55 Iorwerth	97 Tegwyn	36 Gerhild
	56 Islwyn	98 Trahern	37 Gerthrud
	57 Keegan	99 Tristan	38 Gisela
	58 Keren	100 Tywyn	39 Greta
	59 Llevelys		40 Gudveig
	60 Llewysyn		41 Guthrun
	61 Llivon		42 Gylla
	62 Lluth		43 Gytha
	63 Llwyd		44 Hagny
	64 Llywelyn		45 Halldora

Ffolk, Male

d100 Name

Northlander, Female

d100 Name

d100 Name	d100 Name	d100 Name	d100 Name
46 Hedvig	88 Sighrith	28 Edric	70 Lowe
47 Heidr	89 Signe	29 Edvin	71 Magnus
48 Herlef	90 Sissel	30 Egill	72 Mathias
49 Hjordis	91 Thekla	31 Eirik	73 Morten
50 Hladgudr	92 Thorfred	32 Ejler	74 Naewe
51 Holgerth	93 Thodhild	33 Ejvind	75 Nafne
52 Hrefna	94 Thura	34 Enar	76 Nisse
53 Hvit	95 Thrywi	35 Eringisl	77 Okal
54 Ilse	96 Tola	36 Esbern	78 Olav
55 Inga	97 Torfred	37 Esger	79 Osof
56 Ingifrith	98 Ursula	38 Falki	80 Othol
57 Iofast	99 Vibeke	39 Farthin	81 Outhen
58 Isleif	100 Wildrith	40 Fastulf	82 Raag
59 Jutta		41 Fathir	83 Randolph
60 Jytte	Northlander, Male	42 Folkwine	84 Reinhardt
61 Kaja	d100 Name	43 Frethlef	85 Rether
62 Ketilelf	1 Aeldit	44 Gadde	86 Rolf
63 Ketilfrith	2 Aelfgar	45 Galle	87 Sbern
64 Kolgrima	3 Afkar	46 Gerulf	88 Sigurd
65 Kyrith	4 Agemund	47 Gisle	89 Steinar
66 Lathgertha	5 Agnar	48 Grunnarch	90 Svenyird
67 Linhildr	6 Allef	49 Gunnar	91 Thelgarr
68 Lise	7 Amund	50 Guthrik	92 Torstein
69 Ljufvina	8 Aric	51 Hake	93 Ulfred
70 Margrethe	9 Arne	52 Halwarth	94 Uthkil
71 Mathilde	10 Baeglr	53 Hanrald	95 Valdemar
72 Merete	11 Baern	54 Harek	96 Vilhelm
73 Myrgiol	12 Baror	55 Hereth	97 Waene
74 Neel	13 Beinir	56 Hithin	98 Wifrith
75 Nefja	14 Berthor	57 Hosber	99 Wultha
76 Oda	15 Birgir	58 Huldrik	100 Yngve
77 Ose	16 Brandon	59 Inge	
78 Ottilie	17 Broderick	60 Ingwar	
79 Pernille	18 Brondolf	61 Iorund	
80 Petronilla	19 Brun	62 Kaffa	
81 Ragnfrith	20 Carr	63 Karl	
82 Rakel	21 Carsten	64 Kjeld	
83 Regitze	22 Cnute	65 Knaff	
84 Regnild	23 Dagus	66 Knut	
85 Rigmar	24 Detlef	67 Kulben	
86 Sanne	25 Dirch	68 Laeff	
87 Sidsel	26 Dreng	69 Laric	
	27 Dyri		

Moonshae Trinkets

When you make a Moonshaes character, you have the option to use the following trinket table in lieu of the one listed on p. 160-161 in the *Player's Handbook*. These trinkets are similar in scope to the ones in the *Player's Handbook* but are themed for the Moonshae Isles.

d100 Trinket

- | | | | |
|----|---|----|--|
| 1 | An ornately decorated sun dial on a leather wristband | 28 | The ornate hilt of a scimitar without a blade that shows the blueish ghost of a blade when exposed to the light of a full moon |
| 2 | A letter seal with an unknown crest | 29 | A pair of bright red baby booties, tied together, stuffed with cotton, and adorned with necromantic sigils |
| 3 | A shipping manifest listing mundane items and one blank entry | 30 | A rock with a hole worn through the middle |
| 4 | A stirge beak fashioned into a pipe | 31 | The bottom denture of an orc, fangs included |
| 5 | A well-worn luck stone | 32 | A five-leaf clover |
| 6 | A pair of spectacles with red tinted lenses | 33 | A polished piece of wood with the word "keepsake" in Sylvan carved into it |
| 7 | A map of constellations | 34 | A harp string that will not break |
| 8 | A recipe for goblin goulash | 35 | A half-finished poem to a shepherd boy |
| 9 | A half-used tin of "vampire hair cream" | 36 | A piece of slate with the shape of an oak leaf impressed into it |
| 10 | A small cloth bag holding ten beans | 37 | A foot-long tooth said to be from the Leviathan |
| 11 | A vial of an unknown blue liquid | 38 | A toy Ffolk chariot |
| 12 | Silver cufflinks shaped like a unicorn's head | 39 | A jar of woad face paint |
| 13 | A brass whistle that doesn't work, or does it? | 40 | A set of marbles that softly chime when they strike each other |
| 14 | A wooden ruler that measures "wiffles" | 41 | A brass torc with ends shaped like bear heads |
| 15 | A two-headed coin | 42 | A studded leather belt once worn by a Northlander jarl |
| 16 | A black flag that displays a thick-bladed scimitar | 43 | A shipwright's model of a longship |
| 17 | A vial of blended herbs bearing the label "Roquern's Allspice" | 44 | A vial of water taken from a moonwell |
| 18 | A piece of embroidered cloth depicting a family on a ship | 45 | A piece of amber with a small fey figure frozen deep inside |
| 19 | A family tree document tracing back to one Albert Kendrick that may or may not be a forgery | 46 | The collar of a Moorhound |
| 20 | A locket bearing the sketch of an elvish noblewoman | 47 | A book titled "Pressed Fey" but only contains butterflies |
| 21 | A stuffed, dead snake | 48 | A petrified egg of an unknown bird |
| 22 | A ceremonial dagger featuring a wolf's head handle | 49 | A small pick-axe said to be used by the pech |
| 23 | A bracelet decorated with colored Moonshae beach-glass | 50 | A stole of silver wolf fur |
| 24 | A tabard with an unknown crest | 51 | A piece of coral carved by sahaugin |
| 25 | A rubbing of ancient runes from a megalith | 52 | A small pouch embroidered with knotwork |
| 26 | A fabulously long and colorful cap feather | 53 | A bit of fleece that is tangled with a thistle |
| 27 | A book cover with all the pages ripped out, but the title reads "On the Dangers of Barbarism" in Draconic | 54 | A stick that is shaped like a coil |
| | | 55 | A small bell that supposedly drives away fey |
| | | 56 | A shoehorn made from black walnut wood |
| | | 57 | An ornately carved wooden spoon created as an expression of love for someone |
| | | 58 | A stick carved from ash and engraved with druidic runes |
| | | 59 | A perfectly preserved daffodil bloom that never fades |

d100 Trinket

d100 Trinket

- 60 A small, broken watch covered in intricate ivy that never dies
- 61 A black stone with cream webbing that hums when held
- 62 A knife with thistles engraved on the blade with a glowing sapphire imbedded in the handle
- 63 A leather bag filled with silver coins that cannot be removed
- 64 A brooch emblazoned with an oak tree that changes to reflect the seasons
- 65 A wooden bracelet shaped like a snake consuming its tail.
- 66 A silver whistle in the shape of a leaf whose call carries incredibly far
- 67 A small ivory wolf, whose head tips back into a howl
- 68 A chain of connected multi-colored rings
- 69 A bronze kaleidoscope with runes engraved on its sides
- 70 A thimble with the initials "MI" engraved on it
- 71 A scrap of leather with a sunset painted upon it
- 72 A braided leather bracelet with a silver ring as a clasp
- 73 Drinking horn with changing scenes depending on the drink contained within
- 74 A bronze compass with ravens pointing north
- 75 A glass pipe that emits ever changing smoke depending on your mood
- 76 A stone mortar and pestle with a stone warrior carved into its side
- 77 A broken locket with the faded visage of a young woman dressed in emerald green
- 78 A small statue made of obsidian of a horse with six legs
- 79 A large canine tooth wrapped in leather, hanging from a twine cord
- 80 A potion bottle that emits whispers and faded melodies when opened
- 81 A small doll handstitched with burgundy cotton
- 82 A scroll, that whenever opened, has a different image painted on it
- 83 A glass goblet with hounds and horses scratched onto its surface
- 84 A trio of brushes that are stiff from a dried paint that changes color depending on the light
- 85 A deed to a ship that sank a century ago

d100 Trinket

- 86 A small box that opens to different small contained space, depending on which way it is held
- 87 A whalebone comb that changes the color of your hair when used
- 88 A small blank book with Flamsterd's wizard sigil on it
- 89 A small effigy of a human made out of sticks
- 90 A piece of Llewyr crystal that acts as a prism
- 91 A wooden token of the Earthmother passed down from an ancestor
- 92 A map of the Korinn Archipelago with an unknown island marked on it.
- 93 A conch shell used by the sea elves as a horn
- 94 An elegantly curved paring knife of eladrin design
- 95 A tattered letter written by Robyn Kendrick to a long-deceased earl, discussing an unnamed moonwell
- 96 A single silver hair plucked from a unicorn's tail
- 97 Two small hand puppets that resemble Alicia and Deirdre Kendrick
- 98 A drinking horn embossed with the sigil of Iron Keep
- 99 A hairband made of fine wool that never falls out
- 100 A small dragon scale shed by the dracolich Gotha

Chapter 4: Player Organizations

Like other locations in the Forgotten Realms, the Moonshae have their own group of power brokers. Some of these organizations are friendly to player characters and some are not. There are seven organization options available for characters to join and rise in rank.

Organizations do not directly grant any mechanical benefits to a character. Their benefit is realized in the influence they have on the stories and adventures of the Moonshaes. Moonshae adventures center around these groups and DMs and players are encouraged to weigh them heavily when creating their stories. Guidance may be offered in adventures for key encounters.

The real story of the Moonshae lies with its people, their struggles with one another, and the dark forces surrounding them. Allow your characters to become invested in that story. Player backgrounds and organizations are highly encouraged and are a great way to get that story started.

Organization Overview

All Moonshae organizations follow the same basic structure. You may join an organization and advance through its ranks by leveling and completing objectives.

Joining an Organization

The Moonshae organizations are woven into the fabric of the societies. Joining their ranks requires that you have earned their trust and bled for their causes. Joining an organization grants the basic privileges of membership:

- Participate in organization activities
- Receive the organization insignia
- Progress through the ranks of the organization
- Own Moonshae properties

Organization Insignias

Organization	Item
Defenders of the Earthmother	smooth stone
Harbingers of Liberation	stylized key
Initiates of Flame	symbolic wand
Kendrick Loyalists	torc
Moonshae Trade League	symbolic coin
Serifal Faithful	silver leaf
Wardens of the Deepshaes	belt buckle

Rank Advancement

Rank Advancement is determined by the number of Moonshae adventures a character has completed, as well as Major Objectives, which are described below. If adventures are completed before joining an organization and the character later decides to join, all previous adventures still count towards the rank designation. Their character's deeds are known throughout the Moonshaes and when they do decide to join, they bring that influence and reputation with them.

Only Moonshae adventures count towards rank. If a character plays a compilation of adventures, such as Moonshae Treasure Hunt, each individual adventure is designated as a separate adventure for the purpose of calculating rank.

Major Objectives

Major Objectives are story awards that indicate significant accomplishments in the story arc of the Moonshaes Isles. They also serve as an additional requirement to reach higher ranks. They are designated in the reward section of the adventure. Major objective story awards are identified by the "Major Objective" prefix in the title of the award.

Organization Rank Advancement

Rank	Moonshae Adventures	Other Requirements
1	1	—
2	3	—
3	10	5th level, 1 Major Objective award
4	20	11th level, 3 Major Objective awards
5	35	17th level, 10 Major Objective awards

Property Ownership

Properties are a roleplaying opportunity obtained as a story award. The awards represent a physical piece of property in the Moonshae region. This might be a house, a ship, a business, or even a stronghold. Some awards grant a property to all players of an adventure, while others may only be claimed by one character.

Each property is unique and the benefits, if any, are listed in the story award text. Some properties infer benefits to a character while others do not. If benefits do exist, they are usually realized in the story of the adventure.

rather than a mechanical benefit. Property story awards have two attributes; affiliation, and tier.

Affiliation

All properties are affiliated with organizations and a character must be a member of that organization in order to claim ownership. Certainly, there are properties that exist that are not affiliated, but only affiliated properties are available for ownership to player characters.

Story Impact

Properties are designated to affect the stories of the adventures. The greater the tier of the adventure in which the property was gained, the more significance it holds. This significance is expressed in the story of the Moonshae adventures. An owner of a higher tier property also carries the power and burden of having more influence and responsibility in the community or region. The story award text may offer guidance on how to apply this during the adventure, but it is primarily up to the DM to express the impact on the story of the adventure.

Leaving an Organization

Just as you are able to change the class and race of an Adventurers League character, it's also possible to change your mind about a chosen organization. Moonshae characters can change their organization affiliation until they reach rank 3. After rank 3 is achieved, characters are locked into their chosen organization.

Organizations in Adventures

Since the organizations and their associated properties are provided as story awards, their potential to enhance the Moonshae adventures are bound only by the DM and player's willingness to embrace them.

In general, the seven organizations are in cooperation with one another in the interest of the Moonshaes. While they have differences, sometimes fundamental, the ever-growing dangers in the Isles necessitate that they unite their forces. Curse-ridden lycanthropes, giant slavers, pirates, dark fey, and now the ever-rising shadows pose a threat to the goodwill of all of the Moonshae inhabitants.

MENHIR



TRILITHON



DOLMEN



Defenders of the Earthmother

While her patience is great, we must be vigilant of the Earthmother's needs, lest we all perish in the wake of her renewing breath.

– Great Druid Antola Pilark

This group, comprised of creatures of all races, classes, and backgrounds, lives by the tenets of the Earthmother, the matron that represents the power of Nature to the residents of the Moonshae Isles. Some say the Earthmother is simply an extension of Chauntea, while others believe it to be a primal spirit that embodies all of nature itself. Regardless, they agree on the common principles that guide the group's actions and interests.

While worshipers of the Earthmother have long populated the isles with their shrines hidden in remote locations, the emergence of threats from the realms of shadow have driven these devotees to take up arms and organize their own defense in the name of the Earthmother.

Join the Defenders if...

- you are drawn to the natural energies of the planet
- you like playing druids, rangers, and nature-leaning classes

Philosophy

The Defenders know that the Earthmother is willing and able to defend herself. That defense may come in the form of her children, powerful earthly forms sent forth to do her bidding, or simply in the form of natural events set in motion at her whim. The latter would surely wipe out any threats, but in its wake, almost certainly take many devotees as well. The Defenders seek to quell the threats before they require the Earthmother's attention.

Goals

- The rising shadow presence is a primary concern, and Defenders take any opportunity to stop their advance.
- The many moonwells and groves scattered throughout the archipelago are considered sacred locales and must be defended. Those that are lost or corrupted must be reclaimed or cleansed.
- The Defenders frown upon the more aggressive expansion tactics of other groups that would tame nature and reduce the wilds.

How do I fit in?

The benefit of an organization like the Defenders is that you act as an individual agent, taking steps to achieve the goals of the organization when you encounter them. How-

ever, occasional coordinated efforts arise, and you need to fall in line as appropriate. It's difficult for you to ignore a shrine or village of devotees in need, however you tend to be neutral, prioritizing your tasks in terms of the greater good.

Inside the Defenders

The Defenders are a grass-roots movement, so they are less formally organized than other groups. All civilized races can be found as members, but the group was formed primarily by Ffolk who don't wish to suffer when the Earthmother decides to cleanse herself of parasites. Guidance is taken primarily from the druids, especially the Great Druid Antola Pilark, although they don't profess to lead the Defenders.

Politics

The High King and most other influential leaders are usually on good terms with the Defenders since they primarily carry out the wishes of the druids. The druids are often relied upon by the leaders of other organizations for their vision and insight.

Resources

Druids primarily attend the moonwells, which can be found on all islands, though most prominently on Gwynneth and Alaron. There are not enough druids to attend all of the moonwells, so some are attended by the Defenders. Said to have healing properties, they are rumored to be the eyes of the Earthmother herself.

HARBINGERS OF LIBERATION

Given the means and desire, freedom is ultimately a decision by the individual. I am in the business of providing that means and desire.

– Astrid Raultsen

The Harbingers have grown out of frustration with the leadership in Gnarhelm, Norland, and Norheim. Heralds and bards have spread the word of their movement throughout the archipelago, and it has taken root. Their message resonates so much that Harbinger companies have spawned on every island, most of whom their only encounter with the faction is the tales of liberation they have heard.

The group was born from Astrid Raultsen, granddaughter of Jarl Rault the Wise. With her father and brother both dead from the wrath of the Storm Maiden, and her grandfather advancing in age, she tried to take up the call. Despite her charismatic talents, she was rejected by the Norls based on her gender. Not to be denied, she set out on her own, determined to take her destiny. She was accepted by the rebellious Norl reavers who were starving for a leader that would oppose the High King. Astrid legitimized the raiders as a force with a noble cause and turned their focus from pillaging to conquests of liberation. She has aided settlements against the oppressions of corrupt nobles and trade organizations, as well as slavers such as trolls, orcs, and giants. Her message has spread like alchemist's fire.

Join the HARBINGERS if...

- you are interested in the noble cause over gold
- you enjoy being part of a rebellious movement

Philosophy

The underlying message is that individuals, regardless of condition, should be free to go out and get what they want from life. While their methods are often boisterous and occasionally brutal, they are not evil. They tend towards the good and noble aspiration of freedom which often flies in the face of a monarchy. If an injustice is being done, however, they have no problem attacking the situation with swift calculated strikes by small brigades.

Goals

- Independence and freedom – No more kings!
- Promote a society in which individuals can make their own way
- Encourage self-reliance by teaching the skills and provide the tools needed. Better yet, show others how to make their own tools.

How do I fit in?

Harbingers, even when acting independently, are attached to a local group to aid them when needed and to get direction from that group's leader. When an act has been done to further the cause of the Harbingers, it is expected to leave notice to others in the form of the group's insignia.

Inside the HARBINGERS

Astrid is the symbolic leader of the Harbingers, but the organization has now grown beyond the northern isles and has taken on a momentum of its own. The faction exists as a collection of silo groups that have formed organically on all of the islands save Gwynneth. Each group typically has a local folk hero leading the cause. Though they are prevalent in the north, the message has attracted all types. There are, however, decidedly few arcane casters in their ranks. Astrid is aware of the momentum the Harbingers have amassed and has begun traveling south to organize groups attracted to her message.

Politics

Harbingers work towards independent islands. They support the local lords if those lords are fair. However, if a lord is merely a shill for the High King, they seek to motivate the locals in rebelling against that leadership. They usually stop short of direct conflict with the forces of the High King, instead choosing to empower the people effected to stand up for themselves.

The Harbinger's tactics occasionally conflict with other groups, primarily the Kendrick Loyalists and the Moonshaes Trade League, who claim they disrupt commerce. However, in these times of greater enemies, faction leaders dictate that their members unite and work together against the threat of shadow.

Resources

The primary resource of the Harbingers, at least the northern groups, is their ships. They are expert ship builders, typically large longboats. This, combined with their small dispersed groups, allows them to deploy and respond to threats quicker than other groups.

Initiates of the Flame

Great power is realized when your purest intention for attaining it lies in the noble service of others.

– Flamsterd

This group seeks to perpetuate the original vision that the great mage, Flamsterd, had for the Moonshaes. The Initiates are said to have been formed by the master himself from his original faithful apprentices. While most of them fell victim to power struggles and petty bickering and consequently Flamsterd's wrath, a few stayed faithful to his vision of using their powers unselfishly to benefit their island. Some of his apprentices survived their teacher's wrath and sought to redeem themselves by extending his vision to all of the Moonshae Isles. Once an order strictly of wizards, their message has begun to resonate with many of the heroes of the Moonshaes and now includes members of every skill.

Join the Initiates if...

- application of lawful doctrine is important to you
- you like helping others bring order to their lives

Philosophy

The Initiates are rigidly lawful with noble intentions, but their application of law doesn't always make sense to others. They believe that a balance of forces in the multiverse is the key to the survival of all. If the forces of any one power faction becomes too strong, they take steps to bring balance.

Goals

- The Initiates seek to use their talents for the general benefit of the Moonshaes and its residents.
- They encourage humble tribes and lesser clans to maintain their individual identities and holdings.
- They oppose falling completely under the domination of a single leader, believing that a division of power is the best solution.

How do I fit in?

It is not unusual for Initiates to have more than one directive from their organizational superiors. Initiates are expected to check in with their local leaders in whatever part of the isles their assignments have taken them to ensure they aren't stepping on another initiate's work. If a conflict arises, rank is expected to settle the matter.

Inside the Initiates

Since the order doesn't directly benefit from divine guidance, the interpretation of the unjust, unethical, and corrupt falls to the order's high council, known as the

Inner Chamber. There are nine consuls that comprise the Inner Chamber, one for each of the major islands or island groups. Each reside on the island they represent, though their location on Oman and Gwynneth are not widely known. Their towers are found in the capitals of the other islands.

Although he hasn't been seen in a century, it's rumored that the wizard Flamsterd still magically lives and guides the members of the Inner Chamber from his underwater sanctuary. If it isn't true, the Inner Chamber isn't letting on, preferring to perpetuate the threat that the archmage will seek revenge on anyone that attacks the Initiates.

Politics

The Initiates strive to retain a neutral standing in regard to the politics of the Moonshaes. Despite this fact, their agents are often involved in the various disputes in an attempt to maintain a balance. They're allies to everyone in the fight against the invading Unselie fey and shadow forces whom they see as outsiders with no business in this realm. When they know about these types of forces, they make it a point to go after them, which gives them a great deal of political traction with the other organizations and governments.

Resources

The initiates' greatest resource is their island of Flamsterd, governed by the High Councilor of the Inner Chamber. Naturally, the Initiates wish to closely monitor who is allowed to reside here, but because much of the island is still bleak and desolate, it's difficult.

The initiates also maintain what they refer to as "missions" all over the archipelago. They do not espouse a faith but do offer solace to the innocent. The missions are more of a recruiting outpost than anything. Because they offer help to those in need, they're welcome in most locations except small Northlander villages where they are thought of as a cult.

Kendrick Loyalists

Our strength lies in our commitment to one another. Fealty to the High King strengthens the Moonshaes.

– Captain Eislyn Seward

The name says everything. Loyalists are convinced that the Moonshae Isles will be stronger if unified under a common king. Indeed, there are more subjects loyal to the High King than any other individual group. Despite these large numbers, the Kingdom of Alaron has found it difficult to move its agenda forward as they're constantly fighting back the hordes of sinister fey in the Dernal forest.

It's from this need that the Loyalists have formed. They are focused on representing the interests of the High King while his armies are preoccupied with the dark fey.

Join the Loyalists if...

- honor and duty are among your ideals
- you wish to build a strong and vibrant kingdom on the Moonshaes

Philosophy

While methods and philosophy vary greatly within the organizations, the end result is a shared vision of restoration of their holdings under a common rule. They tend to be good-leaning in the application of their methods. Since the majority of their members are Ffolk and Northlanders who worship the Earthmother, they believe it is the goddess' will to unite the islands under her chosen king. This belief that they are carrying out her will often causes them to overstep their bounds.

Goals

- For the leadership of all islands to recognize the primacy of the High King
- To recover Caer Corwell and the lost lands of Gwynneth from the fey of Sarifal
- The return of High King Derid's son from his imprisonment and the expulsion of the Amnians from Snowdown.

How do I fit in?

Your daily focus lies in tasks that either defeat the rising dark forces or reclaim lost holdings of the Kendrick throne. Receiving frequent assignments from higher ranks is common.

Inside the Loyalists

Loyalists are comprised primarily of humans from the Ffolk and Northlanders. The Loyalists enjoy considerable halfling support as well as individual representation from

adventurers that seek a united Moonshaes. The dwarven clans would seem a good fit, but they aren't interested in submitting to the leadership of the surface world. The leader of the Loyalists is Eislyn Seward, a Paladin of the Earthmother, born of a Ffolk and Northlander family who have served House Kendrick for several generations.

Politics

At first glance, it would seem that the Harbingers of Liberation and the Kendrick Loyalists would clash, and on the basic application of rule, this is true. However, because of their greater opposition to other powers in the Moonshaes, they often find themselves as allies. For example, the reclamation of Oman from the Giants, Corwell from the fey, and the return of Owaren Kendrick from the Viceroy of Westphal, are all common goals that keep them as allies.

Resources

With the combined pool of Ffolk, Northlanders, and halflings, the greatest advantage that the Loyalists have is their numbers. They are by far the most represented of the six Moonshae organizations.

Moonshae Trade League

In the end, my holdings are worth nothing. The degree that others benefit from my improvements is the measure of my value.

– Ambassador Theadric Glittergold

This group believes that the best way to bring power and prestige to the Moonshaes is to expand trade with other cities and nations of the Sword Coast. Originally formed by investors from Amn, recent influx of money and influence from Baldur's Gate, Waterdeep, and Luskan have shifted attitudes. While Amn influence is still a strong force, the trade league decided it's best if decisions were controlled by guilders actually based in the Moonshaes. Their business practices, however, have changed little, if at all.

The Trade League seeks to expand their trade and holdings throughout the Moonshaes. Based primarily in Snowdown, they've established outposts, camps, and even villages on many of the other islands. Often, this expansion of enterprise comes at the expense of the local resources of the area, straining their relationship with the Defenders of the Earthmother.

Join the Trade League if...

- you are interested in obtaining wealth and assets
- you like diplomacy and political intrigue

Philosophy

While the Trade League is interested in expanding business and trade, material acquisitions are not their most valued asset. They believe that when the wise invest in the right people, the rewards naturally follow.

Often, in the interest of the growth of the greater majority, it's necessary to do things that may not outwardly benefit a smaller group. They see their expansion as a rising tide lifting all ships to prosperity. In the eyes of the Trade League, it takes great courage to do what's best for others, even when those they seek to help don't realize what's best for themselves.

Goals

- Primarily, they wish to expand their membership which facilitates their second goal.
- To establish holdings and influence of their membership throughout the Moonshaes.
- They often seek political offices to advance their initiatives.

How do I fit in?

Adventuring members of the Trade League are critical to its success. Adventurers are often present, indeed re-

sponsible for, the most significant events that change the course of a region. Having representation at these crucial times is vital.

Reputation and integrity in business dealings are of utmost importance, and you follow a strict code of ethics in all formal dealings. This is not to say that all deals are good for everyone involved, but honor in establishing the deal is non-negotiable.

If a fellow member approaches you with a need for assistance, it is good form to at least make an effort to help or risk tarnishing your noble image. After all, bad news travel fast.

Inside the Trade League

The leadership of the Trade League is comprised of a council of well-established investors. Senior members, called Ambassadors, carry special league coins to offer to those who have proven themselves to be friends of the Trade League. A person bearing one of these coins would be welcome to join their ranks, or at least be recognized as friendly to their cause.

Politics

The bulk of the organization leaders live in Snowdown, which is ruled by the Viceroy of Westphal, Lady Erliza Daressin, who is loyal to Amn. This does not mean the Trade League is in favor of their domination of Snowdown. In fact, the League wants to remove Viceroy Erliza from power believing her to be reckless and bad for business. They actually value the potential stability that a unified Moonshae would offer.

Resources

The Trade League's most impressive current holding is MTL Shipbuilders in Snowdown. One of the largest ship building ventures anywhere, they produce primarily trade vessels for moving resources to and from the Sword Coast, Chult, and the other islands. This comes at the expense of the timber resources of Snowdown.

In addition, the Trade League has significant influence and connections to offer its members. Advancing in rank offers opportunity to acquire holdings beyond the options available to other players.

Sarifal Faithful

Wars are won in the hearts as much as in the fields. We must win that battlefield as well, and none are as charming as the fey.

– Prince Araithe

The Sarifal Faithful believe that the fey are a natural and acceptable part of the Moonshaes. They seek to bridge the divides between the mortal inhabitants of the Moonshaes and the returning fey who have come to dominate Gwynneth. They believe that Sarifal is a rightful realm in the Moonshaes and work to promote its peaceful integration with the other powers of the isles.

Join the Faithful if...

- you feel a kinship for the fey through blood, bargain, or personal choice
- you seek to spread the magical wonder of the fey throughout the Moonshaes

Philosophy

The Faithful are a passionate but unfocused group that attempts to promote the interests of Sarifal and the fey in a myriad of ways. While the leShay leaders discourage violence as counterproductive, trickery or misdirection is almost second nature to them. The Faithful are a chaotic group and encourage their members to follow their hearts as long as they are consistent with the goals of the Faithful.

Goals

- Protect the Fey Realm of Sarifal from its many enemies, including the Amnians from Snowdown, the Unseelie at Citadel Umbra, and even High King Derid.
- Ensure that High Lady Ordalf can fulfill her destiny and save the two worlds.
- Advocate for the fey amongst the other people of the Moonshae Isles and negotiate on their behalf.

How do I fit in?

The Faithful work through a network of personal relationships and favors. You have pledged your service to a fey queen who works through a wide variety of agents. Other leShay, such as Prince Araithe or Lady Siofra, may have requests of you. Mostly, you are expected to take initiative on your own and do what benefits Sarifal.

Inside the Faithful

High Lady Ordalf is the theoretical leader of the Faithful, but she has yet to interact with the organization in any meaningful manner. Her son Prince Araithe conceived of

the Faithful as a means for Sarifal to interact with the outside world and promote the will of Sarifal. He tasked his niece, Lady Siofra, to oversee and grow the Faithful. While Siofra has a soft spot for mortals which is why Araithe picked her, she has been an inconsistent steward, ranging between obsessive fixation to absent neglect. A few other leShay assist Lady Siofra when she asks or when the mood strikes them.

Below the leShay, the upper levels of the Faithful are mostly Llewyr elves who act as emissaries for Sarifal. The Llewyr are the ones most likely to be interacting with adventurers and other agents who represent the Faithful across the Moonshaes.

Politics

When Sarifal erupted into the Moonshaes, it displaced many of the existing powers, especially House Kendrick of Corwell. The concerns of the mortal rulers were immaterial to the leShay as they ran roughshod over the claims of other groups. In the intervening years, the rulers of Sarifal have become more circumspect and have cautiously begun to interact with the short-lived races that surround them. The Faithful are part of that effort.

Resources

The resources of Sarifal are beyond human comprehension. The realm is ruled by the leShay, enigmatic noble eladrins with access to magic from the dawn of time. Yet their magic must obey old rules, covenants, and traditions developed millennia ago in Faerie. Furthermore, the might of Sarifal must be carefully husbanded to ensure that High Lady Ordalf has the means to fulfill her coming destiny.

Wardens of the Deepshaes

My hope for the Wardens is that someday we are not needed.

– Thane Winnow Rustfire

There are currently two known dwarven clans in the Moonshaes: the Rustfire and the Rookoath clans. They would like nothing more than to keep to themselves and not associate with the politics of the world. Dwarves being dwarves, they aren't interested in leadership outside of their clan. However, the rest of the world isn't cooperating with this desire.

Dark forces in the Deepshae have already driven the Rustfire clan out of Gwynneth and now seek to expel all dwarves from the Fairheight mountains in Alaron. In response and in an attempt to survive, the dwarves have reluctantly joined other forces of the Deepshaes to battle these threats.

Join the Wardens if...

- you are a dwarf, drow, or a deep gnome
- you are interested in the Deepshaes

Philosophy

The Wardens see themselves as the protectors of the Deepshaes. Their watch is primarily defensive at this time, but as their numbers grow, they aspire to a more aggressive posture.

Goals

- Protect the Deepshaes from emerging dark forces.
- Reclaim the Fairheight mountains, Dwarvenholm Tunnels, and the Rustfire holdings in Gwynneth.
- Reach a point of victory that removes the need for the organization.

How do I fit in?

It is not unheard of for members of the Wardens to venture outside of the Deepshaes. As a Warden, when you leave the Deepshaes, you do so as an emissary, working to fight forces counter to the interests of the allied organizations, and therefore, the Deepshaes.

It is understood that you are vigilant of opportunities for the Wardens as well as searching for other splinter groups of the dwarven clans that may have been separated during conflicts in the Deepshaes.

Inside the Wardens

The Wardens are comprised of several races native to the Deepshaes, but the majority of their members and leaders are dwarves from the two major clans. In addition to surface dwellers, new alliances have formed allowing the

deep gnomes, myconids, pech, kua-toa, gloura, and even a few drow to join their ranks. In times of war, uncommon allies are often found.

Politics


For the most part, the Wardens would prefer to avoid dealings with any political groups at all. This has proven impossible for the dwarves who are faced with difficult odds. While they have received the most military aid from the Loyalists, they have business dealings with the Trade League and cooperate with the Initiates. The dwarven ideology parallels the Harbingers more than any other group, yet the Wardens have had little dealings with them.


Resources


The resources of the dwarven clans are the primary reason for the alliances and aid from the surface organizations. Their mines and forges yield not only precious metals and gemstones, but also vital arms needed in battles on the surface.

Character Name Class / Levels Organization / Rank Lifestyle

Player Name DCI Number Faction / Rank Sheet #

Adventure	Date / Session				DM Name / DCI Number		
	XP	GP	Downtime	Organization Renown	Faction Renown	Number of Magic Items	
Starting							
Gain/Loss (+/-)							
Total							
Adventure Notes / Downtime Activity:							
Story Awards:							
Property Notes:							

Adventure	Date / Session				DM Name / DCI Number		
	XP	GP	Downtime	Organization Renown	Faction Renown	Number of Magic Items	
Starting							
Gain/Loss (+/-)							
Total							
Adventure Notes / Downtime Activity:							
Story Awards:							
Property Notes:							

Adventure	Date / Session				DM Name / DCI Number		
	XP	GP	Downtime	Organization Renown	Faction Renown	Number of Magic Items	
Starting							
Gain/Loss (+/-)							
Total							
Adventure Notes / Downtime Activity:							
Story Awards:							
Property Notes:							



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