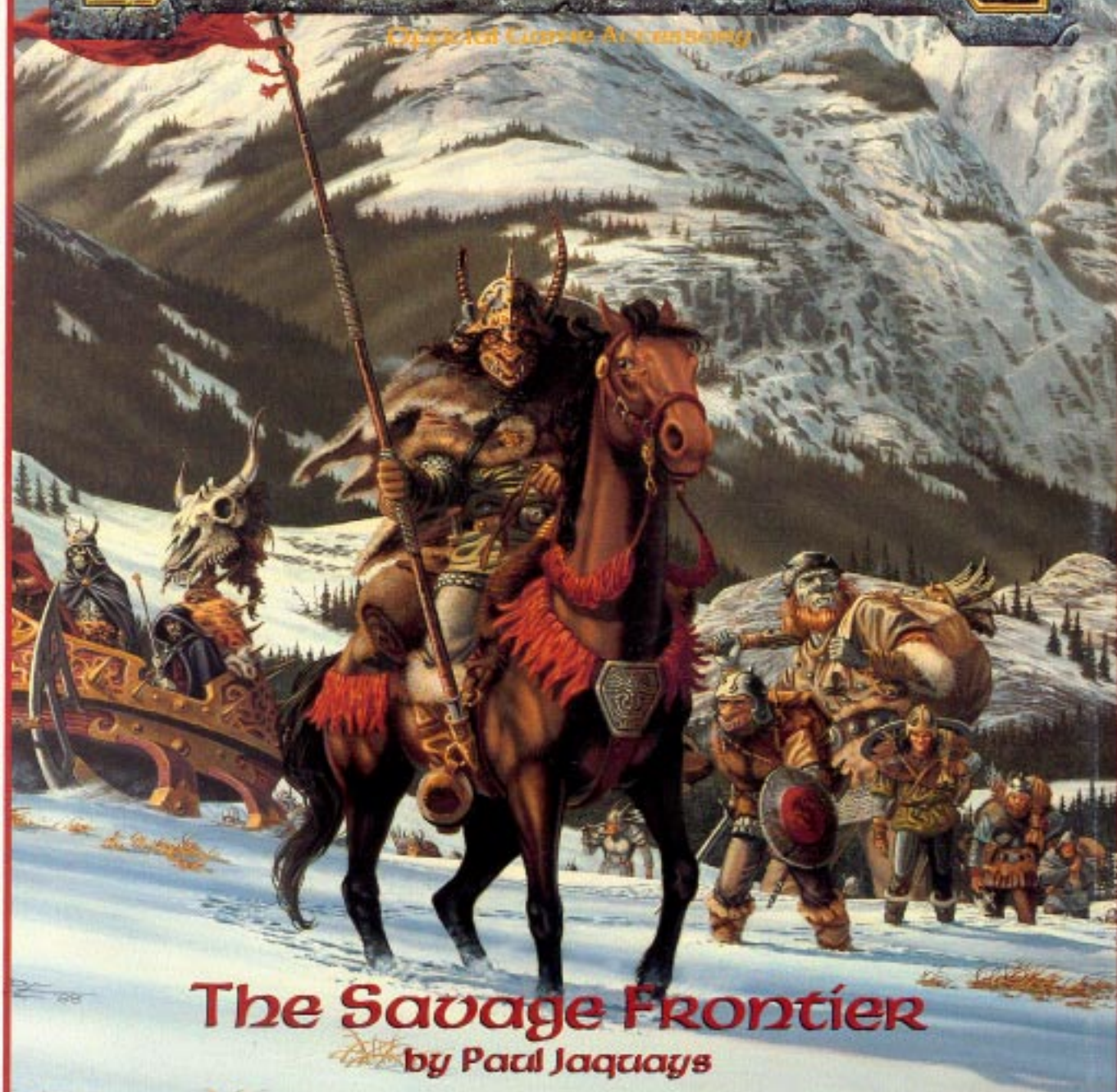




FORGOTTEN REALMS™

Official Campaign Accessory



The Savage Frontier

by Paul Jaquays

An Accessory for Characters of All Levels
for use with the FORGOTTEN REALMS™ Game World



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Advanced Dungeons & Dragons®



OFFICIAL GAME ACCESSORY

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INTRODUCTION TO THE SAVAGE FRONTIER



"Civilization ends here."

Although no sign in the North actually says this, the folk of the North know this to be true (Well, to be honest, there was a sign over the door to my laboratory that said it, but I made Ereke take it down. Who I am I, you ask. Let it be known, that I am Amelior Amanitas, alchemist extraordinaire and supreme sage of the North. At the request of Elminster, I am dictating the history and wealth of information regarding my savage homeland to my manservant Ereke, who has promised to edit out digressions such as this when he recopies it. But as I said, I digress).

To walk past a city's walls is to rely only upon one's own skills and strength of arms. It is truly a Savage Frontier, where man has yet to tame the land or its denizens. You have been warned.

What is The Savage Frontier?

"The Savage Frontier" is a descriptive

name for what many also call "the North". In this book, the North refers to those lands north of the city of Waterdeep, between the Sword Coast and the Great Desert; the term also encompasses the islands of the Trackless Sea, including Tuern, Ruathym, and Gundarlun.

It is a rugged, heavily wooded wilderness marked by cool, mild summers and harsh, bitter winters. What little civilization can be found hugs the coastal regions and a few inland river valleys. The rest is the domain of orcs, trolls, barbarian tribes, and uncountable other monstrous denizens, who regularly hurl themselves in fury upon the palisades of the towns and villages in the wilderlands.

It is a land of riches. Mineral wealth unequalled elsewhere in the known realms is found here, along with seemingly endless stands of timber of a size not often found elsewhere. Here too is the wealth of history, the plunder of lost civilizations and vanished realms.

Using This Book

This book is intended to be read by Dungeon Masters only. Much of the information contained within would not be known to players and their characters under any circumstances.

Read this book in its entirety before running a campaign in the Savage Frontier: it describes the major features of the North, beginning with history and ending in adventure. In between, it looks at the geography, climate, creatures, peoples, religions, politics, cities, island realms, areas of mystery, and personalities. Though it hoards a wealth of detail, this book only scratches the surface of adventure opportunities of the North. The rest has been left to the most potent force present in the North... your imagination.

History of The North

Eons before men walked the earth, ages before the elves were civilized enough



to record history, in a time when the North was always warm and the seas of the world were deeper, the lands of Abeir-Toril were dominated by vast empires of inhuman peoples. In the elven oral tradition, these were known as the "Days of Thunder" when cruel lizard, amphibian, and avian peoples (known to the elves as the Iqua'Tel-Quessir or creator races, but with no honor or respect intended) tamed the mighty dinosaurs, built towering cities of stone and glass on the shores of the warm seas and spanned the wilderness with shining roads, and fought constant wars of extermination, such was their hatred towards each other.

The stuff of magic was rawer in those days, less refined, more potent. These ancient peoples experimented endlessly with magics more powerful than can be even imagined today. Powerful mages hurled devastating bolts of seemingly god-like power, leveling armies and mountains; and like gods, they played at creating life, wryly choosing to release their monstrous mistakes rather than destroy them. To those who made them, the mistakes were unnatural horrors, unlike anything that walked the land. Most died in the cruel jungles, yet many lived and as thought awakened in them they hid themselves from their creators. When the end came at last, it was they, not the surviving creators who seized control of the suddenly colder realms. And so it was that the first of the elves, the dragons, the goblin races and an endless list of creatures of a new age took possession of their heritage. Their creators, the ancestors of the lizardmen, bullywugs and aarakocra, declined into endless barbarism, never to rise again.

The unmeasured age that followed was known as the Time of Dragons, when those mighty creatures reigned supreme. Not until the elves themselves became powers in the world would the rule of dragons be challenged.

Elven sages still speculate on the events that brought about the "overnight" destruction of the creator races. There are wildly diverging theories,

but all agree that a rapid climate change occurred, creating a world unsuitable to most of the creator races and the dinosaurs. Many believe that the change resulted from a cataclysm the races brought upon themselves. Proponents of this theory point to the Star Mounts in the central High Forest, whose origins are most likely magical and otherworldly. The elves believe that around this time, the greater and lesser Powers began to manifest themselves in the world, particularly the beings known as Chauntea and Corellon Larethian, aiding the new races and confounding the survivors of the creator races.

There has been civilization in the North since before the Time of Dragons, yet little more than tantalizingly vague myths survive. For millennia, gold elves dwelt in Illefarn (where Waterdeep now stands) and Eaerlann (along the River Shining). From their ornate forest cities, they traded with primitive, emerging human nations like Netheril and Illusk and repulsed the constant attacks of the goblin races. Yet as men began to dominate the world, the elven lands declined and now little or no remnants remain of those lost and abandoned realms. When the elves chose to leave the North and travel to Evermeet, their works quickly disappeared, leaving only places like the Old Road and a ruined port in the High Forest to mark the passing of Eaerlann, while a mysterious ruin called the Crumbling Stair may be the last remnant of fabled Illefarn.

Meanwhile, in the far North, the dwarven burrow clans united as the dwarven nation of Delzoun, named for the dwarf who forged the union. The dwarven nation, which existed primarily underground, extended from the Ice Mountains in the Utter North to the Nether Mountains in the south. Silver Moon Pass was its western border and the Narrow Sea its eastern.

To the east, on sandy shores of the calm and shining Narrow Sea, human fishing villages grew into small towns, then joined together as the nation of

Netheril. Sages believe that the fishing towns were unified by a powerful human wizard who may have discovered a book of great magic power that had survived from the Days of Thunder—a book that legend calls the Nether Scrolls. Under this nameless wizard and those that followed, Netheril rose in power and glory, becoming both the first human land in the North and the most powerful. Some say that this discovery marked the birth of human wizardry, since before then, mankind had only shamans and witch doctors. For over 3,000 years Netheril dominated the North, but even its legendary wizards were unable to stop their final doom.

Doom came as desert, devouring the Narrow Sea and spreading to fill its banks with dry dust and blowing sand. Legend states that when the great wizards of Netheril realized their land was lost, they abandoned it and their countrymen en masse, fleeing to all corners of the world and taking the secrets of wizardry with them. More likely, this was a slow migration that began some 3,000 years ago and reached its conclusion some 1,500 years later.

Whatever the truth, the wizards no longer dwelt in Netheril and to the north, once-majestic dwarven Delzoun had fallen upon hard days. Then the orcs struck. Orcs had always been foes in the North, surging out of their holes every few tens of generations when their normal haunts could no longer support their burgeoning numbers. This time they charged out of their caverns in the Spine of the World, poured out of abandoned mines in the Graypeaks, screamed out of lost dwarfholds in the Ice Mountains, raged forth from crypt complexes in the Nether Mountains and stormed upward from the bowels of the High Moon Mountains. Never before or since had there been such an outpouring of orcish power.

Before this onslaught Delzoun crumbled and was driven in on itself. Netheril, without its wizards, was wiped from the face of history. The



elves of Eaelrann alone withstood the onslaught and, with the aid of the treants of Turlang and other unnamed allies, were able to stave off the final days of their land for yet a few centuries more.

In the far west, men also dwelled — wise, clever primitives called the Ice Hunters. They lived their simple lives on the Sword Coast since time beyond reckoning, countless generations before Netheril's first founders set foot on the Narrow Sea's western shore. Yet this peaceful folk fell prey to another invasion. From the south came crude long ships to disgorge a tall, fair-haired, warlike race which displaced the Ice Hunters from their ancestral lands.

This race, now known as the Northmen, spread their farms and villages along the Sword Coast from the banks the Winding Water to the gorges of the Mirar. Their fierce warriors drove the simple Ice Hunters further and further north, forced the goblinkind back into their mountain haunts and instigated the last Council of Illefarn. Within 500 years of the Northmen's arrival, Illefarn was no more — its residents had migrated to Evermeet.

From the Sword Coast, Northmen sailed westward, finding, claiming and establishing colonies on the major western islands of Ruathym and Gundarlun, eventually spreading to ail islands in the northern sea. Others migrated northward, past the Spine of the World and became the truly savage barbarians of Icewind Dale.

Where Luskan now stands, the Northmen found the citadel of Illusk, built by a refugee wizard from Netheril. The Illusk wizards ruled for centuries until the folk of Illuskan (as the surrounding village was known) were "liberated" by raiders led by Uther Gardolfsson, a Ruathym Thane.

The angry Illuskani destroyed Gardolfsson's fleet and drove him inland where he and his warriors would die (theoretically) in the monster-infested wilderness. Instead, they forged the birth of a new people, the Uthgardt bar-

barians.

Meanwhile in the east, the elves of Eaelrann built the fortress of Ascalhorn and turned it over to refugees from Netheril, as the Netherese followers of Karsus built the town of Karse in the High Forest. Other Netherese founded Llorck and Loudwater. Still more wandered the mountains, hills, and moors north and west of the High Forest. These became the ancestors of the Uthgardt barbarians and the founders of Silverymoon, Everlund and Sundabar.

In the centuries that followed, Ascalhorn became Hellgate Keep when it fell into the hands of demons, and Eaelrann collapsed under the attack of a new orc horde. The elves fled south-east, joining with Northmen, Netherese descendants, and dwarves to form what would later be known as the Fallen Kingdom. This realm was short-lived and collapsed under the next orcish invasion — though in dying, it dealt the goblin races a blow from which they have yet to recover.

Yet along the coast, in what was once elven Illefarn, humanity was once again rising in power. Merchants from the south, tribesmen from the North, and seafarers from western islands had created a village around a trading post on a deepwater harbor, first known as Nimoar's Hold after the Uthgardt chieftain whose tribe seized and fortified the ramshackle village. Nimoar and his successors, known as War Lords, led the men of Waterdeep (as it had become known to the ship captains who called there) in a slowly losing battle against the trolls. In a final, climactic battle, the trolls breached the aging palisade and all seemed lost — until the magic of a Northern youth, Ahghairon of Silverymoon, turned luck against the trolls and the "everlasting ones" were destroyed or scattered.

Ahghairon, heir to the magical heritage and learning of Netheril, stayed in Waterdeep and in his 112th year he again saved the city... from itself. In so doing, he created the Lords of Waterdeep, the government that rules there

today. The city has since grown into the largest in North, possibly in all Faerun. With Waterdeep as a firm anchor, "civilization" again forged cautiously into the wilderness. Illuskan (now just Luskan) was retaken from the orcs. Loudwater, Llorck, Longsaddle, Triboar, Secomber and other towns were resettled by pioneers from Waterdeep, sponsored by noble Waterdhavian merchant families.

Though it has been centuries since the last orc invasion, there is still constant strife. Barbarians harass merchants, travelers, and towns; the seas are filled with Northmen pirates; the demon forces of Hellgate Keep assault the east; and two wars have marred the land in recent years. Luskan, now a fierce merchant city known to harbor (and support) pirates, wages war with the island realm of Ruathym over an act of piracy against a Luskan merchant ship; and to the far north, in Icewind Dale beyond the Spine of the World, the Ten Towns are slowly rebuilding after being nearly destroyed by the monstrous forces of Akar Kessel.

It is a time of relative quiet in the North. Where once elves and dwarves reigned, men now rule, but their hold — as was true for all civilizations before — is tenuous at best.

Amelior Amanitas



Acknowledgements:

Like many fantasy worlds, this one owes its birth to a number of other folk. The culture of the seafaring Northmen comes from Douglas Niles, who described them in FR2, *Moonshae*. Icewind Dale, its heroes and tales are based on *The Crystal Shard* by Bob Salvatore. And last, but never least, gratitude is owed to Ed Greenwood, who gave us hints about The Savage Frontier in FR1, *Waterdeep and the North*, and whose copious notes and previously published material are the foundation of this book.



SAVAGE FRONTIER OVERVIEW

"You know, Erek, if Elminster hadn't been so kind to us when we were, um, avoiding the rather unfortunate consequences of that incident in Volkumburgh, I would never have agreed to this project. After all, how was I to know WHY the awtawmatawn had been shattered in the first place?"

"Oh well, I rather like the history chapter, didn't you? Showed some real pageantry there, I think."

"And Brother Lychor; he seemed like such a pleasant chap... Erek, you're writing this all down. Why you little weasel! That's it, no more letting you beat me at nine-draughts!"

Character Races in The North

With the exception of elves and halflings, most of the common character races of the AD&D® game are native to the Savage Frontier, though the demi-human population in the North is slowly declining. Players who wish to use characters of other races may of course do so, subject to DM approval (members of virtually any race, even drow, can be found in Waterdeep).

Humans: The Savage Frontier is populated by human peoples with a variety of cultural backgrounds. There is no unified human nation in the North, only individual towns, villages and city states loosely linked by trade agreements, and the barbarian tribes that roam the wilderness. A human character starting in the North might be from any one of these folk.

The most ancient are the primitive but peaceful Ice Hunters of the Ice Peaks. The war-like Northmen control the Outer Islands and much of the Sword Coast. Northmen scorn agriculture, preferring to raid and make war.

In the far North, beyond the Spine of the World, the fierce tundra barbarians have recently allied with the folk of the Ten Towns in Icewind Dale. The powerful Uthgardt barbarians roam the wilds of the North, bickering amongst themselves and warring on orcs and outposts of civilization.

In the northeast, the cultured folk of Silvermoon produce the finest bards in the land. They and the stalwart defenders of Sundabar and Everlund are descendants of an ancient, dark-haired race known as the Netherese.

Then there are the Waterdhavians, the folk of Waterdeep, the melting pot of nations—nearly all lands on Faerun (and other worlds) are represented here.

Elves and Half-Elves: Though at least two elven realms once existed in the North, the closest elven land is Evereska to the south. Elves in the Savage Frontier are usually wanderers and adventurers, though an Deepearth realm of drow is said to exist far beneath the North. Elves of most non-aquatic subraces dwell in Waterdeep. The Ardeepforest is known to house retired elven adventurers. Sundabar has a large half-elven population, and Loudwater a small one, due to half-elven descendants of Eaelrann who tend to marry other half-elves.

Some folk in the North (mostly Lawful humans and all dwarves) consider the elven withdrawal to Evermeet a kind of "desertion" from racial responsibility and will treat strange elves with suspicion and ill-disguised contempt. Except on rare occasions, drow and drow half-breeds are treated like filth... if allowed to live at all.

Dwarves: The dwarves of the north, whose population is steadily declining, live in scattered underground realms. These stocky folk are generally reclusive, but will ally with men to battle orcs. Two dwarven cities are still known to exist, Ironmaster in the west and Citadel Adbar in the east. Men trade freely within Adbar, but have few dealings with the isolated dwarves of Ironmaster, other than to purchase iron goods.

If encountered wandering in the wilderness, dwarves tend to be extremely suspicious of strangers. They think that others seek to find and loot the halls of their ancestors (which is often what the dwarves themselves seek to do).

Gnomes: This once-populous race of

wry little folk is nearly gone from the North. Their underground realms have been overrun by orcs until few remain. The survivors wisely avoid contact with all but dwarves. Still, merchants in Waterdeep are constantly on the lookout for their clever little toys and illusionary gew-gaws.

Halflings: There is something about four to five months of fierce winter that doesn't appeal to the average halfling. While Waterdeep has a fair halfling population (and a much milder winter), it is rare to find them elsewhere in the North.

Half-orcs: Given the vast orc population in the north and the amount of raiding, one might suspect a plague of these half-breeds, yet they are few. Northerners have a distinct and strong dislike for anything even vaguely orcish and only the most human-looking can pass safely among northern folk.

Character Classes in The North

Rangers: In the Savage Frontier, rangers are well-respected for their vigilance and diligence in the service of the Harpers and the Lords' Alliance. In the wilderness, the word of a name-level ranger is the law and the Lord's Alliance will enforce it as such.

Bards: While bards are not common in the North, they are respected. Northmen treat "skalds" like heroes, particularly if they sing of Northmen victories. Even the Uthgardt barbarians treat bards as near equals. More often than not, bards are members of the Harpers.

Clerics: Many of the major gods and faiths of Faerun are represented in the North, though few are "native" to the residents here. Over the centuries, missionary clerics have come north to establish their churches meeting with varied success. Predominant "civilized" gods in the North include Mystra, Lathander, Mielikki, Tempus, and Tymora. The barbarians have their own private gods. The gods section in



this chapter lists the major temples in each city, town or village, though a shrine (attended only by lay folk, no clerics) to most any deity will exist in each civilized area.

The city folk are generally tolerant of most religions so long as they do not harm others or their property, but Northmen often eject foreign clerics as rudely as possible. The savage Uthgardt barbarians tend to exterminate whom-ever their shamans label as heretics.

Each Uthgardt tribe worships an ancestral beast totem spirit (a demi-power). Their clerics are shamans (tribal spell casters) of limited power. Yet they all have access to the magical beast power of their clan totem.

Witch doctors are found among the orcs and Ice Hunter clans. These tribal spell casters may cast a restricted number of magic-user and clerical spells. The most ancient witch doctors of the Ice Hunters gain limited use of powerful ice, snow, and cold magics.

Druids: These followers of Mielikki have a stronghold in the eastern reaches of The High Forest, an area known as the Tall Trees. Another holy grove exists in Silverymoon, where the druids maintain a shrine and sacred college. Although the North is heavily forested, there are no other known druid holy areas. Though druids are rare, they are respected by civilized and barbarian folk alike.

Fighters: The ready call for a strong sword arm in the north draws men and women to this commonest of professions. Warriors are constantly needed to defend against orcs and other monsters; to patrol the hills, valleys, and wastelands; to fend off barbarian raiders; and to keep the peace in the cities. Most fighters in the North are barbarians, either the sea-roving Northmen, the wandering Uthgardt or the savage tundra barbarians of Icewind Dale. Most civilized fighters in the north are just that, normal fighting men. A select few are rangers, many in the service of the secretive Harpers. A very few are cavaliers and paladins. Other than the mercantile nobility of Waterdeep and city rulers, the Savage

Frontier is not a source for the upper classes that produce the members of these character classes.

Magic-Users: Although magic-users and illusionists have never been popular with the barbarians who populate the North, in the cities they wield vast amounts of power and command either great respect or great fear. Waterdeep is noted for producing powerful mages like Khelben "Blackstaff" Arunsun; Longsaddle has its magical Harpell family; and Silverymoon is home to several colleges of magic and a number of independent tutors. Magic-users in Waterdeep would be wise to join that city's Watchful Order of Magists & Protectors, the magic-user's guild which provides training, spell components, scrolls, respectability, and occasional employment to member mages.

Thieves: Waterdeep has the greatest concentration of thieves in the North, yet there is no official Thieves' Guild here, only "free-lancers." Neverwinter, Silverymoon Sundabar, Mirabar, and even Loudwater have small thieves' guilds (several of which are said to be allied with the mysterious Harpers). Many suspect that a thieves' network also exists throughout the Savage Frontier, but those who learn of the Kraken Society often do not live long enough to reveal its secrets (see Power Groups).

Outside the cities in the North, the thief's profession is rarely safe or profitable. Northmen (those who have things worth stealing) regard stealing from others as a way of life, but one who is caught stealing from them is certainly killed. The Uthgardt barbarians have little worth taking, but what they do have often has religious significance—and sacrilege is a fatal offense.

Although it is quite reasonable for any character class to be found adventuring in the North, assassins are rare (even among the bad folk of Waterdeep).

"Erek, put that sign out in front of the shop again, you know the one that says 'You're late, you should have been here a half hour ago', just in case any adven-

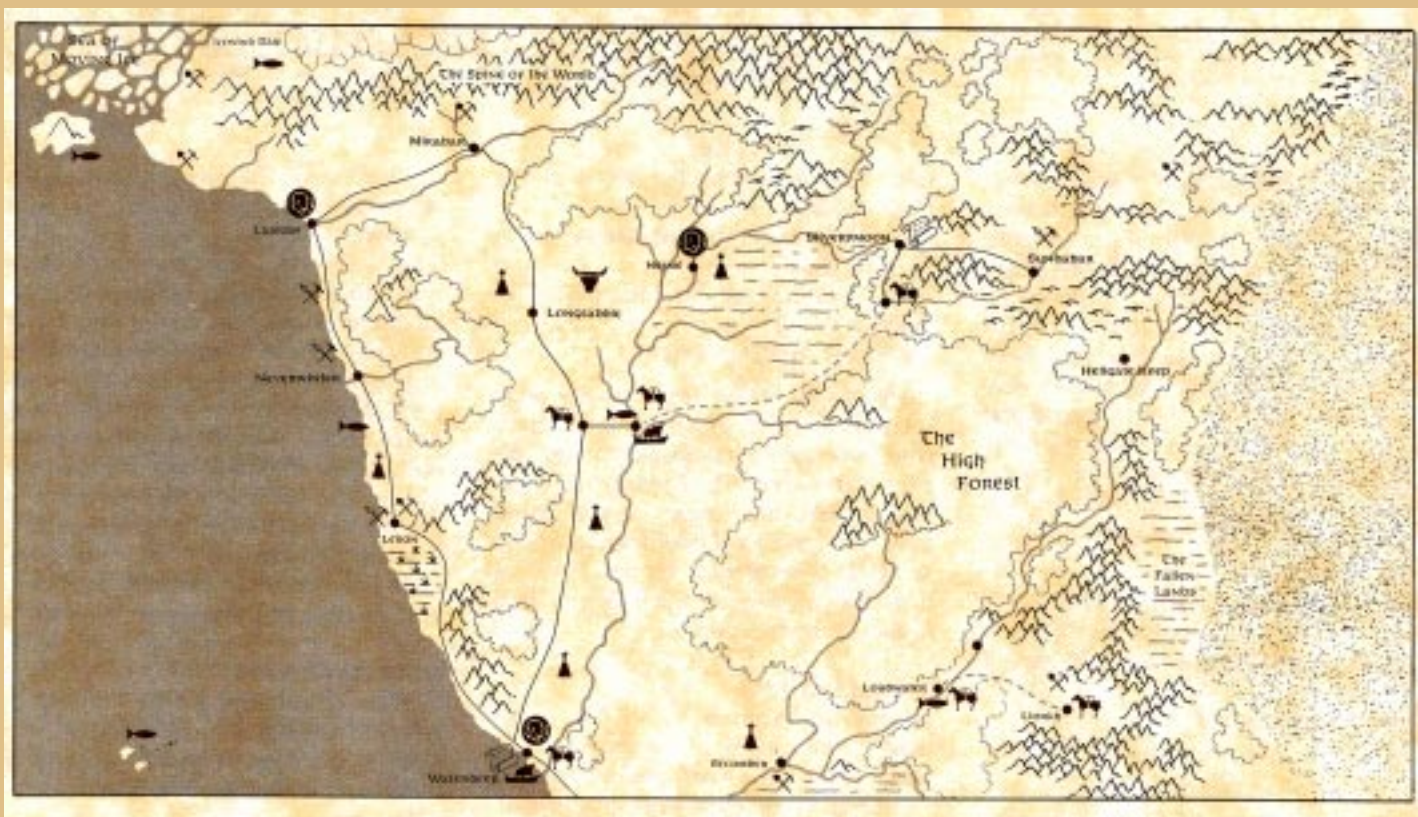
Economic Map Key

	Caravan Services
	Fishing
	Mining
	Agriculture
	Trade
	Cattle
	Shipbuilding
	Scholarship and The Arts
	Other Manufacturing
	Trade Routes

turers show up. Keeps 'em off guard in any case. Oh, and get the word out that love philters and mother'sleaf tonics are on special this week. And where is my chart on local businesses? What! You sold it... to a Zhentarim? For five toals? Erek . . . Erek? EREK!"

Economics of The North

The North is a land of economic opportunity, rich in resources and open to those willing to take the risks to exploit them. The mountains in the north are mineral rich, the soil is fertile (though often rocky), open grassy spaces can support huge herds of livestock, vast tracks of lumber are still unharvested and the warm southern currents swarm with fishy delicacies. The outer islands have their resources and riches, but the Northmen who dwell upon them would rather raid for riches than reap the bounty of their own lands.



Trade in The North

The economic map above shows the primary trade routes in the North (mainland only) and major industries. These products and industries include: mining, agriculture, caravan services, cattle herding, trade (a primary center of commerce), fishing, metal-working, ship building, other manufacturing, and scholarship and the arts. The size of the icon represents the relative importance of the industry to the economy of the Savage Frontier.

Trade Routes

The Major trade routes are listed with the time it takes outbound to reach the final destination and major stops along the way (based on the DMG rules for Wagon travel). Water route travel times are given coming and going to accommodate ocean and river currents. For foot movement along the roads and trails (under an average load), multiply travel times by 1.25. For light horse travel, multiply travel times by 0.4.

High Road: Waterdeep to Baldur's Gate in 32 days.

High Road: Waterdeep to Luskan. Leilon in 11 days, Neverwinter in 17, Port Llast in 19, and Luskan in 23 days.

Coastal Route: Waterdeep to Luskan. Outbound to Luskan in 6 days. Inbound to Waterdeep in 8 days.

Long Road: Waterdeep to Mirabar. Red Larch in 7 days, Triboar in 13, Longsaddle in 18, and Mirabar in 26 days.

River Route: Zundbridge to Silverymoon (by small barge). Outbound to Ironford in 6 days, The Stone Bridge in 14, Yartar in 20, Nesmé in 30, and Silverymoon in 43 days. Inbound, reduce travel time by 1/3.

Silvermoon Pass: Silverymoon to Sundabar in 6 days.

East Trail: Waterdeep to Llorch. Secomber in 11 days, Loudwater in 20, and Llorch in 27 days.

Evermoor Way: Triboar to Silverymoon. Yartar in 2 days, Everlund in 15, and Silverymoon in 20 days.

Coin of The Realms

In addition to the standard AD&D® game coins, several cities mint their own coinage. Each coin has two values, its value in the city and its value elsewhere.

Waterdeep: the 2/- gp square brass toad and the 50/2 gp crescent-shaped platinum harbor moon.

Silverymoon: the 2/1 ep electrum moon (shining blue crescent coin).

Mirabar: the 10/5-7 gp iron trade bar (1-foot-long spindle).

Power Groups in The North

"Are the drapes drawn and the doors locked, Ereik? What do you mean I'm acting like an old woman? Why shouldn't I worry? My trusted assistant doesn't know the difference between a Zhentarim and the Harpers. Is that reason for worry? Should I worry that he sells sensitive maps to mercantile spies? That Zhentarim agent was halfway to Llorch before we caught him. Uh, no, I don't plan to let him out of the bottle. At least not for a while."



There is little “political” strife between cities in the North. Rather than waste lives, gold and energy on petty disagreements, most civilized folk in the North have banded together against their true foes: the harsh northern climate and the cruel monsters who dominate their land. Even so, there are many groups who weave their influence in the North for good and ill. These are the secret societies, the political blocs, foreign factions—the power groups of the North, each with its own leaders, goals, enemies and allies.

BEAST LORD

Leader: The Beast Lord (an illithid)

Base of Operations: Dekanter

Goal: Conquest of the North or part of the Deeperth.

Allies: The Zhentarim.

Chief Foes: The drow and the Harpers.

This secretive illithid mage has a pact with the Zhentarim. They provide it with dead monster bodies, and it agrees not to molest caravans passing near Dekanter. Though the Beast Lord fully intends to conquer part of the Deeperth, it begins in the North by capturing territory known to have access to the world below.

CAPTAINS’ CONFEDERATION

Leader: High Captain Taerl of Luskan

Base of Operations: Luskan

Goal: Conquest of the Sword Coast and control of all trade north of Waterdeep.

Allies: Luskan, Ruathym, Aurilsbaarg, Uttersea on Tuern, the Purple Rocks, the Whalebones, and the Hosttower of the Arcane. Zhentarim influence is definitely present.

Chief Foes: Waterdeep and the Lords’ Alliance.

With the treaty ending the Luskan/Ruathym conflict, the brutal Northmen kings discovered that they had more in common than they had as differences. They banded together to raid the coast in large numbers, disrupting trade and agriculture.

DRUIDS OF TALL TREES

Leader: Uthgang Jyarl—Great Druid of the North (14th level druid)

Base of Operations: Tall Trees in the High Forest.

Goal: Protect the ancient elven wood of the Tall Trees from harm.

Allies: The Harpers, and the treants of Turlang Wood.

Chief Foe: Hellgate Keep.

The druids of the Tall Trees are quite secretive and allow few other than druids (and vouched-for companions) into this part of the wood. The Great Druid is the leader here, but former Grand Druid (now an 18th level Hierophant Adept) Sinklayr Greenstroke resides here, as does the mysterious Gildenfire (a gold dragon in human guise).

THE HARPERS

Leader: Not Known

Base of Operations: Silverymoon

Goal: Protect the North, its peoples and resources from goblinkind and foreign influence or domination.

Allies: The Lords’ Alliance and the druids of Tall Trees.

Chief Foes: Orcs and other goblin races, the Zhentarim, and political powers in Amn and Calimshan.

Though this group was discussed in detail in the FORGOTTEN REALMS™ Campaign Set, the importance of the Harpers to the North deserves more than a passing mention. Here in the North, where the society began centuries ago, the mystique that surrounds the Harpers generates respect, not suspicion, particularly since two of the most powerful leaders of the North, Khelben “Blackstaff” Arunsun of Waterdeep and High Lady Alustriel of Silverymoon, are avowed Harpers. Even the savage Uthgardt barbarians, who have little respect for the trappings of civilization, treat those who know the secret signs of the Harpers as if they were chieftains.

Originally, it was a loose society of bards and rangers, created to provide these wanderers with fellowship and shelter. Their fellowship grew, and with it came a desire to protect and preserve and maintain peace in the wild land they loved, acting against all who would despoil it.

In the North, they are arch foes of the burgeoning goblinkind races, and seek to thwart them at every turn. Elsewhere, the Harpers’ secret operations work to keep peace between human kingdoms—they oppose the Zhentarim and often act in a contrary manner to aggressive trading kingdoms like Amn.

The Harpers rarely work openly and never reveal their true goals to those not highly initiated into the society. Those who work at cross purposes to the Harpers often fail in their endeavors. Other than in the North, even those who are not their enemies harbor a mild distrust of the Harpers for this.

HELLGATE KEEP

Leader: Grinthalke (a type VI demon)

Base of Operations: Hellgate Keep

Goal: Acquisition of wealth and power to be used to gain favor in the Abyss.

Allies: None.

Chief Foes: The Harpers, Sundabar, Silverymoon, and druids of Tall Trees.

The demonic forces of this ghoul-hold continually seek to expand the boundaries of their domination and to acquire vast treasure and powerful magics. Grinthalke and his followers are exiles from the Abyss who may not *gate* in demons more powerful than manes (which are transformed into shadows and ghosts), rutterkins or dretches. If their physical forms are destroyed here, the demons reform as lesser creatures in the Abyss, only to be exiled again, here or elsewhere. Grinthalke’s armies include few actual demons, and they are quite reluctant to risk themselves in battle.

HOSTTOWER OF THE ARCANE

Leader: Arklem Greeth (18th level M-U)

Base of Operations: Luskan

Goal: Political and economic control of the North.

Allies: The Zhentarim, the High Captains of Luskan, and the Knights of the Shield

Chief Foes: The Lords’ Alliance, the Harpers, and the Kraken Society.

These power-hungry mages are the



instigating factor behind the Captains' Confederation. The wizards in the tower constantly scheme ways to gain power for themselves or the Hosttower (in that order). They often hire adventurers to do their dirty work (and take the blame if necessary). While they wield great power in Luskan, they have little direct influence outside the City of Sails.

ICE MOUNTAIN ORCS

Leader: King Graul

Base of Operations: Dead Orc Pass (?)

Goal: Conquest of the North (beginning with Sundabar or Silverymoon)

Allies: Other orc tribes, including Citadel of Many Arrows, and the Ice Mountains frost giants

Chief Foes: The Harpers, Sundabar, Silverymoon, and Citadel Adbar.

King Graul is the most powerful of the known northern orc kings—it is suspected that more than 100,000 orcs fall under his sway (though this includes the 40,000 orcs known to inhabit the Citadel of Many Arrows).

THE KNIGHTS OF THE SHIELD

Leader: Unknown.

Base of Operations: Waterdeep.

Goal: Increase political influence of southern countries in the North.

Allies: The Captains' Confederation, Hosttower of the Arcane.

Chief Foes: The Harpers, the Lords of Waterdeep, and the Lords' Alliance.

Until recently, this secretive group, composed primarily of petty nobility and merchants, has had little influence in the North, other than in Waterdeep.

Though their true aims are unknown, they seek both political and economic influence in the cities and countries of the Sword Coast. It is probable that the Knights seek to place one of their own among the unknown Lords of Waterdeep. It is suspected that the Knights are a pawn of an evil, extra-planar power, possibly even an arch-devil (also see entry in the FORGOTTEN REALMS™ Campaign Set).

There are claims now that agents for the Knights are involved with the High

Captains of Luskan and the Hosttower of the Arcane.

THE KRAKEN SOCIETY

Leader: Unknown (possibly THE kraken)

Base of Operations: Yartar and Triboar.

Goal: Acquisition of information, particularly that which can be sold, or used to otherwise profit the society.

Allies: None.

Chief Foes: The Lords' Alliance, the Harpers.

A society of thieves, assassins, and mages who maintain an information network throughout the North. They are not associated with the official (or unofficial) thieves' guilds of Waterdeep. Based in Triboar and Yartar (the crossroads of the North), their symbol is a purple squid with an incredible number of tentacles, suggesting an association with the Kraken of the Purple Rocks.

THE LORDS' ALLIANCE

Leader: Lord Piergeiron of Waterdeep

Base of Operations: Waterdeep

Goal: Unified defense of northern cities and promotion of their economic interests.

Allies: The Harpers.

Chief Foes: The Zhentarim, Luskan, Amn, and Calimshan.

Also known as "The Council of Lords," or "the Lords' Council," it should not be confused with the Lords of Waterdeep. This lawful and essentially good economic and military alliance of the rulers of cities in the North and along the Sword Coast works to keep the overland trade routes along the Sword Coast and across the North as safe as possible and free from Zhentarim influence or annexation.

The alliance is open to all cities and nations in the west, but not all have chosen to join. Notable abstainees include fiercely independent Luskan, and the southern lands of Amn and Calimshan (who feel that troubled trade in the North can only profit their nations).

Member cities include Waterdeep, Mirabar, Neverwinter, Silverymoon, Sundabar and the island realm of Gun-

darlun. Southern cities include Baldur's Gate, Elturel, Berdusk, and Iriaebor. Smaller towns and villages in the north wisely join in the Alliance.

The member rulers of the Lords' Alliance communicate by means of both trained carrier pigeons (from Lord Piergeiron of Waterdeep) and the magical arts of archmage Khelben "Blackstaff" Arunsun. Smaller villages can correspond only with Waterdeep.

The military arm of the alliance is composed of both liveried troops from the larger cities and local militia in the smaller. Large cities and towns not only patrol their own local lands, but also maintain garrisons in the smaller towns and villages to support local militias and patrol the frontiers.

A typical garrison consists of 30 men: 10 will be professional soldiers supplied by a large city (often adventurers or mercenaries) and the rest will be local militia in the livery of the city's army, splitting time between patrols and their own business. In the deep frontier, at least 50% of the garrison will be trained as rangers.

Despite complaints of "gold ill-spent on grubby peasants," this policy maintains a constant flow of information between the cities and the frontier and creates a greater feeling of security within those who pioneer the wilderness.

LORDS OF WATERDEEP

Leader: Lord Piergeiron of Waterdeep

Base of Operations: Waterdeep

Goal: Rule Waterdeep wisely and protect its interests in the North and abroad.

Allies: The Harpers, The Lords' Alliance and its member cities.

Chief Foes: The 'Official' Thieves' Guild of Waterdeep, and Luskan.

THE ONE

Leader: The One (a.k.a. Radoc)

Base of Operations: The Star Mounts

Goal: Unknown.

Allies: Mongrelmen and the folk of Loudwater.

Chief Foes: None known.

This charismatic old man from another



world appears to be a great healer—a powerful cleric. His secret is that he is an equally powerful archmage. “The One” seeks a return to his home plane, but is building up an organized power base in the remote Star Mounts. Due to the remoteness of his headquarters, little is known of what goes on there.

TREANTS OF TURLANG WOOD

Leader: Turlang the Thoughtful
Base of Operations: Woods of Turlang (High Forest)
Goal: Protect the High Forest from harm, cultivate and expand forests in the North.
Allies: The druids of the Tall Trees
Chief Foes: Orcs and trolls.

UTHGARDT BARBARIANS

Leader: Each tribe has a leader.
Base of Operations: No fixed location.
Goal: Keep civilization from expanding in the North.
Allies: The Harpers (loose association)
Chief Foes: Orcs.

ZHENTIL KEEP

Leader: Mythkar Leng (in the North)
Base of Operations: Llorkh
Goal: Domination of all trade routes in the North and along the Sword Coast.
Allies: Llorkh and the Beast Lord.
Chief Foes: The Harpers and the Lords’ Alliance.

Mythkar Leng is a lawful evil, 9th level cleric of Bane, who acts as an advisor to Lord Geildarr of Llorkh (a 7th level magic-user who is secretly a member of the Zhentarim). With the aid of Rakaxalorth (a beholder who is never seen in public), Mythkar keeps Geildarr in line with the Zhentarim goals for the North. Llorkh has been chosen as a foothold due to its distance from the powers in Waterdeep and Silverymoon.

The Zhentarim already monopolize trade between Loudwater and Llorkh, have a firm base in Secomber, and well-placed agents in Waterdeep, Zundbridge, Yartar and Triboar.

Common Themes & Conflicts

The Orcs vs. Everybody

The orcs in the North wage a constant war of raid and retreat on frontier outposts. Small wandering bands constantly harry farms and villages, stealing livestock and brutally killing people. Just as often, they take slaves. Attempts to negotiate or control them for any length of time end in failure. Bounties placed on orcish heads only seem to encourage the beasts to attack for sport.

The Luskan/Ruathym War

The status of this conflict depends on when the DM begins the campaign. During the Year of the Prince, these two are waging bloodthirsty war upon one another, with Ruathym getting the worst of it. Shiploads of Luskan raiders plunder and pillage the Ruathym coast and slay their leader.

During the Year of Shadows, Waterdeep forces a truce and ends the conflict. In so doing, an alliance, the Captains’ Confederation, is forged between the Luskanites and the island kingdoms. Confederation warriors raid cities along the Sword Coast in huge numbers and no ship at sea is safe from Northmen pirates. The Year of Shadows ends with the Lords of Waterdeep in council, deciding whether to declare war or not.

The Uthgardt Barbarians vs. Civilization

The average Uthgardt regards civilization as a cancer to be cut out. Most tribes regularly raid civilized settlements, slaying domesticated animals, burning buildings, and crushing crops. Captives become slaves, though youngsters are often adopted into the tribe if they seem sturdy enough.

The Uthgardt vs. the Orcs

This is a holy war. Its roots date back to the formation of the Uthgardt as a people. The barbarians and the orcs compete directly with one another for the same resources. Savage humans and bloodthirsty orcs fight to the death upon meeting. Adventurers in the North could do worse than to aid the

Uthgardt in such a conflict.

Monsters vs. Humans

The monsters of the North, including the trolls of the Evermoors, treat humans—civilized and barbarian alike—as fruit ripe for the picking. There are always giants who raid villages, foul creatures who wake hungry and leave their lairs to feast on a village, dragons who crave treasure, vampires with unholy thirsts, and more.

Zhentarim vs. the Harpers

This society of Zhentil Keep on the far side of the Great Desert seeks a trade monopoly in the North. Even now, little is shipped overland to the east without Zhentarim involvement. The Harpers work to keep the Zhentarim and their evil plots out of the North.

Pirates vs. Merchants

Piracy is an accepted fact of life in the northern Trackless Sea. Pirates attack ships along the Sword Coast from Ches (March) until Uktar (November). Most are Northmen, but about a third hail from southern lands.

Hellgate Keep vs. Mankind

The demonic forces of Hellgate Keep continually press against the human and dwarven folk in the northeast. Men have not been able to drive the demons out, but mercenary companies and adventuring bands can always find employ as guardians in Turnstone Pass. A monastery of Helm, near Neverwinter, sponsors a company of 100 troops of all character classes each year. This group, called Helm’s Hundred, leaves Helm’s Hold each spring for Sundabar.

Religion in The Savage Frontier

The gods or “Powers” of the North include many beings worshipped elsewhere in the Realms, plus a number who have followers nowhere else but in the Savage Frontier. The majority of these deities, their abilities, alliances, alignments and power are described in both the *Cyclopedia of the Realms* from the FORGOTTEN REALMS™ boxed set and/or



in the *Legends and Lore* cyclopedia (though the orc gods are to be found in *Unearthed Arcana*). Only the briefest details are given for these gods—for a proper understanding and perspective of their religions, the DM should have both the aforementioned volumes.

Deities are divided into four categories—civilized gods, barbarian gods, and orc gods. Each of the “new” deities in this section is arranged in the following format:

NAME (pronunciation)	
nickname or title(s)	
Portfolio	Alignment
Power	Home Plane
Symbol	

NOTES

The table on page 12 gives the name of each major deity, the location of its primary (underlined) and lesser temples or shrines, and information about the temple’s clergy. Other deities are worshipped in the Savage Frontier, but their followings are not worth noting.

Civilized Gods

The city folk have chosen gods who meet their needs in this harsh land. In the tolerant, cosmopolitan city of Waterdeep, a variety of gods popular elsewhere have large temples, like Gond, Lathander, Mielikki, Mystra, Selune, Silvanus, Sune, Tempus and Tymora. Likewise, Silverymoon’s gods complement the city’s quest for beauty, art and knowledge. Where evil must be constantly fought, as in Sundabar, the aid of Helm, Tyr and Torm is sought by the defenders. In Mirabar, men who mine for a living have adopted dwarven gods.

Where trade is important, such as Nesmé, the goddess Waukeen holds sway. In communities where life depends on the forest, such as Loudwater, Secomber, and Silverymoon, Silvanus, Mielikki and Shiallia (see below) are favored.

SHIALLIA (SHE-al-YUH)

Sister Goddess, Dancer in the Glades, Daughter of the High Forest

Goddess of Glades and woodland fertility NG

Demipower Twin Paradises
Symbol: A golden acorn

NOTES: Shiallia appears as a voluptuously beautiful female korred whose long blond hair is festooned with garlands of oak leaves and golden acorns. She said to be a sister or daughter to the Tree Ghost (collective forest spirit) of the High Forest and is an ally of Silvanus and Mielikki, served by clerics not druids. She is patron and caretaker of pregnant forest creatures, a planter of trees and a nurturer of seedlings. She rejoices in life and shields against death. She has been known to bestow *acorns of desire* on favored worshippers, which grant them the powers of a *limited* or *full wish*. Her worship is limited to the proximity of the High Forest.

Barbarian Gods

The barbarians live in a harsh, cruel environment and worship harsh, cruel, even evil gods. Auril is worshipped by the Northmen as the bringer (and mollifier) of winter. Umberlee is queen over the dark, deadly cold waters of the northern ocean. Tempus the god of battles (called *Tempos* by the tundra barbarians) is worshipped by all the barbarian tribes of the North and outer islands. Chauntea is the patron of the Uthgardt barbarian women. They have female shamans who serve her.

The Uthgardt barbarians who range across the northern wilds worship beast totems, minor demigods who take their names and forms from creatures of the northern wilds. These cults include the Sky Pony, Blue Bear, Great Worm, Elk, Grey Wolf, Red Tiger (Snow Cat), Black Lion, Thunder Beast, Griffin, and the Tree Ghost. Each of these demipowers is quite similar, with the exception of the Blue Bear cult— which is a chaotic evil demipower allied with the Abyss. The Red Tiger is used as an example of the other beast cults.

RED TIGER

Snow Cat

Beast Cult

Chaotic Neutral

Demipower Happy Hunting Grounds

Symbol: A red snarling tiger face.

NOTES: Red Tiger is the most primitive, most bestial of the beast totems defeated by Uthgar, the founder of the tribes. Red Tiger exchanged his freedom for worship and the right of the shamans to call upon his beastpower. The followers of Red Tiger are reclusive hunters, like their totem.

Beast powers are listed by tribe in **The Peoples of the North**.

The Gods of The Orcs

While it is difficult to imagine orcs as “religious” they are devoted followers of their primitive gods. Their shamans and witch doctors are often the most powerful members of the community. The orcs acknowledge evil Gruumsh One-Eye, He-Who-Never-Sleeps, as their lord and master (see *Legends & Lore Cyclopedia* and *Unearthed Arcana*). In addition to Baghtru the Leg Breaker, Shargass the Night Lord, Ilneval, Yurtrus the White-Handed and Luthic Cave Mother, each orcish tribe has a vile totem god similar to the Uthgardt totems, but based on their unpleasant (more to the point, disgusting) tribal symbols, like the Severed Hand, Bloody Eye, and Skull-Grin tribes. Major gods (like Baghtru and the others) are described in *Unearthed Arcana*.



DEITY	TEMPLE/SHRINE	LOCATION	CLERGY
Auril	Winter Palace	Luskan	Wiskar Strom (male 6th L shaman)
Bane	shrine	Llorck	Mythkar Leng (male 9th L cleric)
Beast Totems			
Black Lion	Beorunna's Well	Beorunna's Well	Bogohardt Blackmane (male 7th L shaman)
Blackraven	Ravenrock	Blackraven River	Pureheartman (male 11th L shaman)
Blue Bear	Stone Stand	wilderness	Tanta Hagara (female, annis)
Elk	Flint Rock	wilderness	Berchtwald Bandylegs (male 5th L shaman)
Great Worm	Great Worm	Great Worm Cavern	Elrem the Wise (male great worm, 20th L shaman)
Grey Wolf	Ravenrock	Blackraven River	Clovis Greenteeth (male, 6th L shaman)
Griffon	Shining White	Shining Creek	Aldalfus Stormgatherer (male 9th L shaman)
Red Tiger	Beorunna's Well	Beorunna's Well	Gارين the Maker (male 5th L shaman)
Sky Pony	Morgur's Mound	wilderness	Valric High Eye (male 8th L shaman)
Thunderbeast	Morgur's Mound	wilderness	Kierkrad Seventoes (male 7th L shaman)
Tree Ghost	Grandfather Tree	unknown	Chungred Ghostheart (male 10th L shaman)
Chauntea	any Uthgardt mound	(see above)	Granna Luthanna (female 5th L shaman)
Gond	The House of Inspired Hands	Waterdeep	Priestess: Jhoadil Zulthind (female 8th L cleric)
Helm	Helm's Hold	Neverwinter	Founder: Dumal Erard (male 8th L monk)
	House Invincible	Silverymoon	Vigilant Master: Erssler Thamm (male 13th L cleric)
	Halls of Vigilance	Sundabar	Priest: Ruthard Fourl (male 10th L cleric)
Lathander	The Spires of the Morning	Waterdeep	High Priestess: Ghentilara (female 10th L cleric)
Mielikki	The Lady's Hands	Waterdeep	Briosar Helmsing (male 10th L ranger)
	Deep Glade	Tall Trees	Wanada Selemensa (female 8th L ranger)
	shrine	Secomber	none
Milil	Halls of Inspiration	Silverymoon	Laureate: Mandaliz (female 12th L cleric)
Mystra	The House of Wonder	Waterdeep	Magister of Mystra: Meleghost Starseer (male 10th L magic-user). First Seeker: Ilbrost Mythyl (male 7th L magic-user)
	Tower of Balance	Silverymoon	Magister: Thukmuul Teleshann (female 17th L magic-user)
Oghma	Halls of Inspiration	Silvery moon	Chief Priest: Sandrew the Wise (male 11th L cleric); First Singer: Winitar (male 6th L bard)
	House of Knowledge	Neverwinter	Chief Priest: Watger Brighthair (male 8th L cleric)
Orc Gods: Gruumsh, Shargass, Ilneval, Yurtrus, and Luthic are worshipped wherever orcs gather in number, often in rocky passes of the northern mountain ranges.			
Selune	Temple of Silver Stars	Silverymoon	High Priestess: Shanathera Moonsoul (female 18th L cleric)
	The House of the Moon	Waterdeep	High Priestess: Naneathea Suaril (female 16th L cleric)
Shiallia	The Golden Oak	Silverymoon	Priestess: Izolda Three-corn (female 8th L cleric)
Silvanus	Deep Glade	Tall Trees	Great Druid: Uthgang Jyarl (male 14th L druid)
	Silverglen	Silverymoon	Willa O'Greensleeves (female 6th L druid)
	shrine	Waterdeep	Watcher: Anarkin Iriboar (male 2d L druid)
Sune	The Temple of Beauty	Waterdeep	High Priestess: Ssaeryl Shadowstar (female 14th L cleric)
Tempus	The House of Heroes	Waterdeep	High Sword: Turik Bloodhelm (male 8th L fighter); Prior: Maxtilar Rhebbos (male 6th L cleric)
	Hall of Warriors	Luskan	Axxium Korvis (male 6th L shaman)
Tymora	The Tower of Luck	Waterdeep	High Priestess: Seenrosa Halvinhar (female 14th L cleric); Prior: Markos Zellizands (5th L cleric)
	Fortune Hall	Silverymoon	Priestess: Shermata Cheng (female 9th L cleric)
Tyr (Torm)	Hall of Justice	Neverwinter	Reverend Judge: Oleff Uskar (male 10th L cleric); Prior: Hlam (male, 7th L monk)
	Hall of Justice	Sundabar	Reverend Judge: Triandial Truthhammer (male 8th L cleric)
Umberlee	Hall of Black Waves	Ruathym	Uther Jeroggean (male 5th L shaman)
	Temple of Red Sails	Luskan	Malakia (female 12th L shaman)
Waukeen	House of Fair Trade	Nesme	High Priestess: Jygil Zelnathra (female 10th L cleric)



Weather in The Savage Frontier

To the southerner's preconceptions, the North means endless winter, month after month of blizzards, ice storms and generally frigid weather. Fortunately for the hardy folk of the Savage Frontier, this is not true. There is no one type of climate or weather pattern in the North. Beyond the Spine of the World mountain range, arctic conditions prevail. From the Spine of the World south to Waterdeep, subarctic weather conditions are to be found. The mountains cause an abrupt climate change. South of the Wall (as the Spine of the World is often called), the climate is more like that of the southernmost reaches of the subarctic rather than a smooth transition from arctic to subarctic. However, the coastal areas as far north as Port Llast are temperate climates, due to the warm deep ocean currents that run from south to north along the coast. The outer islands fall into the subarctic climate, even distant Tuern, which receives the waning warmth of the coastal current. Note that weather at sea and on the islands is dealt with in greater specifics in **Islands of the North**.

The variety of climate conditions makes detailed weather tables for this region cumbersome and space intensive. DMs who require more than the general descriptions that follow, refer to **World of Weather** appendix in the *Wilderness Survival Guide*.

Arctic Climate

The arctic climate conditions which dominate Icewind Dale and the Sea of Endless Ice beyond the Spine of the World bring a bitterly cold winter with lows as cold as -40 degrees Fahrenheit and highs that barely exceed 30 degrees (still below freezing). Summer brings warm days of 70 degrees or more, but with lows that still can drop into the "teens." Near-constant, stiff breezes off the Trackless Sea force temperatures even lower, due to wind chill, by as

much as 10 to 20 degrees. Precipitation falls as snow in winter and as rain or sleet the rest of the year.

Winter snowfall is heavy enough to regenerate the glacier mass that dominates the Utter North. This translates to about 20-50 inches of snow accumulation each winter, but no more than a few inches each snowfall. The rest of the year, drier weather prevails.

Subarctic Climate

As discussed previously, the vast majority of the North, including the islands and the Spine of the World mountain range fall within a mild subarctic climate (but still not quite temperate). This translates as long, bitter winters that effectively last from mid-Marpenoth (October) to late Tarsakh (April) with temperatures that drop into the low -30's and rarely climb past 40 degrees Fahrenheit. These winters are punctuated by fierce, often destructive storms that howl in off the western ocean, dumping mixed snow and rain on the more southerly coast line and heavy snow across the mountains and midlands. Frequent blizzards blanket the land in deep snow drifts (often 10 or more feet deep) and isolate northern communities from one another. In the mountains, temperatures approach arctic iciness, while the forests seem to shrug off the worst effects of winter (some woods, like Neverwinter Wood and parts of the High Forest, never feel winter at all). Most rivers freeze over, with ice thick enough to support wagons and draft teams between Uktar (November) and early Ches (March).

Summers in the North are short, but temperatures still climb into the 80s, which along with high humidity and warm breezes from the southwestern seas keep it warm enough for anyone (if not downright uncomfortable at times). Summer precipitation normally takes the form of rain, but hail, sleet and even snow are not unknown. Summer is also the time for Wizard Weather, when unpredictable and even magical weather patterns occur in the vicinity of the

High Forest.

The cloud-cover over the North seems eternal and unbroken. Partially, sunny days are common, but a day without clouds in the Savage Frontier is difficult to conceive of and is usually worth noting.

Temperate Climate

The true temperate climate begins south of Waterdeep, yet the Sword Coast between the City of Splendors and Port Llast stays warmer and wetter throughout the year than the inland regions. Southerners are surprised to find such mild weather so far north. On the other side of the coin, the coast also bears the brunt of the fierce storms that shriek out of the sea. While winters are warmer on the average, the coast is often subjected to damp, bone-chilling cold far worse than that felt by the midlands. Summers are warmer here, reaching upwards to extremes of 100 degrees, but are relieved by nearly constant sea breezes from the Sea of Swords. As with the inland areas, the skies over the coast are often cloudy. This stretch of coast usually receives some precipitation every day, usually as rain (or sleet in winter). Thick fog is a trademark of the coastal ports and makes hugging the shore a deadly proposition near the tiny, rocky, offshore islands north of Waterdeep.

Island Climates

Though they fall within the scope of the subarctic climate, the outer islands of Tuern, the Purple Rocks, Gundarlun, and Ruathym have a different type of climate than found on the mainland. Like the Moonshaes farther south, they live at the mercy of the stormy seas. Yet unlike those southern islands, the outer islands of the North feel winter's bite nearly eight months out the year. When they are not locked in winter's ice (often a mile or more wide by Alturiak/February), they are shrouded in dense, late-rising fog (if it rises at all). The storms that lash the islands are far



harsher than those on the mainland, and most settlements are wisely built on the lee sides of the islands, away from the “Auril’sbreath” as the islanders call the near-constant bitter northwestern winter winds. Island summers are cool, even by subarctic standards, though the white beaches of Ruathym’s southern shore often bake in the summer heat.

Wildlife in the North

“What adventurers? I didn’t hire any adven... oh, those adventurers. Well bring them in... and will you stop writing already?”

“Well, that was timely, those fellows certainly did a good job researching the flora and fauna... what?... plants and animals, Ereka, plants and animals of the North. No, I don’t think they met all those beasts, I certainly wouldn’t want to and I doubt if their adventure tales are true. I don’t care what Laeral said, I don’t believe in white rabbits the size of ponies, even in the High Forest. Enough already. Let me talk. You just write.”

The wilds of the North and the Islands are a hunter’s paradise. Mundane creatures of all descriptions and sizes usually escape an adventurer’s notice, yet they are vitally important to those would live off the land, including rangers, druids, and native barbarians.

Majestic elk wander the northern forests, hills and fens, as do the lesser fen deer and noble moose. Huge herds of shaggun (shaggy bovines, use buffalo statistics) range the central plains and hills, often competing with the less aggressive domestic cattle herds for pasturage. They provide both food and tests of courage for the Uthgardt barbarians. In the far north reindeer travel in thundering herds (often followed by tundra barbarian tribes), while the white-coated mountain ram, a mighty, wild sheep, commands the lofty mountain peaks. Huge, sometimes deadly wild boars lurk in the forests – fine eating, but often at the steep price of men’s lives.

Small animals abound everywhere: rabbits, squirrels, red foxes, mice, bats, water rats, prairie dogs, beavers, weasels, and ermines. Common bird life includes game birds like the pheasant, grouse, quail, duck, and geese, and song birds of all shapes, colors and sizes.

Fish are a diet staple of many northern towns, including the succulent shallass, found primarily in the Dessarin river network and the szorp, a brown, trout-like denizen of the Delimbiyr and Unicorn Run rivers. Each spring, salmon run up the Mirar, Neverwinter and Dessarin rivers to spawn.

Along the Sword Coast and all the outer islands, seals and sea lions play and breed among the rocks, as do sea otters and dolphins. Though their breeding grounds are farther south, pods of whales are a common sight in the northern ocean.

And last, but never least, there are the mundane predators. The northern mountain ranges are home to the agile red tiger or “snow cat.” Wolves are nearly everywhere and bears are common in all forested or mountain areas, while white polar bears stalk the Uttermost North. Fierce sharks and orca (killer whales) patrol the seas.

The North is also home to many unusual beasts as well, better known to common folk as monsters.

Encounters in The North

Rather than provide a set of random encounter tables for each terrain type in the North, *The Savage Frontier* sets forth a listing of creatures and folk common to the encounter areas in the north, and several unusual, unique encounters with monsters, NPCs, objects, or places. Using these lists and suggestions, and those provided in the specific area descriptions given in later chapters, the DM can choose the encounters he wishes to occur.

Those DMs who can’t live without random encounter tables should refer to the Outdoor Random Encounter Tables and the Aquatic Random Encounter Tables on pages 135-137 of

Monster Manual II. These tables are excellent (but not absolutely perfect) for use with the Savage Frontier. Use the COLD CIVILIZED AREAS tables for land encounters occurring within 90 miles of the Sword Coast. Use the COLD WILDERNESS AREAS tables for land encounters taking place elsewhere in the North (including the islands). For encounters at sea, use the COLD SALT WATER tables on page 137.

Another alternative is to make personalized random encounter tables. Both the *Monster Manual II* and the *DM’s Sourcebook of the Realms* from the campaign set have informative guidelines for this. These tables can include monsters, members of power groups, NPCs, and special events.

Regardless of how encounters are selected, it is an excellent practice for the DM to predetermine a number of encounters before beginning play. This gives the DM a chance to set up the statistics and motivations for NPCs or monsters encountered – particularly important if the DM is running a “storyline” campaign, where seemingly random encounters are actually an important part of the overall adventure plot. It also allows the DM to answer questions like, “What tribe are these orcs from,” “What kind of goods is that Zhentarim caravan carrying and where is it headed,” or “Why are the barbarians wandering this far south?”

Barrenland Encounters

These bleak, often hilly, barren lands seem drenched in a feeling of depression. Even the spring blossoms of gorse and heather that cover the hills seem somehow faded. Trolls are common, as they claim these lands for their own, especially the Trollmoors near Nesmé.

In the Trollmoors, the trolls appear in double-size groups and are often encountered with a 3d level troll shaman or even giant trolls.

In the Fallen Lands and the Lonely Moor, the Beast Lord’s servants scour the land, searching for monsters for their master’s breeding programs.



Nearly any dungeon monster of 10 hit dice or less can be found in the Fallen Lands.

Clear Terrain Encounters

Clear terrain in the north is mainly a grassy prairie of easy rolling hills. The Rolling Hill terrain only indicates where the hills are the most convoluted. The area immediately around cities and towns is farmland, where common encounters include cows, sheep, farmers, herders, longriders (mounted ranch hands), and military patrols (usually Waterdhavian or Neverwinter troops of the Lords' Alliance).

Merchant caravans and military patrols are constantly on the move along the major roads and navigable rivers. Folk traveling between cities in the North usually attach themselves to one or the other of these groups.

Away from civilized lands, the savage barbarians (both Uthgardt tribes and Northmen raiding bands) and wild orcs roam free. Anyone weaker than they is

fair game. Trolls are still a problem, but away from the barren lands, they tend to be solitary creatures.

Rangers roam these lands, but prefer to observe and remain unseen, though they will help folk in need.

In the northern tundra of the Cold Run and Icewind Dale, the fierce tundra yeti (whose color changes with the seasons from white to brown) and the remorhaz make travel difficult.

Near the ghoulish hold, Hellgate Keep, all sorts of twisted chaotic and evil creatures lurk in the pits that dot the plains, fighting amongst themselves and snaring the unwary. Demonic creatures patrol these areas in the service of the demon masters of Hellgate.

Forest Encounters

The woods of the North are primarily broad-leaved deciduous trees, similar to the oaks, maples, elms, and birches of other worlds. Farther north, the deciduous woods give way to conifers like spruce, larch and tamarack, white and

ponderosa pines. Grizzly bears, werebears, and bugbears thrive in these woods, as do the fierce northern ogres. Manticore lurk in the darker glades and small green dragons are said to inhabit the Moonwood, Lurkwood, and the Kryptgarden Forest. Outside the High Forest, treants are known to dwell only in the Coldwood. Owlbears stalk the dark glades of Southwood and the Ardeepforest. And then there are the orcs.

High Forest Encounters

The High Forest is the wildest of all woods in the North. Trees are bigger here (some approaching gigantic stature) and wildlife is more numerous, and often of giant size. It is a fairy wood, home to bright creatures like brownies, pixies, sprites, nymphs, treants and unicorns, and dark creatures like kech, forlarren, stirges, perytons and mongrel men.

Men rarely roam the wood, though intrusions into the northeastern Tall



Trees section will be watched and perhaps interdicted by the many druids who dwell there. Likewise, intruders into the Woods of Turlang in the northwest may be stopped by the treants who dwell therein.

As elsewhere in the north, hunting bands of orcs roam freely, as do parties of demon-folk from Hellgate Keep.

Hill Encounters

The rolling hills of the central plains and river valleys are much like Clear Terrain. The foothills of mountains are bleaker, rougher, often rocky. Bandits make their headquarters in hills along the the major thoroughfares. Goblins in the North have their homes in the hills rather than the mountains (which are usually under orc control). Hill giants usually keep to mountain foothills, though at least three clans are known to range the hills around the Crumbling Stair. In winter frost giants come down from the mountains into the hills.

Island Encounters

The outer islands of the Trackless Sea are generally rough, even mountainous rocky lands, constantly swept by stiff breezes from the chill ocean. Life is hard and the people have become equally hard in order to survive, let alone thrive.

In general, the islands are similar to mountainous terrain, though the coastlines suffer from coastal and sea encounters. The islands have varying populations of Northmen who farm, fish and raid for a living (they are a common source of Northmen pirates). Most islands have one or more clans or tribes of giants, many of whom are sea-rovers themselves.

Demi-humans are not native to these lands, so dwarves, elves, halflings and gnomes encountered out here are either merchants, adventurers, or slaves of the Northmen. Orcs are also non-native to the islands, though lesser goblin and goblinoid races (like kobolds, norkers, and meazels) abound. Giant

spiders and ettercap also roam the mountainous island wildernesses. On the coastlines, scraggs (sea trolls) seek victims and plunder.

Mere of Dead Men Encounters

This is an eerie foetid swamp filled with unpleasant creatures, strange glows, sucking bogs, scummy, reeking cesspools, deadly quicksand and a general aura of unwholesomeness. It is mostly uncharted. Literally any swamp or dungeon creature could be encountered here, regardless of its customary climate. Lizardmen are the predominant sentient race here, led by their mysterious shamans, though bands of bullywugs have been seen (these are probably raiders and not natives). Penanggalen are supposed to roam here, and will-o'-(the)-wisps are numerous, as are trolls, snakes of all sizes, and jillions of insects—from clouds of tiny biters to gigantic monsters.

Mountain Encounters

The mountains in the north vary from the lower coastal ranges to the bleak Graypeaks in the west, to the towering Spine of the World range that separates the North from the frozen wastes of the Uttermost North. Orcs infest the mountains of the Savage Frontier (even the coastal ranges), making it literally impossible to travel them without encountering at least one warband or hunting party.

Here too are giants. Verbeeg, frost and fog giants lair in the Spine and Ice Mountain ranges. The Graypeaks are home to tribes of stone and mountain giants and the coastal ranges are known to contain hill giants. A clan of evil fomorian giants lurks in the southern arm of the Spine of the World near the Dungeon of the Ruins.

Men are rare in the mountains. If found at all, they are often merchants, traveling the mountain passes. However, bands of dwarves are common in all mountain ranges, though they

inhabit only the Ice Mountains. Dwarves seek lost dwarfholds and are extremely suspicious of strangers (who may be after their treasure).

Galeb duhr inhabit most ranges, and yeti and taer stalk the Spine of the World and Ice Mountains, as do ice toads, hoar foxes, and winter wolves.

Dungeon monsters can also be found, usually signifying the presence of nearby ruins.

Sea Encounters

The seas of the North are home to many creatures and a number of sentient aquatic races, including sea elves, sahuagin, and merfolk. Men who roam the seas include Northmen pirates (in their longships), southern pirates (in carracks and caravels), merchant ships from all lands (usually galleons, traveling in fleets of two to five ships for safety), and ships of the Waterdeep, Neverwinter, Port Llast, Ruathym and Luskan navies (though ships of the latter two are indistinguishable from pirates in appearance and deed).

The Sea of Moving Ice provides the northern sea with towering icebergs and islands of ice flow, though these are primarily concentrated along the path of the coastal current, moving westward along a line from The Ice Peak to Tuern.

Common and uncommon creatures of the ocean include dragon turtles, whales, scraggs (sea trolls), giant octopus, water weirds, sea wolves, dolphin, and an occasional white dragon.



Uthgardt Barbarian Encounters

These barbarians can be found almost everywhere south of the Spine of the World and west of the High Forest. Use the following table to select the encountered Uthgardt tribe (though one may also use the closest ancestor mound for this purpose).

2d6 Tribe	Mound
2 Black Lion	Beorunna's Well
3 Blackraven	Ravenrock
4 Great Worm	Great Worm
5-6 Elk Tribe	Flintrock
7 Thunderbeast	Morgur's Mound
8 Red Tiger	Beorunna's Well
9 Blue Bear	Stone Stand
10 Griffon	Shining White
11 Grey Wolf	Ravenrock
12 Tree Ghost	Grandfather Tree

Unusual Encounters

The following encounters are unusual events or encounters that an adventurers might meet in the wilds of the North. Unless an encounter entry states otherwise, it can occur anywhere. The DM should adjust the number of foes to provide a challenge for parties of any level.

TROLLFOES A band of trolls, including a 3d level troll shaman and a giant two-headed troll, is locked in battle with a military patrol. In the Trollmoors, these are Riders of Nesmé. Elsewhere, they are Waterdhavian troops. The soldiers are obviously losing.

LIZARD MEANIES A troupe of lizardmen, their skins painted with camouflage markings, skulks through the underbrush, desperately trying not to be seen. They are carrying something—no, someone who does not wish to be carried. At the DM's discretion, this may be:

- a beautiful maiden.
- an aarakocra from the Star Mounts.
- a halfling merchant from the south.

GHOST SHIP A shimmering, high-prowed galley cuts straight toward the party (even on land, far from the sea). A storm seems to blow ahead of it and the sky darkens eerily. The tattered sail flies the symbols of the god of death Myrkul, floating on the waves of Umberlee's sigil. Plants wither and die in its wake. The ship is crewed by 30 seaweed-draped skeletons in the command of a pair of spectres.

A LOST SHIELD A golden, decorated shield +3 lies half-hidden by shrubbery. The emblem design on the shield is that of a Griffon Rampant. A haunt (MM2), once a valiant cavalier, lurks nearby and attempts to possess any who take the shield. The dead cavalier's mission was to rescue a southern princess taken captive and sold in Waterdeep long ago. The princess is long dead too, but at least one of her descendants bears a remarkable resemblance to her.

AN ABANDONED VILLAGE The village is like a ghost-town—no bodies, occupants or signs of violence. A thorough search uncovers a painted stone showing stick men and women entering a dark hole. A battle is taking place between the trailing stick men and other figures (men? trolls?) who follow them.

FLAMES IN THE TWILIGHT The adventurers encounter an outlying farm in flames near an agricultural town. Dark figures are visible, skulking in the red light of the flames and fearful voice cry out in terror. Strange, green light streams out through the windows and cracks between the boards of the farmhouse.

HUNTERS At a roadside campsite, the PCs encounter a band of close-mouthed travelers. Eventually their leader reveals herself to be a bounty hunter who has been unsuccessfully looking for an adventuring band. The weary hunter offers to share the reward if the party can help her. The description she gives is a dead ringer for the party

when they last visited a major city. Who has put a price on the PCs' heads and why?

NECROMHARGE Organized bands of undead ravage the major trade routes. They ambush travelers, kill everyone, steal valuables and take all the bodies. Dead victims swell the raiders' ranks. Rumor of a dark mage leading armies of undead spreads like wildfire, followed by a whispered word: "Necromharge." The Lords' Alliance offers rewards for the mage's destruction.

On a lonely road, the PCs get their chance to gain the fabulous reward, as skeletons, zombies, wights, and spectres swarm out of the woods to swell their ranks.

HISTORY MYSTERY The PCs encounter a battle between a band of confused elves in archaic garb and howling orcs who dance around them. If the PCs rescue the elves, it should be apparent that they are either from Faerun's past or from another world and do not know how they came to be here.

RANGE WAR! Longriders (mounted ranch hands) from Longsaddle ranches are at war with longriders from Triboar over pasture rights. The party are assumed to be mercenaries in the pay of one side or the other. Of course, a barbarian raid could change all this.

LOCKED IN THE ICE OF THE AGES (Sea Encounter Only) An iceberg contains a huge monstrous form and a glint of gold and colorful crystal.

SKY WARS Two flying castles of exotic design pass overhead. The air between them is electrified by *fireballs*, *meteor storms* and *lightning bolts* that blast and scar their metal surfaces. Small creatures swarm like ants over their surfaces until one suddenly belches forth great gouts of flame and begins to go down...

THE PEOPLES OF THE NORTH



"8 Myrtul. Today, my great master Amelior Amanitas, and I his ever-humble servant Ereka, set forth on our journey to Silvermoon, over 500 miles to the north. Amelior believes that the Herald's Holdfast near there will help him write about our land. But, he just wants to see Lady Alustriel again. He's going to make a fool of himself, I can see it coming.

"10 Mirtul. As usual with our aerial trips, the A. A. became deathly ill when the gasbag rose into the air and has remained greenly semi-comatose since. The fire elemental has performed well, keeping the air bag hot, but the air elemental has been a real pain. Instead of avoiding the High Forest, we are now

directly over it, on a collision course with some rather sharp mountains. Nothing to be done I guess. Might as well copy over Amelior's notes."

The two major human peoples in the North are barbarians: the fair-haired Northmen who dwell along the Sword Coast and upon the outer islands, and the dark-haired Uthgardt tribes who roam the wild interior. The third major race in the North is not human at all: orcs dominate the wilds and may be the true, though disunified power in the North.

Other folk, like the dwarves, the Ice Hunters, and the lizardmen, are native to the North, but wield no great political

or economic power. And though they are prolific elsewhere in the world, members of the halfling and elven races are rare in the North.

The Northmen

"Deliver us, O Lathander, from the fury of the Northmen" –A Calishite prayer

The term Northmen refers to one of several seagoing, usually warlike, peoples found along the Sword Coast north of Waterdeep and the islands to the west, including Tuern, Gundarlun, and Ruathym in the Trackless Sea and Norheim and Norland in the Moonshaes.



The tall, fair-haired, sea-loving Northmen barbarians were the third human people in the north. According to dwarven records, the peaceful Ice Hunters had ranged the far North for centuries and the folk of lost Netheril had dwelled along the Narrow Sea for millennia before the Northmen arrived.

The Northmen's primitive ancestors built small villages along the Sword Coast. Many grew into places of importance, including fabled Illusk (ancient Luskan), Eigersstor (now Neverwinter), Port Llast, and Nimoar's Hold, which the world now knows as Waterdeep.

The early Northmen avoided the wild interior. They farmed the rocky, but rich coastal lands, fished coastal waters warmed by deep north-bound currents, hunted deer in the forests, seals in the coastal rocks, and whales in the depths of the Trackless Sea. Yet with the coming of summer, the call of the sea would be irresistible to the young men and they would go a-raiding.

From Kythorn to early Marpenoth, the fierce, barbaric battle-cries of Northmen were heard in Lantan, Amn, and Tethyr; in Calimshan and other countries and cities of the Shining Sea, even as far south as fabled Nimbral.

These wild barbarians explored the Trackless Sea, discovering Tuern, Gundarlun, Ruathym, The Purple Rocks, the Whalebones, and eventually the Moonshaes (though others had been there before them).

Other Northmen braved and explored the orc-infested interior, becoming the human partners of The Fallen Kingdom, ancestors of the Uthgardt tribes, and mercenaries for lost Ascalhorn.

Though they are often referred to as barbarians, not all Northmen fit this classification. Along the Sword Coast, many of these barbaric sea raiders have become civilized, primarily due to the influence of southern folk. They farm, fish, and mine their rugged lands, then smartly trade their goods with southern merchants. Many once-feared raiders have become merchants whose skill at bargaining equals or betters the war-

like talents of their ancestors, such that many a Northman merchant returns with more southern booty than do the raiders.

Still, an edge of savagery remains. The Northmen of Luskan and the islands are fierce and warlike. The warrior known as the berserker is more often than not a Northman. Fierce, fearless dragonships ply the northern waters, wily pirates who are able to outrun and outmaneuver heavily-laden merchant galleons. And each summer, the fierce, barbaric battle-cries of Northmen raiders still ring loud in the south.

Northmen Attitudes

The barbaric Northmen are bold, macho, impetuous, fierce in battle, and callous in their treatment of others. Foreigners (read as "not Northmen") and non-humans are treated with respect only if their skill in battle is obvious. Otherwise, they are weaklings, deserving scorn from "real men."

Like other barbarians, Northmen dislike magic and magic-users. In rural communities or on outer islands like Tuern and the Purple Rocks, magic-use is punishable by death. Clerics are treated with aloof disdain (even Northmen shamans receive little respect).

Northmen love a good fight and prize physical strength and weapon prowess above all other things. To prove themselves, the Northmen constantly wage war with whomever they feel that they can defeat. It is uncommon to find a Northman kingdom that is NOT at war.

They enjoy hearty food, somber songs, good drink (particularly mead and ale), treat their women with respect, but value and cherish the precious long ships beyond other property or family. True Northmen derive sensual pleasure from the appearance of a sleek long ship, its gracefully curving lines slicing easily through even rough seas.

Weapons and Proficiencies

The battle ax is the Northman's weapon of choice. With ax in one hand and a sturdy shield in the other, the Northman believes he can conquer the world. Missile weapons other than the javelin are considered weaklings' tools since they do not rely on the pure strength of the warrior.

At sea, Northmen raiders rarely wear armor heavier than studded leather and shield (AC 6). Metal armor drags one down to UMBERLEE'S bosom too quickly. For land raids, chainmail is donned by those lucky enough to own it (AC 4). A Northman king or High Captain usually possesses plate mail.

The island Northmen possess all the primary skills known by barbarians (survival, first aid, outdoor craft, and tracking) and know the following tertiary skills: running and small craft, rowed.

Gods of The Northmen

The surly Northmen are not what one would call a "religious" people. They pay grudging homage to several gods only because those powers have control over things the Northmen do not. Tempus, the god of battles, is the only deity who receives more than cursory piety.

Likewise, the earthly agents of the gods, normally shamans, are treated with similar callousness, having a lower status than warriors. Clerics and shamans are rare and are seldom more powerful than 7th or 8th level.

The deities whom the Northmen honor include Auril, the Frostmaiden; Tempus, the Lord of Battles; UMBERLEE, the Bitch Queen; and occasionally Valkur the Mighty. In rare instances Malar is worshipped, but usually only by those berserkers who revel in battle fury. Northmen rarely devote themselves to one god, but honor their three primary deities: Tempus, Auril and UMBERLEE, when they are within that deity's sphere of influence.

The Northmen see Auril as the



bringer of winter on the world, an important part of their existence. They placate her with offerings of food and strong drink in autumn and winter, placed upon rafts set adrift at sea. In times of dire distress, human sacrifices may be the meal placed on the raft. Such sacrifices are usually taken from prisoners or slaves, but not always.

Warriors worship Tempus before battles. He is the berserker's patron, protector of those who succumb to berserking frenzy. He too takes human sacrifice—prisoners taken in battle.

The seafaring Northmen give great respect (and fear) to Umberlee, goddess of oceans, waves and currents—the ocean gladly accepts their customary sacrifices before each voyage. The longer the journey, the greater the sacrifice. As with other Northmen deities, Umberlee receives human sacrifices. She is believed to cause shipwrecks and drownings, and is the mistress of the sharks that endanger stranded sailors.

Berserkers

Some Northmen fighters (a 20% chance per individual) have the ability to drive themselves into a berserker frenzy in battle. Warriors who demonstrate this aptitude are often gathered by their king into a royal bodyguard or unit of elite soldiers. The fighters can bring on the berserker rage simply by contemplating imminent combat, or in response to a surprise attack.

Berserker Northmen receive either a +2 bonus to hit, or they may attack twice per round (never both) and need never check morale. For the purposes of BATTLESYSTEM™ Fantasy Combat Supplement rules, they have a discipline of 0. If a player wishes to avoid having his Northmen consumed by berserker rage, he can make a morale check before the fighters go berserk. This check suffers a -2 penalty, but if it succeeds, the Northmen do not become berserk during that fight.

Dragon Ships of The North

The long ship of the North is the love of the Northman's life. You will never find one of these war ships used as a fishing vessel. Also known as "dragon ships" due to the carved figureheads mounted on many of these proud northern warships, they conform closely to the drakkar (the Viking Dragon Ship described in the DMG, pp. 53-54). The long ship is a square-sailed, oared ship with a single mast that can be unstepped (removed). Their open, deckless, relatively light hulls are "clinker" built, that is, with overlapping planks riveted together. This flexible hull lets the ship sail over the waves, instead of having to force its hull through them. In mountainous seas, though, the open hold makes even the flexible long ship susceptible to foundering.

Long ships are the fastest ships along the Sword Coast in most weather. Even the multi-masted caravels of the south cannot outrun a long ship with a strong breeze at its stern.

A typical long ship is crewed by 40 men, warriors all. Each warrior's sea chest is his oar bench. See the Ships of the North table in **Islands of the North** for long ship statistics.

Regional Northman Differences

GUNDS The folk of Gundarlun are excellent merchants and fishermen, more reverent to the gods than the average Northmen. They favor the sword over the ax and even poorer folk dress in garb made of colorful southern cloth.

Gunds are found as adventurers or mercenaries along the Sword Coast. They have only a 50% chance to gain the benefits of the barbarian character class and are rarely berserkers.

The figureheads on their long ships often depict fish (perhaps marlins or swordfish) and predatory birds (such as ernes and ospreys).

TUERNISH The isolated folk of Tuern worship no gods (and argue that none exist) and tolerate no magic-users in their midst, but give tribute to the red dragons of the mountains. They try to enslave all non-Northmen and, when visiting other lands, deface temples of the gods.

They sail long ships big enough to house giants (which they often do), with figureheads that depict fierce warriors. Most have crews of over 100 warriors.

RUATHYN AND LUSKANITES

Though they are separated by 1,800 miles of open ocean, the Ruathyn (the people of Ruathym) and the Luskanites are closely related. They dress in furs, wear horned helmets, constantly raid settlements along the coast and on the Moonshaes, attack ships on the high seas, and hate Waterdhavians, elves, halflings, southerners, and each other.

They trust only their weapons. The figureheads on their ships favor red and white dragons, as do their sails.

ROCKLANDERS The people of the Purple Rocks were once a Gundarlun colony. There are no aged here and no children. The skins of all the people are unusually scarred and weathered. For Northmen, the Rocklanders are unusually warm and friendly, though their smiles may seem fake. They appear to worship the usual Northman deities, but their graven images of those gods all show many, tentacle-like arms. Their long ships favor squid-like figure heads.

The Uthgardt Barbarians

"Blood flowed like spring melt water from Uthgar's wounds as he stood before his sons on the massive skull of Gurt, the lord of the pale giants. With voice unweakened, he spoke of his gift.

"Mighty Tempus declares that I may no longer walk among you. I will not go without leaving you a final gift. You know that I have fought the beast gods and taken from each a part of their



strength, which I in turn give to you.

“Teach the children these secrets. If they devote themselves to the beast gods, then they may call upon the beasts’ power.”

“And so speaking, Uthgar mounted his sky pony and joined his father Beorunna in the war halls of Tempus.”

The Uthgardt barbarians (named for Uthgar, their legendary founder) conform closely to the barbarian character class defined in *Unearthed Arcana*, and gain that class’s benefits.

The Uthgardt are a black-haired and blue-eyed people—large, hardy folk descended from a mixture of Northmen fugitives, Netherese refugees, and a few savage tribes, including the Beorunni (folk of Beorunna); who live by raiding, hunting, gathering, and farming.

The Uthgardt are divided into 10 tribes (at the present). Sometimes there are more, sometimes less. The tribes are named for the beast totems which Uthgar conquered—Black Lion, Thunderbeast, Red Tiger, Blue Bear, Great Worm, Sky Pony, Tree Ghost, Black-raven, Griffon, and Grey Wolf. Although civilization has come to the north in waves throughout history, much of the land is wild and untamed, the unbounded home of the Uthgardt. Their tribal lands extend north into the Spine of the World, south as far as The Stone Bridge, east to the Cold Wood, and west to Neverwinter Wood. They avoid cities, the High Forest and the lands around Hellgate Keep.

Although some tribes have embraced agriculture and fixed habitations, the Uthgardt have few stable villages. Most tribes wander the wilderness in small clan or family groups and live within a few weeks’ travel of their ancestor mounds, their holiest of holy grounds.

Uthgardt Attitudes

Tradition is the centerpole of Uthgardt life. Yet it is blind devotion to tradition that keeps them savages. Strength is everything and civilization is a weak-

ness not to be tolerated. Among the Uthgardt, men are warriors and hunters, and women tend to food gathering and family needs. They have no written language and little art beyond geometric carvings and clothing decoration. Their religions and philosophies focus on war, plunder, and survival in a harsh land.

They are superstitious, with a paranoid dislike of magic. To reveal oneself as a magic-user to an Uthgardt warrior is to ask him to kill you.

The Uthgardt barbarians have little to do with city folk, other than to treat them as prey. Lone traveler or large caravan, both are ripe fruit for plunder (still, some Uthgardt have made beneficial “civilized” alliances).

Though the Uthgardt prey on civilized folk and frequently fight among themselves, they are quick to unite, even with non-Uthgardt, against their common ancestral enemy: the orcs.

Clothing and Appearances

Most Uthgardt show the strong Netherese bloodlines in their dark hair and fair skin, like the folk of Silverymoon and Sundabar. From Northmen ancestors come mighty physique and blue eyes. The barbarians dress in fringed leathers and furs. They love bright colors, gaudy jewelry, and ornamental decoration—everything they own is embellished with complicated designs and geometric patterns interwoven with designs representing their tribal totems and other beasts. The men of the tribe tattoo their cheeks with simple images of their totem, and the women are the showcase for their warriors’ victories, wearing captured booty proudly.

Tribal Weapons and Proficiencies

In addition to the hand axe, knife, and spear, the Uthgardt favor the battle axe, atlatl and javelin, and the long bow. The most common Uthgardt armor is leather and shield (AC 7). Some warriors pos-

sess studded leather and shield (AC 6). A tribal chieftain may possess chain-mail and shield (AC 4). In most cases, the shield is a spiked buckler (which can be used as a weapon).

The Uthgardt possess all the primary skills known by barbarians (survival, first aid, outdoor craft, and tracking) and know the following tertiary skills: long distance signalling, running, and snare building.

Religion in The Tribes

Within the Uthgardt, all deities are allied to a central religion focusing on beast totems. Each tribe has its own totem. All other deities, including adopted “foreign” gods, are secondary and subservient to the beast gods. This includes Tempus (the Uthgardt war god) and Chauntea (the earth goddess, although she is worshipped exclusively by tribal women). Uthgardt legend tells that Tempus is the father of Uthgar, founder of the tribes (while other legends claim Uthgar’s descendancy from Beorunna). Chauntea is worshipped as the “grandmother,” whose daughters (fathered by Uthgar after he ascended unto the halls of Tempus) are the wives of the beast gods.

These nonbeast gods are represented among the tribes by shamans of lesser power (rarely above 4th level). Chauntea’s clerics are always women.

“Southern” gods are occasionally found in tribal strongholds, tolerated only because they or their clerics provide something valuable to the tribe.

Beast Totem Cults

The Uthgardt barbarian tribes each worship one of the beasts whose powers were taken by Uthgar. The totem cult encompasses the worship of the tribe’s ancestors, including Uthgar, his sons, and long-dead chieftains and shamans.

Tribal shamans (tribal spell-casters of limited power—see DMG p. 40) are the magical power within the tribes.

Shamans have the same hit dice as



human clerics. They dress in barbarian garb, but their clothing is decorated with magical symbols and relics fortified with holy power and prayer. When a shaman dies, his relics are buried with him in his ancestor mound.

Sacred Bundle The holiest of these relics is the shaman's sacred bundle, an enchanted leather satchel containing spell components and objects too holy for others to see. These objects have been gained by the shaman at the request of his ancestral spirits. Each sacred bundle is protected by a guardian spirit (see *summon ancestor* below) who appears from the bag if it is opened by anyone other than its owner.

Spells and Powers In addition to their normal magical spells, the Uthgardt shamans have two special abilities—one a power and the other a spell.

Beast Power

Level: (usable once per day)
 Range: 0" (Touch)
 Duration: 1 turn/level of caster
 Area of Effect: One person
 Components: V,S,M
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: A shaman may call upon the tribe's beast power once per day. Beast power is a special ability the effects of which are different for each totem cult. In essence, it allows the shaman to wield a special ability unique to his totem. The power may be personally used by the shaman, or its effects may be granted to another devoted follower of the totem.

Although not a spell, this power requires that the shaman possess a sacred bundle and a holy symbol (usually a carving symbolizing the totem beast). The individual power effects are given in the Uthgardt tribe descriptions.

Summon Ancestor

Level: 3
 Range: 1"/level of caster
 Duration: 2 rounds/level of caster
 Area of Effect: One spirit
 Components: V,S,M
 Casting Time: 4 rounds
 Saving Throw: None

Explanation/Description: When a shaman casts this spell upon his tribe's ancestor mound, it causes an ancestor to come forth, drawn back as a spirit, a ghost-like creature of neutral alignment. The spirit takes form as a transparent being, a combination of totem beast and primitive human. To select the type of spirit summoned, the DM rolls 1d20 and matches the result against the table below.

When the spirit appears, the summoner must make a Wisdom Ability Check to control it; otherwise the spirit becomes an uncontrolled ghost and immediately attacks all living beings around it. The number following the type of spirit is a modifier that is added to the shaman's 1d20 roll during the Ability Check. However, even an uncontrolled spirit may not travel more than 50 feet from the ancestor mound.

A controlled spirit may perform the following functions for a shaman: attack a foe (as a ghost), guard the ancestor mound for a year (until freed again at the next Runemeet), tell the shaman ancient secrets, initiate a new shaman (only ancestral shaman spirits may do this), or raise dead (as the 5th level clerical spell). This last power can only be performed by spirits whose name is followed by an "R." In payment for the last power, the spirit drains 1d4 experience levels from the person being raised and may demand (at the DM's discretion) an annual tribute of riches to be buried in or near its tomb.

The spell requires a sacred bundle, a relic of the desired ancestor (though another may appear) and a small bonfire.

Spirit Summoning Table

If a specific "normal" ancestor is summoned, roll 1d20. If the result is 15 or less, the desired spirit comes and the control roll modifier is -5.

d20 Ancestor	Modifier
1-5 Recently dead shaman	- 2
6-10 Recently dead chieftain	-3
11-13 Long dead shaman	+1 (R)
14-16 Long dead chieftain	-
17 Ancient shaman	+5 (R)
18-19 Ancient chieftain	+4 (R)
20 Special (see below)	

Special Spirits

d20 Special Spirit	
1-12 Beast power incarnation*	+8 (R)
13-16 Son of Uthgar	+12 (R)
17-19 Uthgar	+15 (R)
20 Beast god **	+17 (R)

* This is the ghostly form of the beast totem. It can remain for a number of days equal to the level of the shaman. Unlike an ancestor spirit, it may leave the vicinity of the mound. Each day it can bestow the tribe's beast power on a number of followers equal to the summoner's level, minus the number of days it has remained on the prime plane.

** The beast gods are wild deities. If summoned, one usually possesses the summoner (or someone nearby) and then decides what to do with its newfound physical form. The possessed body becomes a 20th level barbarian (for hit points and attack rolls) with the spells and abilities of a 20th level druid. The avatar of the beast god can assume the beast form or use the tribe's beast power at will.

The Runemeet

The Uthgardt religion is close to nature and is tied to the change of the seasons. The holiest time of year occurs during the autumnal equinox during the



month of Eleint (coincides with the festival of Higharvestide). At this time, all tribal clans converge on the tribe's ancestral mound for the annual Runemeet. These huge earthworks mounds, often shaped like the totem beasts, are sacred burial grounds, where only the greatest shamans and chiefs are interred. Here the Uthgardt worship their gods, set tribal policy, perform marriages, celebrate births, formalize adoptions, and mourn deaths.

During the Runemeet, youths desiring to be adults and warriors of all ages participate in the ritual of the Rune-hunt, in which those involved seek victory over one the tribe's ritual enemies—usually orcs.

The Uthgardt Tribes

Taken as a whole, the separate tribes form the Uthgardt people, yet they have individual distinctions that divide them and quash any possibility of unity as a people. This diversity is expressed as cultural variances, devotion to their unique totems, and tribal goals.

Each tribe has an ancestor mound where they worship their totems (and other gods) each fall during the Runemeet. Several share mounds with other tribes, while some mounds are lost or abandoned.

Each tribe is ruled by a chieftain, who may also style himself as king. The chieftains are barbarian class fighters, usually of 8th to 13th level.

Chief shamans are the most powerful in their tribe, usually 7th level or better and normally accompany the chieftain. Other shamans of lesser or even equal power exist within each tribe.

The ritual enemy is a foe whom young barbarians must challenge and overcome in order to become adults. It is also the focus of ritual hunts during the annual Runemeet. Orcs are the common ritual foe of all Uthgardt, but each tribe has its own personal enemy.

As described previously, the beast power is a magical ability possessed only by tribal shamans.

Black Lion Tribe

Ancestor Mound: Beorunna's Well

Chieftain: Alaric the Strong

Cleric: Patreveni Onehand

Shaman: Bogohardt Blackmane

Ritual Enemy: the tundra barbarians (tribes beyond the Spine of the World).

Beast Power: Lion's Roar. Deafens foes for 1d6 turns if they do not make a saving throw vs. spells. Only Bogohardt can still wield this power.

The black lion is long gone from the north, yet the tribe that bears its name lives on. Chief Alaric's badge of office is said to be a cape made of black lion skin (those who claim to have seen it recall only a mangy scrap of dirty black furl.

Nestled in the wide valley that separates the North from the glacier beyond is the small village of Beorunna's Well (mostly small huts, long houses and a few tents), which stands a respectful distance from the watery pit that is its name-sake. Here, the complacent Black Lions have forsaken tradition to become farmers and herders. Hunters still roam the wilds, but the tribe no longer depends upon them for survival. Agricultural success lets them trade with others for their needs.

In forsaking their barbarian traditions, they have also cast aside their tribal totem. Most folk of Beorunna's Well worship the Tyr alliance of Tyr, Torm, Ilmater and Helm.

Beorunna's Well is one of the most sacred sites of the Uthgar barbarians. The folk here sense its eldritch nature and fear it more than they revere it. During Runemeet, the Red Tiger tribe performs the required rituals while the Black Lions avoid entering the well.

Blackraven Tribe

Ancestor Mound: Ravenrock

Chieftain: Ostagar Tenfeather

Shaman: Pureheartman

Ritual Enemies: Griffon tribe and foreign merchants and clerics

Beast Power: Shapechange. The wily raven gives his shamans the power to assume the form of any natural animal (not dungeon monsters) native to the North.

Of all the Uthgardt, the Blackraven are the most conservative, holding tightly to the old ways and reacting violently to the new. Pureheartman and his assistant, Wulphgehar, are the only shamans tolerated by the tribe. As far as the caravans who ply the north are concerned, the Blackravens are the worst of the tribes. Blackraven warriors are renowned as bandits, gaining this reputation because they prey on those whom they despise the most—foreigners, especially merchants and missionary clerics. They seek to destroy that which may threaten their way of life. The tribe is aided in their quest by their totem, the gigantic ravens of Ravenrock. The raiders sit astride massive ravens, swooping down out of the sky to rob and terrorize caravans. The Blackravens have little respect for tribes who dwell in towns (particularly the Thunderbeast and Griffon tribes), since those tribes have adopted foreign ways. In return, they are enemies of those tribes. King Gundar Brontoskin (Thunderbeast chieftain) offers a bounty for the destruction of the Blackravens' eggs.

Because their raiding spoils are tainted with foreign influence (including gold, jewelry, weapons, fabric, etc.), these items are sacrificed to the Blackraven and secreted away in Blackraven shrine, near the Ravenrock ancestor mound. The Blackravens protect their shrine closely and do not welcome foreign intrusion. Woe betide the person who is caught searching for (let alone robbing) the tribe's treasure-laden shrine.

Blue Bear Tribe

Ancestor Mound: Stone Stand

Chieftain: Hlutwig Long-throw

Shaman: Tanta Hagara

Ritual Enemy: Civilized farmers

Beast Power: Bear fury. The recipient of this power grows claws, increases in strength and can claw and bear-hug attack like a cave bear.

This tribe is evil, a pawn of Hellgate Keep. The Uthgardt tribes stand united



in their enmity towards the infamous Blue Bear tribe. No longer a mere spirit, the blue bear totem has become demon-like due to the tribe's association with the evil within Hellgate Keep. Likewise, the tribesfolk have degenerated and become brutal, possibly even more savage than orcs.

GAME INFORMATION: Tanta Hagara is not human; she is an annis, a haglike giantess from Hellgate Keep. She seeks Grandfather Tree, the tribe's lost ancestor mound. She has a unique way of dealing with the tribe's captives... she eats them.

Elk Tribe

Ancestor Mound: Flintrock
Chieftain: Zokan Thunderer
Shaman: Berchtwald Bandylegs (Elk totem), Trothgar Grunald (Auril)
Ritual Enemy: "The ancient ones" (any old ruin, tomb, or evidence of ancient civilization qualifies).

Beast Power: Horns of Wisdom. This is the same as the clerical spell *commune*, except that it causes elk antlers to grow from the skull of the shaman. Each use causes additional horn growth.

The Elk tribe's normal range includes the Evermoors, the plains east of the Dessarin and the Dessarin and lower Surbrin river valleys. Of all the tribes, they are the most arrogant, surly and self-indulging. Considered by many to be little more than bandits, they often raid other tribal settlements for food, women, and sport. They have loose ties with the rulers of Luskan but are unwelcome elsewhere. Chief Zokan Thunderer is regarded by most as a vulgar thug. Under his rule, clerics of the Talos alliance have gained a strong hold on the tribe.

Great Worm Tribe

Ancestor Mound: Great Worm Cavern
Chieftain: Bardawulf Boldheart
Shaman: Elrem, called "The Wise"
Ritual Enemy: Evil creatures
Beast Power: Breathe fire three times as a red dragon of same hit dice.

The most notable feature of this tribe is its chief shaman, Elrem the Wise. Imagine a gigantic, bat-winged snake with the head of a red dragon and you will have a picture of this tribe's mythical totem and its elder shaman. Unlike most other tribal shamans, Elrem is not human. He is a great worm, possibly the only great worm in existence (though tribal legend states that he was once human and may be one of Uthgar's sons). Elrem sleeps year round in the depths of Great Worm Cavern, waking once each year at the Runemeet to prophesy of the future, based on his dream travels.

Through Elrem's guidance, the tribe has chosen evil creatures (orcs, giants, creatures of Hellgate Keep, etc.) as ritual enemies.

Grey Wolf Tribe

Ancestor Mound: Ravenrock
Chieftain: Alrik Tenstone
Shaman: Clovis Greenteeth
Ritual Enemy: The orcs of Gauntlgrym
Beast Power: Lycanthropy. Regardless of the phase of the moon, the shaman may assume wolf form, or awaken latent lycanthropy in another tribesman.

Though they are not the most numerous or the most powerful, this is the most feared of the Uthgardt tribes. Long ago, the tribe adopted human refugees from the lost city of Gauntlgrym. The evil that had possessed the city caused the tribe to be cursed with lycanthropy. Any tribesman who possesses Greywolf blood becomes a wolf under the light of the moon (although those who are adopted by other tribes slowly lose the curse). On moonlit nights, the entire tribe roams the wilderness in search of prey.

During Runemeet, the Blackraven tribe tolerates the Grey Wolves at their shared ancestor mound of Ravenrock—so long as the moon is not full.

Griffon Tribe

Ancestor Mound: Shining White
Chieftain: Kralgar Bonesnapper
Shaman: Adalfus Stormgatherer
Ritual Enemy: The cities of the North
Beast Power: Griffonbeak. The spell target's head becomes a griffon head, capable of biting for 2d8 damage.

Chief Kralgar Bonesnapper is a popular man of great charisma, and even greater ambition. Since assuming leadership, he has pushed his people towards greater accomplishments, making the Griffons foremost among the tribes in power, skill, and learning. His great goal is the conquest and possession of one of the northern cities. To this end, he has declared ritual war on the cities. Unallied clans seeking either plunder or the benefits offered by cities have joined the Griffons, swelling their ranks.

Even so, Griffons' Nest, the primary tribal encampment, rivals some of the smaller northern cities. Without realizing it, Kralgar may accomplish his goal within his lifetime as Griffon's Nest slowly changes from camp to city.

While the tribe wages incessant warfare against the cities, they welcome contact with outsiders, considering all as potential allies in their quest.

Red Tiger Tribe

Ancestor Mound: Beorunna's Well
Chieftain: Adalwulf Longfang
Shaman: Garinen the Maker
Ritual Enemy: Blue Bear tribe
Beast Power: Shapechange to tiger, as the 7th level druid ability.

Like their totem beast (which is also called the snow cat, since its fur changes color in winter), this tribe is wild and solitary. They hunt in very small family groups and roam widely, primarily in the Cold Wood. They are wary of all strangers and would sooner avoid contact with things or folk which they do not know. The tribe has few shamans and no shrines other than Beorunna's Well. The men of the Red Tiger tribe are strictly hunters, leaving



gathering and trading to the women, elderly and children. The Red Tigers believe that the true test of a hunter is the ability to bring down prey unaided. Often, their only weapons are "tiger claws," short wooden handles embedded with three sharp stone daggers. The hunter holds these so the daggers project between the fingers like claws.

The Red Tigers are loyal to King Gundar Brontoskin of the Thunderbeasts, who won their respect during a Runemeet Runehunt by bringing back a leucrotta, slain with only a pair of tiger claws.

Thunderbeast Tribe

Ancestor Mound: Morgur's Mound
Chieftain: King Gundar Brontoskin
Shaman: Kierkrad Seventoes
Druid: Wisteria Borsdotter (Silvanus)
Cleric: Sigurd Gandolfsson (Tyr)
Ritual Enemy: Wolves
Beast Power: Cause skin to temporarily become tough and gnarly like dinosaur hide (AC 5). As the recipient of the spell walks, the ground shakes.

The Town of Grunwald on the edge of the High Forest is home to this most civilized of the tribes. Although, he wields no official power over the other tribes, King Gundar has the charisma and respect necessary to call the tribes together into a horde.

The tribe takes its name from the apatosaurus (brontosaurus), which in ancient times roamed here. Tribal shamans claim that thunderbeasts still dwell in the High Forest. The clan's hearth at Morgur's Mound is surmounted by an apatosaurus skeleton. It said that in time of great need, the tribal shamans can animate the skeleton to fight in the tribe's defense.

In addition to the Beast Cult shamans, the Thunderbeast tribe in Grunwald has grown civilized enough to tolerate priests of other religions, primarily the druids of Silvanus, and the clerics of the Tyr alliance.

Tree Ghost Tribe

Ancestor Mound: Grandfather Tree
Chieftain: Gunther Longtooth
Shaman: Chungred Ghostheart
Ritual Enemy: Evil undead creatures
Beast Power: Druid magic. The shaman may perform any one druid spell up to 4th level (may be different each time).

The Tree Ghosts are wanderers who search for Grandfather Tree, their lost and abandoned ancestor mound. At Runemeet, they worship at whichever ancestor mound is most convenient before resuming their wandering again.

Unlike the other Uthgardt tribes, the Tree Ghosts totem is not a beast. The Tree Ghost is a woodland spirit, similar in some respects to an elemental, but drawing life, energy and intelligence from the forest and giving back its energy to the forest as a caretaker and guardian. Supposedly, each forest has a Tree Ghost whose power depends on the size of that forest. The elves disclaim the existence of such beings, but the Tree Ghost tribe stands firm in its belief in their tribal totem and are able to draw on the spirit's power.

The Tree Ghosts are cordial to foreigners, but will not ask for outsiders' help in their holy quest for their ancestor mound. Although as a rule the barbarians hold the civilized folk of the north in disdain, the Tree Ghost warriors owe allegiance to High Lady Alustriel of Silvermoon and would die to a man for her.

"20 Mirtul. Spent night in Hall of Four Ghosts. Real creepy. A. A. says the birdmen were aarakocra and that they're really nice folk.

"21 Mirtul. Out of all the places in the world, we run into someone Amelior knows here—a blue dragon! Dragon agrees to take us as far as Everlund!"

Other Folk of The North

Aarakocra

The aarakocra, the bird men of the Star Mounts, are the extremely secretive descendants of one of the ancient creator races. Were it not for an occasional sighting made of manlike forms flying above the High Forest, mankind would be totally unaware of their presence here. They dwell in six small villages on the upper slopes of the central mountains. At least one village is located at the headwaters of The Unicorn Run.

GAME INFORMATION: Each village has a shaman (6th level cleric) with access to the spells listed for tribal spellcasters in the DMG and the spells *cloudburst* and *speak with dead*.

Barbarians of Icewind Dale

"The men of the tundra"

The tribes north of the Ten Towns eke out a harsh and bitter life on the tundra between the Reghed glacier (part of the Endless Ice Seal and the Sea of Moving Ice. The men of the tundra are tall, taller than most southerners by a head. They tend to be fair haired (blond, red or light brown) and blue-eyed. Like all barbarians, they are suspicious of magic, equating it with both weakness and evil. The only power they recognize is the power of a man's weapon arm.

Each of their several tribes was formerly ruled by a king. Known tribes were the Tribe of the Elk, the Tribe of the Wolf, the Tribe of the Bear, and the Tribe of the Tiger.

In the recent past, they sought to invade the Ten-Towns of Icewind Dale, only to be repulsed by an unexpected alliance of the Towns themselves and the dwarves of Kelvin's Cairn. The barbarian warriors were destroyed.

Heafstaag, the wily king of the Tribe of the Elk, allied the survivors with the evil wizard Akar Kessell for the evil wizard's attack on the Ten Towns. Wulfgar, a barbarian youth whose life had been spared by the dwarf Bruenor, slew



Heafstaag in a challenge combat and became king. He brought the barbarians to the Ten Towns, but as allies of the Townsfolk, not enemies. With their aid, the Townsfolk repulsed Kessell's horde. Now only a few small tribes roam the wilderness, the others dwell in the Ten-Towns, slowly learning the ways of civilization. Their leader is Revjak, an older barbarian who succeeded Wulfgar Dragon-slayer, and who rules from Caer-Konig, which the barbarians rebuilt (along with Bremen) after the battle.

The tundra barbarians worship tribal beast totems and Tempos god of battle (their name for the war-god Tempus). Unlike the Uthgardt barbarians, the tundra barbarian shamans cannot call upon their totem's beast power.

GAME INFORMATION: These barbarians are identical to the fighter subclass described in *Unearthed Arcana*. The barbarians dwelling on the tundra can raise a horde of 250 men. The barbarians in the towns can manage 500.

Dwarves

In the North, the grim, dour dwarves normally choose to separate themselves from other folk. They stand alone when other races band together for safety. It should be no surprise that few dwarven communities survive here. Frigid Ironmaster on the shores of The Cold Run and Citadel Adbar in the Ice Mountains to the east are the only dwarf holds of any consequence remaining in the North, though several Northern cities, notably Mirabar, Neverwinter, Silverymoon, and Sundabar, have dwarven quarters within their walls.

Dwarves in the North acknowledge but one dwarven king, Harbomm of Citadel Adbar and are more loyal to tribe and clan than to king. Yet in time of need the clans unite under the king's banner.

The dwarves of the North are the finest forge-men and metal-crafters in Faerun (so they say) and produce armor and weapons beyond compare. Mer-

chants of Sundabar still bring magical weapons south from Citadel Adbar for sale in the markets of the realms. While the demand for such wondrous weapons and armor is high, the production of them is rapidly diminishing.

Every year the number of dwarves dwindles; the birth of young dwarves does not keep pace with battle losses and the deaths of the aged and infirm. Craft masters die with their secrets and young smiths find too much call for their services in battle.

GAME INFORMATION: Dwarven NPCs and warbands who hail from Adbar or Ironmaster will usually be armed in the best possible armor and each dwarf has a percentage chance equal to his level multiplied by 5 (per item) of having one of the following: a magical weapon, a magical shield, and magical armor.

The Ice Hunters

"Ancient Men of the North"

This ancient people lived here long before other humans. They tend to be short, dark haired, broad-faced, with light-brown skin. They were the original primitives dwelling on the shores of the Trackless Sea. The arrival of the "Northmen" drove them further and further north until now they live only in small tribal communities along The Cold Run and on The Ice Peak (though several villages, like Icewolf, have become Northmen towns).

The Ice Hunters have stolidly resisted the culture of other peoples. They live simple, rarely violent lives — fishing and hunting seal, whale, walrus and polar bear on the vast floes of the Sea of Moving Ice.

On land, they travel by dog-drawn sleds. At sea, they use small water-tight boats of seal-hide called khyeks and larger boats call oumyeks.

Though quite primitive, the Ice Hunters are noted for their wisdom. They are protective of their real names, and use only nicknames when dealing with outsiders. Ice Hunter nicknames

are based on nature and rarely indicate personal prowess or achievement, such as "Sky in the Morning," "Red Seal Man," "Ten Dogs," "Reindeer Girl," etc.

The Ice Hunters and their witch doctors (cleric/magic-users) worship beast totems, mostly animals important to their survival, including Clever Oomio the grey seal, Grandfather Walrus, Great White Bear, and Pindalpau-pau the reindeer mother.

GAME INFORMATION: Ice Hunters have higher wisdom than other peoples. An Ice Hunter character would add +2 to his Wisdom characteristic. Ice Hunters are usually of lawful alignments. An Ice Hunter witch doctor uses spells as described on page 40 of the DMG, but may also use the following spells upon reaching 4th level (as if they were 2nd level spells), but each only once per week: *wind wall*, *monster summoning I* (summons arctic creatures only), *wall of ice*, and *cone of cold*.

Lizardmen

The lizardmen of the Mere of Dead Men are the degenerate descendants of a reptilian creator race. While they do not hate mankind or demi-humans, they have no interest in them either. In fact, they treat all other sentient beings, except dragons, as animals (which are used for food). Sightings of lizardmen usually describe them dancing wildly around megalithic stone menhirs (rough stone pillars) or skulking about Uthgardt ancestor mounds.

GAME INFORMATION: Lizardmen of the Mere are always accompanied by a shaman of 1d6+1 levels. There is a 1 in 20 chance that the group will be in the service of a lizardman lich and an additional 1 in 20 chance that the lich actually accompanies the lizardmen! If lizardmen encounter either bullywugs or aarakroca, the lizardmen attempt to capture them for later sacrifice.



Orc Religion and Magic

The orcs in the North worship an alliance of chaotic, orcish gods, including Gruumsh, Bahgtur, Shargass, Ilneval, Yurtrus, and Luthic. As described earlier, these orcish gods are identical to the descriptions given in *Unearthed Arcana*. The shamans and witch doctors who worship these gods devote themselves to a single deity.

In addition to the clerical spells granted by the god, they may control creatures associated with their deity, using them as mounts, familiars, or body guards. Shamans of Baghtru are often mounted on mighty oxen. Shamans of Shargrass can summon bats, including giant bats and the colossal doombats which can be ridden as mounts. Shamans of Yurtrus may animate dead to create skeletons and zombies. Priestesses of Luthic (also shamans) are often protected by several cave bears.

Orc holy spots are marked by huge cairns (piles) of skulls, including orc, human, elven, dwarven and other humanoid races. Orcs are so devoted to their holy sites that they become berserk if they discover a desecrated site, destroying all they encounter in their frenzy (see Northmen berserker rules).

Orc tribal names are variants of one of the orcish gods' holy symbols. Thus the holy icon of the Stinking Claw orcs would be a rotting claw, possibly a variant of Yurtrus's white hand.

Orc Regional Distinctions

In the North, the orcs are grouped into five rough divisions, based on geographical location: the Spine of the World orcs, the Trollmoor orcs, the Ice Mountain orcs, the High Forest orcs and the Fallen Lands orcs.

Spine of the World Orcs

In these bleak mountains, the most powerful orc tribes skulk in stone fortresses stolen from the dwarves and renamed. Eyegad, Tarne and Vokan with their gloomy squat buildings and oppressive black temples are the visible

tips of sprawling underground tunnel and cavern complexes that house tribes with names like Skortchclaw, Skreetch, and Bleeding Eye. Others like the Slashers and Orcs of the Severed Tongue lurk in the unnumbered small caves that pepper the valleys and passes of these mineral-rich mountains.

GAME INFORMATION: The Skortchclaw tribe, under King Ugra Ngarl, is forcing goblin slaves to mine mithril beneath Fortress Eyegad. The mithril is apparently being sold in great quantity to someone in the High Forest.

Trollmoor Orcs

These orcs who dwell in the barren Evermoors are loosely organized and rove the moors in bands preying on travelers on the Evermoor Way, attacking boats on the Rauvin and raiding against outlying settlements near Nesmé and Everlund, and organizing in the fall to attack the Uthgardt Runemeet at Flintrack. Known orc tribes in the moors include the Vile Rune, Dripping Spear, Bonesnapper, Red Murderer, and Throat Slitter tribes.

GAME INFORMATION: Trollmoor orcs have only witch doctors, never shamans. They worship the non-orcish god, Bhaal.

Ice Mountains Orcs

Most of these are orcs loyal to King Graul, son of Eldoul. The rest (over 40,000 in the Citadel of Many Arrows alone) follow Obould, an orc of giant stature and fighting prowess (though Obould is said to pay fealty to Graul). The Ice Mountains orcs wage constant war with the dwarves of Citadel Adbar and stage frequent raids against Silvermoon and Sundabar.

The High Forest Orcs

These orcs dwell in tunnels and small villages about two days' journey into the wood. They are arch-foes of rangers and are suspected to possess for-

estry skills. They worship a demipower called the Wild Hunter, a lawful evil variant of the Master of the Hunt (as described in the Celtic Mythos section of the *Legends and Lore* cyclopedia). Orc tribes in the High Forest include the Tanglethorn, Sharpspike, Bloody Eye, and Horned Lord tribes.

GAME INFORMATION: Due to their woodland habitat, orcs of the High Forest have the non-magical abilities of rangers (but gain no pluses in battle against goblin class creatures). Wild Hunter shamans actually grow stag antlers from their heads and may substitute druidical spells for clerical spells.

The Fallen Lands Orcs

The orcs of the northern Fallen Lands and Graypeaks follow King Ogrash, a powerful orcish shaman and warrior who is reputed to wield *Skullripper*, a *halberd* +3. To the south, many petty orcish kings wage constant battle against each other. More often than not, orcs encountered in the southern region will be involved in battle with other orcs. Known tribes of the Fallen Lands include King Ogrash's Bloody Scar tribe, and the Black Slasher, Severed Fist, Seven Eye, and Black Bone tribes.

GAME INFORMATION: Orcs of the Fallen Lands have cavalry—20% of all encountered orc bands will be mounted on ugly, black, ostrich-like flightless birds (use ostrich statistics). Most mounted orcs have short bows and lances.

Trolls

After orcs, trolls are the scourge of the Savage Frontier. The "everlasting ones" roam the wilds, chasing, attacking and eating all they meet.

GAME INFORMATION: The trolls in the Evermoors (Trollmoors) travel in bands of 3-18 trolls. Each band has a 25% chance to include 1d3 giant trolls and an additional 30% chance to contain a 3d level troll shaman.

CITIES, TOWNS AND VILLAGES



"Hrrumphh. It is just beyond reason. I can't imagine the guardians of the Herald's Hold-fast refusing me, me of all people, en trance to the fortress. Were it not for the good Lady Alustriel our trip should have been for nothing."

(A.A. always pauses after saying her name. Gone gooney, I knew it).

"I am not gooney I should have let the dragon eat you when you said that about his mother The Moruemes are a principled clan. What they eat is none of your business. What was that? That is none of your business either."

Rare are the civilized folk who do not dwell in cities, and in the Savage Frontier, those cities are walled and heavily defended. Larger towns and cities have thick stone walls. Smaller towns and villages are surrounded by wooden palisades. In addition to their standing militia, most cities in the north have ballistae and catapults mounted on their wall towers, which can be trained on larger foes.

Although they are not shown on the map, the fortified frontier steadings of large farms or ranches and more powerful independent landholders are not shown. A typi-

cal frontier settlement would house 10 to 50 people in a cluster of wood and stone lodges, longhouses and huts within a high wooden palisade. Most of these small holdings are ranches and farms concentrated along the western banks of the Dessarin River and fishing communities on the Sword Coast.

Bargewright Inn

Population: 35

Government: Council of directors, chaired by innkeeper Feston Bargewright. A member of the Lords' Alliance.

Located at Ironford on the river Dessarin, Bargewright Inn is not truly a village, but more a collection of businesses that grew up to serve the needs of travelers and then later the farmers and ranchers who settled along the west bank of the Dessarin.

Economy: Travel services, including an inn, a tavern, a dry-goods shop, the "House of Good Cheer," a combined rent-a-temple and festhall, a ferry, a wagon repair shop and a pharmacist who specializes in sick pack animals.

Militia: Aldon Bargewright (brother of Feston), a 5th level ranger, leads five 1st

level fighters and 20 0-level villagers. Except for Aldon's sword +1, they are armed with pole arms.

Citadel Adbar

Population: 14,000 dwarves

Government: King Harbromm (dwarf).

City Badge: The Forge-Mark of the king, an upright single-bladed handaxe enclosed by a circle of flames, in red on a silver field.

Built by the dwarven king Adbar during the waning years of ancient Delzoun (the dwarven Northkingdom), only the tip of this fortress shows above ground. The rest, miles and miles of granite corridors, can house 60,000 dwarves. Some of the finest mithril mines (outside of Mithril Hall) are found in Adbarrim (the proper name for the underground citadel). The number of dwarves who dwell here has been dwindling slowly, as few dwarves are born to replace those who die.

Economy: Mithril mining, metal refining, weapon and armor smithing. Noted for sword blades, forge bars, and ax and pick heads.

Militia: 200 dwarves are always on duty.



Another 1,500 dwarves can take up weapons on a moment's notice. A total of 9,000 dwarves can take the field.

Citadel of Many Arrows

Population: 40,000 orcs

Government: Ruled by self-styled King Obould, a giant, powerful orc.

This fortified city was once the dwarven hold of Felbarr, part of the realm of Delzoun. When that ancient realm began to falter, the dwarves abandoned ancient Felbarr (which was far from any productive mines) and turned it over to troops from Silverymoon. The human garrison of 3,000 troops immediately came under attack from orcs. Fifty years later, an orc horde of awesome magnitude poured down from Dead Orc Pass to the east, surrounded the citadel and, heedless of their own losses, slaughtered the human defenders to a man in what became known as the Battle of Many Arrows.

The orcs in the citadel are far too numerous to dislodge. They constantly harass travelers between Silverymoon and Sundabar, even attacking caravans in sight of the cities' gates. The citadel has too many residents, most are hungry and poor (even by orc standards).

Economy: Trades in plundered goods — particularly with other orc tribes and evil human merchants. Chief manufacturer of orcish-made weapons and armor of all types.

Militia: The citadel has 1,000 orcs on guard and another 1,000 patrol the wilds at all times. In times of need, 18,000 warriors can be summoned.

Everlund

Population: approx. 12,000 folk of non-evil races.

Government: Council of six Elders. A member of the Lord's Alliance.

This walled "open city" to the south of Silverymoon on the river Rauvin is the home of many human caravan masters, adventurers, and tradesmen. As in Waterdeep, the folk of Everlund are tolerant of other peoples, races and religions, but must be constantly wary of the monsters who lurk in the wilds. The council is negotiating with Silverymoon and the Lords' Alliance to fund the construction and maintenance of a

true road along the Evermoor Way between Everlund and Yartar.

Economy: made — dominates the shorter overland routes between Silverymoon and Yartar. Rumored to deal in plunder obtained from bazaars in the orc Citadel of Many Arrows.

Militia: Standing army of 2,000, supplemented by patrols of 200+ adventurers and mercenaries.

Fireshear

Population: 15,000 miners

Government: Triumvirate of three Senior Merchants from Mirabar, Waterdeep, and Neverwinter. Member of the Lords' Alliance.

City Arms: A crossed blade, pick, and shovel at the base of a leaping flame on an ice-blue field.

This isolated mining town on the frigid tundra of the Cold Run is the site of extremely rich veins of copper and silver. The metallic ores were exposed by a long-ago volcanic explosion (or perhaps a meteor strike) that blasted out a large bowl-like crater, shearing away tons of rock — hence the name, "Fireshear."

The inhabitants are all miners (representing most major non-evil races) who dwell here year-round, though their families may live elsewhere. Everything else is imported: food, goods, services. The ruling triumvirate seeks to ensure that the valuable ores of Fireshear fall under the control of no other city in the North (particularly Luskan).

Economy: Mining.

Militia: All miners bear the responsibility of defense; essentially, Fireshear has a standing civilian militia of 10,000.

Griffon's Nest

Population: 900 Uthgardt

Government: Chief Kralgar Bonesnapper

This village of crude huts and longhouses surrounded by a palisade which encloses all but the outlying farms has been rapidly growing in the 10 years since Kralgar became chief.

Economy: Subsistence level farming, hunting, woven baskets and containers (which are sold to visiting traders), and gold panning in Shining Creek.

Militia: 300 Uthgardt warriors in resi-

dence, plus another 1,000 who can arrive to form a greater horde.

Grunwald

Population: 200 Uthgardt

Government: King Gundar Brontoskin

This tiny village is built upon the ruins of a dwarfhold. Most homes are built of stone rubble and timber from the forest. The tunnels beneath the city are known, but are taboo, off-limits to villagers and foreigners alike. A druid grove and a shrine to Tyr are located near the king's lodge.

Economy: Forestry. Sells logs and lumber to Mirabar and Longsaddle. Dark Shanut wood from Grunwald ends up in the hands of craftsmen in Sundabar and Waterdeep.

Ironmaster

Population: 9,000 dwarves

Government: Lord Clanmaster Strogue Sstar (LG 9th level dwarf fighter).

City Arms: A red anvil on a gray, diamond-shaped field, the long points of the diamond vertical.

Carved into the rocky walls of a frozen valley on the Cold Run, where the Shaengarne River flows into the Sea of Moving Ice, stands this isolated, stone-towered city of dwarves. Its tunnels and storage chambers weave in and out of stone and never-melting ice. The deepest mine shafts lead down to extensive iron deposits, far greater than any found elsewhere in Faerun.

Non-dwarves are unwelcome here and the city's trade goods are sold primarily in Fireshear to other traders.

Economy: Iron goods — pots, pans, and forge bars (flat bars that a smith can easily form into something useful).

Militia: 300-dwarf standing army with 3,000 dwarves ready to take up weapon and shield at a moment's notice.

Leilon (LEE-lun)

Population: 3,000

Government: Lord Pelindar Filmyra, Lord of Leilon. Leilon is a member of the Lords' Alliance and a firm ally of Waterdeep.

This small human mining town on the Sword Coast sprawls along the High Road.



Unlike most northern towns, it lacks walls. A wooden palisade atop an earthen bank shields the landward side, but the wall has no gate.

The mines east of Leilon are rich in copper, nickel and silver. The mountains are honeycombed with mine shafts and tunnels, including several that open up into the town itself, and some that go very, very deep. Leilon has no proper harbor. During good weather, a dozen massive ore barges are loaded in the shallows, then poled and rowed out to unload their cargo on waiting transport ships. Even in the best weather, the operation is tricky.

Llorkh

Population: 2,000 humans, 300 dwarves
Government: Lord Geildarr (LE 7th level magic-user).

The folk in the isolated town of Llorkh still delve in the old, nearly worked-out mines that honeycomb the mountains to the north and east. Now, many citizens find more profit in assisting the Zhentarim caravans that come in from the east.

The old lords of Llorkh, respected and retired former miners and fighters, never would have tolerated the Zhentarim in their midst. But the last of the old lords, Phintarn "Redblade," was found dead at the base of Lord's Keep. Overnight, a new Lord seized the Keep and the Throne. Since Geildarr the mage took power, the Zhentarim caravans have been arriving, bringing gold into the town, and the dwarves have been quietly leaving (there are whispers that many have been murdered as Phintarn was).

Geildarr keeps order in the town and his 400 purple-cloaked "Lord's Men" keep the town safe against orc and Hellgate Keep incursions. Still, he is not loved or even liked by the townsfolk.

Economy: Mining, farming, caravan services.

Militia: 400 1st-4th level warriors in chainmail and shield loyal to Geildarr (and the Zhentarim).

Longsaddle

Population: 130 (1,100 if outlying farms and ranches are included)

Government: The town is ruled by a council of elders. Ardanac Harpell (NG 9th level magic-user) is the chief elder, a member of the Lord's Alliance.

This tiny agricultural village is home to the Harpell family which has produced a number of influential mages in the North (including Malchor Harpell who now splits his time between Longsaddle and Waterdeep).

The village Elder, Ardanac Harpell, dwells in the "Ivy Mansion," the Harpell's ancestral home, high on a hill in the center of Longsaddle.

The village has a daily farmers' market, a way-stable, a stirrup maker and bell-caster, and The Gilded Horseshoe, an inn noted for its hospitality and its defensible wooden palisade.

Local stories say that griffins are bothering Longsaddle, preying upon cattle, horses and longriders who stray too far from local ranches.

Economy: Longsaddle is noted for beef and mutton. Large ranches continue to expand, encroaching further into monster-held frontiers.

Militia: Longriders (ranch-hands) from surrounding estates can be summoned to form a militia of 100 men. Most fight with spear, bow or lariat.

Problems: Griffons living nearby have slain the residents of several farmholds. Orc and Griffon tribe Uthgardt raid the herds.

Loudwater

Population: 4,000

Government: Ruled for 45 years by the High Lord of Loudwater, Nanathlor Grey-sword (NG 11th level cavalier) who came to the North from Nimbral to found his own realm, but instead, rose to rule a place that needed him.

Nearly a quarter of the inhabitants of this lovely town near the midpoint of the River Shining are half-elven, descendants of the Eaelrann elves. A thousand years gone, the dwarf Iirkos Stoneshoulder built a spectacular arching stone bridge for the elves who once dwelt here. The elves are gone, but the bridge and the wide pool which serves as a river harbor still remain. Here, of old, traders of the Eaelrann elves began the portage around the Shining Falls before journeying north on the river again.

Loudwater is an idyllic place, where green, grassy banks line the river, and great green trees shadow its waters. The town's wooden buildings are overgrown by hanging plants and ivy until they seem one with the forest.

Economy: Farming, fishing, caravan

services to and from Llorkh.

Militia: 300 warriors, divided into patrols of 20 each under the command of Harazos Thelbrim (LN 5th level fighter) and Kalahar Twohands (CG half-elven 6th level fighter).

Luskan

"City of Sails"

Population: 16,000 (humans only!)

Government: Five High Captains: Taerl, Baram, Kurth, Suljack, and Rethnor, presumed to be retired pirates.

Luskan is a seafaring merchant city, home to fierce, proud and warlike Northmen. This important northern port city is located at the mouth of the river Mirar, a swift and icy, cold and rocky, unnavigable river.

Although it seeks merchant trade, visitors are few and often made to feel unwelcome. This probably has much to do with the fact that Luskan is a known harbor for northern pirates, if not an outright sponsor of their activities. Inns that serve travelers are rare; The Cutlass, a notorious dive on the docks (a pirate haven no doubt) and the Seven Sails Inn are the only known lodgings in the city.

Luskan wages almost constant war against naval powers that its Captains feel they can defeat; recently they crushed Ruathym. In the past, they been defeated by Mintarn and Orlumbor (supported by Waterdeep and Amn) and slaughtered on the seas by the ships of Lantan, who they no longer even speak of. Luskan warriors often raid inland, particularly when sea vigilance makes raiding the coast difficult.

The Zhentarim are said to be attempting an alliance with Luskan (but it is unknown as to their success).

Economy: Trade and piracy. In peacetime, the city's warships act as "unsanctioned" pirates (the High Captains direct them, but pretend they are independents acting in defiance of Luskan law), trying to make all shippers use only Luskan ships or only Luskan as a port by preying on all other ships, and on all shipping that visits Waterdeep (Waterdeep's navy is on constant patrol for this).

Militia: The city has a standing army of 200 spearmen, and a navy of 14 warships (dragonships), armed with 70 archers each. Luskan is involved in an "ego" war with Ruathym. Neither side will admit defeat so clashes continue. Waterdeep has threatened involvement if the two nations refuse to negotiate an end to the conflict.



Luskan Map Key

(map located on inside cover)

1. Reavers Muster Hall. The court of "Law" for officially-sanctioned Luskan Pirates. All booty must be surrendered for inspection here, with cuts going to the town treasury and the sponsoring High Captain.
2. Seven Sails Inn
3. The Cutlass (a notorious tavern)
4. Captains' Court (government palace)
5. Taerl's fortress (residence)
6. Suljack's lodge (residence)
7. Baram's palace (residence)
8. Kurth Tower (residence)
9. Ten Oaks (Rethnor's residence)
10. Winter Palace (Temple of Auril)
11. Hall of Warriors (Temple of Tempus)
12. Temple of Red Sails (Umberlee)
13. Red Dragon Trading Lodge & Warehouses
15. Mirabar District. Includes warehouses, ore bins, refineries and residences owned (and policed!) by Mirabar mercantile companies.
16. Whitesails Harbor. Busy port used primarily by foreign craft, which are not allowed to use Dragon Beach.
17. Dragon Beach. Private harbor of the High Captains, used by their navies, merchant vessels and, of course, the pirates who berth in Luskan.
18. Illusk Ruins. Remnants of ancient Illusk, used as burial grounds for rich Luskanites and said to be haunted.
19. Hosttower of the Arcane. This mercantile company and wizards' guild is composed primarily of magic-users and is tolerated only because it has power. While it presents a unified front to the world, factions within the Hosttower constantly vie for power within and without the guild, allying themselves with the High Captains, and aiding them in their own internal dealings (or urging them into war).

The Hosttower is currently under the guidance of Arklem Greeth, a NE, 15th level wizard. Arklem's lieutenants are Eldeluc and Dendybar the Mottled.

The Hosttower contains all manner of magical items and spellbooks (more than a few mages have died, leaving their belongings here). Like any wizards' tower, it is magically trapped and guarded. Basilisks and stone golems are said to wander its halls and storerooms.

Mirabar

Population: 19,000 men and 4,000 dwarves

Government: Elastul Raurym, Marchion of Mirabar, a fat, lusty, red-bearded man who loves pleasure and money.

Royal Badge: an upright, rust-red, double-bladed axe with a pointed haft and a flaring, flat base set on either a black or purple field (on ships' pennants, it appears on white).

This mining center for the Sword Coast is a cold, gray stone city, surrounded by mines, quarries, and talus. Grim men and grimmer dwarves crowd its unadorned streets. Richest of the cities north of Waterdeep, its mines provide vast amounts of most known metals, fine gems, and high quality metal goods from its ever-hot forges.

The Council of Mirabar meets each fall in the Hall of Sparkling Stones to determine where and when to sell their metal, mindful of who will use it to forge weapons to make war on whom.

Merchant families of Mirabar are very competitive. House guards often battle openly when mines accidentally connect, or when two ore caravans meet on trade roads. The merchants of Mirabar own many ships based in Luskan, but resent the High Captains' threats to cut Mirabar off from the coast if their constantly increasing "harbor fees" are not paid up for years in advance. Marchion Raurym makes a point of traveling south to warmer climes before the onset of winter, to negotiate trade agreements with rulers who have many luxuries, but little metal. His 64 bodyguards wear platinum plate mail, and are commanded by four "hammers," 6th level fighters named Djassar, Hulmm, Kriador, and Turvon.

Economy: Mining of ores and gems, metal refining and crafting.

Militia: 950 men mounted on ponies in summer and trained rothe in winter. Merchant families maintain house guards, adding another 500 foot soldiers.

Nesmé (NEZ-may)

Population: 6,000

Government: Theocracy under the clergy of Waukeen. First Speaker of the city council is High Priestess Jygil Zelnathra (N, 10th level cleric).

This trading town within its circular

wooden palisade is the only settlement, human or otherwise, within the Evermoors. To the east, beyond the city walls are 40 or so farms who rely on the Riders of Nesmé for their safety. The spired temple of Waukeen-Merchant's friend dominates the central city. The clergy of Waukeen, who rule Nesmé, welcome all who come in the name of honest trade. A fortified bridge crosses the Surbrin river to the west, linking the city with paddocks, stock-pens, the city's river docks, and the fortified stables of the Riders of Nesmé, the city's militia and army.

Council meetings generally involve conflict between Tessarin "Longtresses" Alaurun, a wizardess (NG 13th level magic-user) and High Priestess Jygil Zelnathra (though both women respect each other's abilities). Tessarin opposes the Theocratic dominance of Nesmé and believes that her home city would be better off without the religious late-comers who now hold power.

Economy: Trade, farming, horses, livestock, barge making.

Militia: The 400 Riders of Nesmé patrol the Evermoors for two days ride on either bank around Nesmé, defending the city against orcs and trolls, and policing the population of Nesmé, which has a higher turnover than most settlements due to the total dominance of traveling trade.

Neverwinter

"The City of Skilled Hands"

Population: 17,000

Government: Lord Nasher (NG, ST 18/09, CHA 17 12th level fighter and former adventurer who gained much magic in his career)

Royal Badge: Three white falling snowflakes, surrounded by silver and blue haloes.

A city of skilled craftsmen noted for accurate water clocks, exotic lamps of multi-hued blown glass, and for its gardeners who fill the town with fruit-bearing trees and flowers. The town's name comes from the practice of raising hot-house flowers throughout the winter (tales of winter-free woods and the ever-warm waters of the Neverwinter River which keeps the city's harbor ice-free year-round may contribute to the truth—see chapter 7 for more on Neverwinter Woods). The folk here are noted for their efficiency, quiet manners and dedication to ensure that work gets



properly done.

Lord Nasher is an amiable, but fearless balding man who enjoys music and hearing tales of other lands and peoples. Nasher is guarded by the “Neverwinter Nine,” who carry nearly as much magical gear as he himself.

Economy: Crafts and horticulture.

Militia: 400 archers and spearmen who carry explosive missiles devised by city craftsmen and wizards. They patrol the city as police, and protect the High Road as far north as Port Llast and as far south as Leilon.

GAME INFORMATION: An explosive missile does 2d8 damage, and is treated as a grenade-like missile. The manufacture of the explosive missiles is a closely guarded secret, not shared even with other members of the Lords’ Alliance. They are not for sale, though it is no secret that many groups covet them.

Port Llast

Population: 700

Government: First Captain Haeromos Dothwintyl, a retired stonemason (LN, ST 17, WIS 17, 0 level fighter). Port Llast is a close ally of Neverwinter.

This sleepy little coastal village between Neverwinter and Luskan is known mainly for its skilled stonemasons. Luskan covets the fine harbor, seeking a more southerly berth for its numerous warships. In olden days, when Luskan (then Illusk) was held by orcs and hostile duergar, this village was a thriving city, the “last port,” the northernmost access to the mineral wealth of the North. Then it was 20 times as populous as today. Orc raids destroyed that magnificent city, but shattered remnants of mighty walls still ring the village (though much has been plundered or used to repair local homes). Portions are used as gardens, graveyards or have returned to forest.

Economy: Stonework, fine and rough.

Militia: 50 local men, mostly retired stonemasons, a garrison of 50 Neverwinter troops, and a 30-man garrison from the Lords’ Alliance.

Secomber

Population: 900

Government: Traskar Selarn (CG, 11th level ranger). Traskar takes frequent council from Secomber’s “first citizen,” the eccentric wizard Amelior Amanitas.

There is little to distinguish this village on the lower reaches of The Unicorn Run River. Its folk fish the river, farm the plains, cut pink granite from the cliffs that mark the northern edge of the High Moor, and provide guides and guards for caravans traveling west to Zundbridge and Ironford. Orc and other monster raids are infrequent here and much of the village is outside its tiny palisade fort. If it weren’t for the on-again off-again residence of Amelior Amanitas, who has a tendency to blow up laboratories or send innocent pieces of furniture to other planes, life in Secomber would be quite duller than it already is.

Economy: Stone-cutting, caravan services, agriculture.

Militia: A 30-man garrison from the Lords’ Alliance, plus 100 0-level local irregulars, one iron golem and two unusual-looking stone golems provided by Amelior Amanitas.

Silverymoon

Population: 26,000

Government: Ruled by Alustriel, High Lady of Silverymoon (CG, IN 18, WIS 17, DEX 16, CHA 17, 22d level magic-user), a member of the Harpers.

Silverymoon is the largest inland city, strong and bustling with activity. Folk of all good races dwell here in a harmony that is attributed to the High Lady’s kindness, grace and diplomacy. It is not uncommon to find elves (yes real elves!) discussing things magical with dwarves, while perusing scrolls in the Vault of Sages, the town library. Most of the city lies on the north bank of the River Rauvin. Construction in the last century has spread out on the southern shore from the base of the arching magical “moon-bridge,” a bridge across the Rauvin constructed of invisible force fields. The bridge’s central arch can be reduced to nothingness by magical means to spill attackers into the river or allow tall-masted ships to pass.

Much of the city’s activity centers around higher learning, including the magical arts.

Some say that it echoes the spirit of lost Myth Drannor—the fabled lost city where elves, dwarves, and men worked together to bring knowledge, particularly magical knowledge—and the arts to a peak of perfection never achieved elsewhere.

Economy: Forestry, support services for popular schools of music, higher learning, and magic.

Militia: The gallant, heroic defenders of Silverymoon are known as “The Knights in Silver” (as they are called in a ballad penned by the bard Mintiper Silverhand). They number over 500.

Silverymoon Map Key

(map is located on color foldup map of the Outer Islands)

1. High Lady Alustriel’s Palace (heavily guarded by loyal magic-users of all ranks and numerous skilled warriors)
2. Courts and Assembly Halls
3. The Market
4. The Docks
5. Arken’s Invocarium (stone fortress, now a magical college)
6. The Moonbridge (a magical, invisible bridge)
7. The Golden Oak Inn & Temple to Shiallia (a demipower allied with Silvanus—Priestess/proprietress Izolde, ST 18(65), CG 7th level cleric)
8. Moorgate
9. Eastern Garrison Barracks
10. Hunter’s Gate (north gate)
11. Western Garrison Barracks
12. Sundabar Commons (assembly area for eastbound caravans)
13. Sundabar Gate
14. Lady’s College
15. Vault of the Sages (library)
16. Helmer’s Wall (once a gate within the old city wall, now a tavern popular with students)
17. Miresk’s School of Thaumaturgy (wizard’s home and magical school)
18. Utrum’s Music Conservatory
19. Dancing Goat (a bawdy tavern)
20. Mielikki’s Glade
21. Adbar Trading Coster (operated here by humans from Sundabar)
22. Fortune Hall (temple to Tymora)
23. Halls of Inspiration (temple of Oghma and Milil)
24. House Invincible (temple of Helm)
25. Tower of Balance (temple of Mystra)
26. Silverglen (sacred grove of Silvanus)
27. Temple of Silver Stars (temple of Selune)



Sundabar

Population: 36,000

Government: Master of Sundabar, Helm Dwarf-friend, a former adventurer (NG 14th level fighter), who served in the Bloodaxe Mercenary Company. Member of the Lords' Alliance.

Once a dwarven citadel, Sundabar was rebuilt by human refugees from Ascalhorn (now Hellgate Keep). This fortified city is known for woodworkers who make wonderful carved furniture, musical instruments and travel chests of unusual grace and durability. It trades extensively with the dwarves of Citadel Adbar and Sundabarian merchants are exclusive distributors for the wares of many prominent dwarven craft-clans. It is the base for the Bloodaxe Mercenary Company (see "For The Greater Glory" in Appendix D: Adventures).

Economy: Trade, primarily with Silverymoon, Everlund and Citadel Adbar. Manufactures wood items of enduring beauty. Also receives defense subsidies from the Lords' Alliance to defend against Hellgate Keep.

Militia: 2,000 warriors, including many companies sponsored by the Lords' Alliance and the temples of Helm.

Ten Towns

Population: 6,500

Government: A council spokesman, one from each town. In general the smaller towns follow the lead of Bryn Shander and Targos. Cassius, spokesman of the Ten Towns, is the accepted leader.

The Ten Towns of Icewind Dale, home to a multitude of men and women with "checkered" pasts, are truly on the cutting edge of adventure, in the farthest (and coldest!) reaches of the Savage Frontier. Built up around three lakes, Maer Dualdon, Lac Dinshere and Redwaters, the Ten Towns are relatively young, founded less than 30 years ago by exiles and renegades from southern lands. In the past five years, the towns have survived two major attacks, the first from tundra barbarians and the second from the forces of Akar Kessell, a mad wizard under the power of the evil artifact Crenshinbon, the Crystal Shard. The second attack destroyed and depopulated two of the towns. They were reconstructed and are now occupied by "civilized" tundra barbari-

ans. The towns, Bryn Shander, Targos, Bremen, Termalaine, Caer-Konig, Caer-Dineval, Easthaven, Good Mead, Dougan's Hole, and Lonelywood, are all fiercely independent and fiercely competitive with one another, particularly with towns that share the same lake. Fighting between rival ships is not uncommon.

If one needs a place to hide, the Ten Towns may be the last place anyone will come to look... or the first.

Economy: Fishing provides primary sustenance, supplemented by meager farming. Scrimshaw-carved knucklehead trout head bones are sold to merchants from the south. The largest town, Bryn Shander, is the center of trade.

Militia: Each of the Ten Towns can field a home guard of 100 to 500 men armed with dwarven weapons and light armor. The towns of Bremen and Caer-Konig are home to tundra barbarians.

Triboar (TRY-bore)

Population: 2,500

Government: An elected Lord Protector, commander of the militia. For the last 30 years the post has been held by Faurael Blackhammer (NC, ST 17, IN 16, 6th level fighter)

This small town is strategically located where the Long Road intersects the Evermoor Way. Gathered armies have often set forth from Triboar to meet orc hordes. Triboar has two good smithies and Skulner Wainwright, a wagonmaker famed throughout the North. Skulner's latest project is the "rolling cog," a massive wagon that can double as a barge. Triboar's name is thought to have come from a traveler's tale of slaying three boars here in a day.

Economy: Trade, horses, cattle, farming, caravan services, forged iron goods, and wagons.

Militia: A standing militia of 50 men swells to 300 in time of need.

Problems: Triboar's friendly rivalry with nearby Yartar occasionally erupts into violence when a gag goes too far.

Waterdeep

"City of Splendors"

Population: 122,000 (during prime trade season this rises to 500,000+)

Government: Governed by the Lords of Waterdeep, men and women from all walks

of life who rule fairly, yet remain unknown by the people of the city.

Waterdeep, "Gem of the North," is the largest and most important city in the Savage Frontier (and perhaps in all of Faerun). Anything one could want can be found in this mighty seaport—if the price is right. The sprawling walled city contains folk of all races (including evil) and all professions. Most religions have shrines here and many have large temples (see **Religions in Overview**).

There is a saying that says "As goes Waterdeep, so goes the North." The City of Splendors controls most of the trade in the North; almost everything grown, mined, or made in the Savage Frontier is taken to Waterdeep before finding its way farther south—few southern merchants are willing to travel the wilds, even for the chance of tremendous profit. Employers who seek adventurers' aid look to Waterdeep first and if one must spend a winter in the North, Waterdeep is the warmest, though not necessarily the safest, place to do it. Deep winter rarely lasts longer than two-and-a-half months here (much shorter than the rest of the North).

Waterdeep is guarded by a great wall with high towers, and by sheer 100-foot cliffs. Four gates pierce the wall: South Gate, River Gate, Northgate and Westgate. Sprawling Waterdeep fills its walls, except where construction is banned by the Lords' edict (such as the City of the Dead or the public streets).

The city is built upon rock and rubble mined from the innards of Mount Waterdeep in ancient days. It is divided into seven districts or wards. They are Castle Ward, which contains Lord Piergeiron's palace, army barracks, and the homes of the wealthy; Sea Ward, along the seacoast, which contains most temples and the homes of nobility; North Ward, a nice district where the best inns can be found; The City of the Dead, a great walled cemetery where none may live (or even spend the night); Trades Ward, the commercial area of the city—home of the well-to-do merchant class; Southern Ward, a poor but honest district where most trading companies and caravan masters have their offices; and Dock Ward, a rough district which encompasses the city's vital trade commerce and its shadier population.

At least three networks of underground passages are known to exist beneath Waterdeep's busy streets. Undermountain, a



deep, many-leveled former dwarfhold and mine of great antiquity that, as its name implies, lies largely beneath Mount Waterdeep, is the largest and most famous. The Dungeon of the Crypt (so named for its entrance in the City of the Dead) lies under North Ward, and is less spoken of. The third labyrinth is the city sewers, which links much of the city with its vast, damp and smelly conduits.

The city's navy patrols its huge, walled harbor and mermen guard the underwater areas. Many of these armored ships sail the Sea of Swords to keep pirates (mostly Luskan pirates) at bay.

Economy: Trade, services, manufacture of all manner of goods, shipbuilding.

Militia: Thought to be 1,200 Guard (soldiers—heavily trained, fully armored men-at-arms) and 1,600 Watch (policemen—lightly armored). The Watch may search any person, place, or container in Waterdeep without hindrance or warning.

DM's who wish further knowledge on Waterdeep are directed to the information-rich FORGOTTEN REALMS™ sourcebook FR1, *Waterdeep and the North*, by Ed Greenwood.

Waterdeep Map Key

(map is located on color foldup map of the Outer Islands)

Castle Ward

1. Castle Waterdeep (Lord Piergeiron's palace)
2. Ahghairon's Tower (mage's tower/tomb)
3. Guard Barracks
4. Blackstaff Tower (home of Khelben "Blackstaff" Arunsun)

5. Spires of the Morning (Lathander temple)
6. Walking Statue of Waterdeep (a 90' tall stone golem: AC 1; MV 4"; 140 hp; #AT 1; Dmg 6d10, 3 points structural symbol damage per round, +3 weapon to hit. Six more like it are stored beneath Mount Waterdeep)

Sea Ward

7. The House of Heroes (Tempus temple)
8. The House of the Moon (Selune temple)
9. The House of Inspired Hands (Gond temple)
10. The Tower of Luck (Tymora temple)
11. The Lady's Hands (Mielikki shrine)
12. The Temple of Beauty (Sune temple)
13. The House of Wonder (Mystra temple)

The City of the Dead

Numerous tomb complexes in here are linked by gates to other (usually pleasant) planes, where the vast numbers of dead are actually interred.

The Trades Ward

14. "The Plinth" (an interdenominational temple often frequented by minor faiths and beings from other planes)

YarTar (YAR-TARR)

Population: 6,000

Government: The "Waterbaron," presently Alahar Khaumfros (LN, ST 16, 4th level fighter)

This fortified town is the site of a bridge over the Surbrin, just north of where it meets the Dessarin. Yartar is noted for its

temple to Tymora, the Happy Hall of Fortuitous Happenstance, which the locals call "Two-hap-fort Hall." The major industry here is the construction of river barges, which are used the length of the Dessarin river network. The folk of Yartar fish the "Three Rivers" (the Dessarin, Surbrin, and Laughingflow) for their table fare. Each year, Yartar is the scene of the vast Shieldmeet of the outcasts, bandits, homeless, and isolated landholders of the North who gather here in thousands.

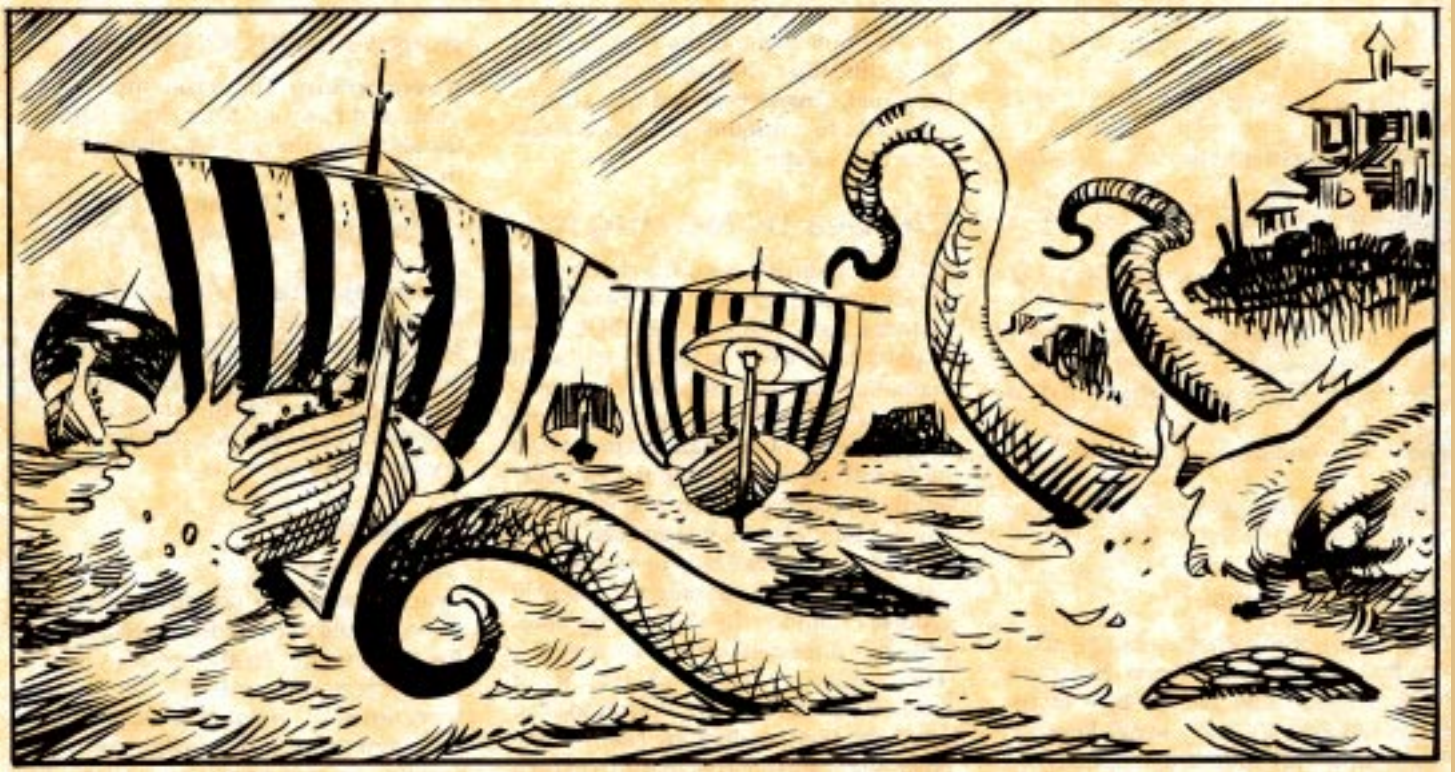
Economy: River barge construction, fishing, farming, and trade services.

Militia: "The shields of Yartar," a mounted army of 150 riders. A large barge can carry 75 riders or 200 foot soldiers. The army is usually involved in policing the town and defending it against wander orcs and trolls.

GAME INFORMATION: The Kraken Society (a secretive spy network—see Power Groups in chapter 2) is based here. Baron Khaufros, a member of the Lords' Alliance, is also the land-based head of the society (from which he draws much of his personal wealth). The Kraken Society meets in the back of the Three Rivers Festhall. All entrances are guarded by thieves and assassins.

"21 Kythorn. Ere here again. A. A. has been moping ever since the High Lady punctured his gooney bubble. Once again I must finish another chapter and now we are headed, not home, but to the outer islands to research the next chapter The river trip has been mostly quiet, though one of the merchant's barges was actually eaten in the Evermoors by trolls. A. A. hopes to catch a ship out of Port Llast."

THE SEA, THE ICE, AND THE ISLANDS



"20 Eleasias. Back on land again, praise be to Umberlee and Valkur. Waterdeep never looked so good. Never again. Currently staying in Blackstaff Tower. Khelben is off somewhere, but A. A. says he is always welcome here. Gundbarg was pleasant until King Olger recognized me (I told A. A. that I had a reputation out this way). We left immediately for the Purple Rocks."

The Trackless Sea

The northern extent of the Trackless Sea is cold, gray, bleak and unforgiving to those who venture across its depths. Yet the people on the islands must live with the sea. It gives them life, and in unpredictable moments, takes life violently away.

Weather at Sea

The Trackless Sea crosses both the arctic and subarctic climate zones. North of Luskan, arctic conditions prevail, while subarctic climate holds as far south as the Moonshaes.

Raging storms are common, and anything less than a stiff breeze quite uncommon, though the storms reach their peak in winter (making sea travel quite impossible).

A warm ocean current flows northward along the Sword Coast, warming coastal areas and giving them a milder climate than inland regions. This current turns west along the Cold Run and deposits its last dregs of warmth on the shores of Tuern. Due to this, icebergs are uncommon in coastal shipping lanes and a serious threat to travel between Tuern and other islands.

Travel at Sea

Competent Northmen navigators, most pirates, and a few hotshot southerners know the best routes between the islands and the coast, and sense the changes in current, star positions and even smells that tell them they are on course.

Assuming good weather and strong breeze, use the following travel times between the islands. The time in days

for each trip is given below for a Raker (R), a Long ship (L), a Caravel or Cog (C) and a Heavy Cog (H). For all routes, assume that sailing against prevailing winds and currents adds 25% to the sailing time (multiply the time in days by 1.25).

The table at the bottom of page 36 lists ships commonly found in the North.

Route: Travel times in days

Waterdeep to Leilon: R-1, L-1 C-2, H-4
Waterdeep to Neverwinter: R-2, L-1.5, C-3, H-6
Waterdeep to Port Llast: R-2, L-1.5, C-3.5, H-6
Waterdeep to Luskan: R-2.5, L-2, C-3.5, H-7.5
Port Llast to Fireshear: R-1, L-1, C-1.5, H-3
Luskan to Fireshear: R-5, L-5, C-1, H-2
Luskan to The Ice Peak: R-1, L-1, C-2, H-3.5
Gundarlun to Luskan: R-1.5, L-1.5, C-3, H-5



Gundarlun to Neverwinter: R-1.5, L-1.5, C-3.5, H-5.5

Gundarlun to Waterdeep: R-2.5, L-2, C-5.5, H-9

Gundarlun to Ruathym: R-1.5, L-1, C-3, H-4.5

Ruathym to Luskan: R-2.5, L-2, C-5, H-8.5

Ruathym to Waterdeep: R-2.5, L-2, C-5, H-8

The Purple Rocks to Gundarlun: R-1.5, L-1, C-3, H-4.5

The Purple Rocks to Ruathym: R-2, L-1.5, C-4, H-7

Tuern to Gundarlun: R-2.5, L-2, C-4.5, H-7.5

Tuern to The Purple Rocks: R-1.5, L-1, C-2.5, H-4

Ocean Hazards

One might think that icebergs are a deadly danger to northern mariners. They are not. The sailing ships of the Sword Coast can easily avoid lone icebergs (and only foolhardy captains sail near them). However, packs of glaciers or floes of coastal ice in a ship's path are quite deadly. Should a ship collide with an iceberg, roll 3d6 and compare the result against the Fire Damage table on page 54 of the DMG. If the ship was moving slowly and cautiously, it receives the Hull Damage Equivalent (HDE). If the captain was moving quickly or without precautions, the ice does

maximum damage. If the HDE is equal to 1/3 ship's Hull Value, the hull is breached. Unless repaired quickly, the ship sinks in a number of rounds equal to its hull value.

The Sea of Moving Ice

The Sea of Moving Ice is the dense pack of ice north of The Ice Peak, and includes both icebergs and thick floes of polar pack ice. The Sea is not a solid mass, but many ice islands, often separated by channels wide enough to allow ships passage. Such channels may wind for hundreds of miles into the ice pack, but the ice changes often, and what was a wide channel moments ago can quickly disappear. Many a ship has sailed into the Sea of Moving Ice only to be slowly ground to splinters by the shifting floes.

To the uninitiated, the Sea seems a frozen desert, void of all life. Yet it teems with life. Seals and penguins live upon the floes, stalked by silent white polar bears and walrus, who are in turn hunted by the nomadic Ice Hunters (though some hunters may be frost men). Ice-locked ancient ships are often ice troll lairs, and fiendish white dragons dwell in the crags of large icebergs.

Gundarlun (GOON-der-LEN)

Government: Organized into 15 Jarl holds and ruled by King Olger Redaxe. Gundarlun is the only island member of the Lords' Alliance.

Largest Settlement: Gundbarg (12,000 –the largest city in the islands)

Economy: Trade, fishing, farming, and mining.

Militia: Gundbarg has a standing army of 300 warriors who act as city guard and crews for the King's six raker warships. Each Jarl has 1d3 long ships crewed by 40 warriors.

Gundbarg

"Gateway Port"

Nearly every ship crossing the Trackless Sea puts in here during its journey for fresh water, food, repairs, replacement crew or goods to carry. Huge warehouses, drydocks, sailmakers, inns, and taverns all provide necessary services to seafarers... and at reasonable prices. The Dragon Turtle Inn on the harbor is noted as an adventurers' hangout and a place to find captains with ships for hire.

Ruins of Berranzo: Berranzo was a Calishite mining and refining colony on Gundarlun's western shore, that once housed 2,000 miners. Wizards used fire

SHIPS OF THE NORTH

Refer to the *Dungeon Masters Guide* and *Wilderness Survival Guide* for the meanings in this table.

Ship Name	Hull Value	Length/ Width/ Draft	Speed: Normal/ Max. Sail	Speed: Normal/ Max. Oar	Sail Speed per Round in Combat	Oar Speed per Round in Combat	Peacetime Armaments	Crew	Startup
Raker	36	90'/20'/6'	10/14 mph	5/8 mph	30"/42"	15"/24"	4 ballistae; 4 firepot catapults; armored ram	36	4 rounds
Striker	12	60'/10'/4'	12/14 mph	6/10 mph	36"/42"	18"/30"	4 ballistae; armored ram	44	3 rounds
War Nao	40	40'/20'/12'	4/6 mph	½/1 mph	12"/18"	1.5"/3"	2 catapults; can carry 200 troops	40	1 turn
Long Ship	14	80'/20'/3'	12/16 mph	7/10 mph	36"/48"	21"/30"	none	40	3 rounds
Fast Caravel	26	60'/10'/6'	7/10 mph	1/3 mph	21"/30"	3"/9"	1 ballista	10	4 rounds
Caravel	33	50'/10'/8'	5/8 mph	1/3 mph	15"/24"	3"/9"	1 ballista	10	5 rounds
Cog	40	45'/20'/10'	5/7 mph	1/2 mph	15"/21"	3"/6"	none	12	1 turn
Heavy Cog	60	60'/25'/15'	3/5 mph	½/1 mph	9"/15"	1.5"/3"	none	14	1 turn

(' = feet; mph = miles (nautical) per hour, assuming moderate, favorable winds and calm seas)



elementals to refine ore in this short-lived colony. Within three years all went mad for no apparent reason and most died. For months, Northmen captains encountered drifting ore ships, filled with corpses and gibbering madmen. For 25 years the ruins have stood empty—even the bold Northmen are fearful to plunder here.

Wreck of the Golden Crown: A Calishite treasure galleon went down in a storm near Berranzo and now lies, mostly intact, in 70 feet of water. It carried gold and silver ingots, electrum bars, and a fortune in gems. The wizard Hochmiraz of Calimshan and his personal effects also went down with the ship. He was said to own a *staff of the magi*; a *ring of spell turning* and a *cube of force*.

The Ice Peak

Government: First Captain Tranjer Rolsk rules Aurilssbarg, a Luskan colony, and acts as spokesman for other villages (whether they like it or not).

Largest Settlement: Aurilssbarg (3,000)

Economy: Sealing, whaling, and fishing.

Militia: Each community has several large fishing boats and 40 to 50 warriors. Aurilssbarg has a standing army of 100 men who man an ancient “Striker” craft with ballistae and ram, and 2d3 longships.

This ancient volcano is surrounded by near-permanent icepack. Villages like Bjorn’s Hold, Icewolf, and Aurilssbarg are populated by a mix of Northmen and Ice Hunters. Seal and whale hunting are the primary occupations here. Seal skins and whale oil are bought by Luskan merchants, then sold for lucrative profits in the South.

Many Ice Peak folk search for the lost lair of Freezefire, a great white dragon whose last recorded flight took place centuries ago.

Aurilssbarg: Like many Northmen communities, Aurilssbarg boasts “corduroy” streets made of logs laid side by side. The city is the trading post for oth-

er communities on the island, who buy supplies and sell skins, oil, scrimshaw and smoked fish here. Aurilssbarg is the only port with a bona fide harbor capable of serving large vessels. Luskan monopolizes their colony’s trade—their ships are the only ones that may dock here. A Luskan raker and crew (read “pirates”) is often berthed here to enforce this edict. The folk of Aurilssbarg are hungry for news—only rumors filter into the isolated town.

Bjorn’s Hold: Bjorn, son of Bjorn is a cantankerous old coot, yet he loves the 500 citizens of this fortified village as if they were all family, Ice Hunter and Northman alike. Though he is Northman, he hates Luskan and secretly sells most of the village’s large catch to Calishites in Port Llast, hiring adventurers to guard his small boats on their yearly journey.

Icewolf: The ancient Ice Hunter shaman, Bleak Sky at Morning, wisely rules this village of 200, though the rude antics of the Northmen try even his legendary patience and sense of humor. He and his folk will not side with Luskan in wars against others. Women here wear jewelry made of ancient gold and platinum coins, found in an ice-bound wreck. If stories are true, a king’s ransom remains there.

The Purple Rocks

Government: King Selger rules Trisk and King Bromm rules Utheraal.

Largest Settlements: Vilkstea (700) and Ulf of Thuger (400).

Economy: Raiding, farming, fishing.

Militia: Each king has 2d3 longships with crews of 40. Trisk also has six other vessels: three caravels, a cog, and a war nao with crews of 30, plus some of the kraken’s monstrous allies.

Trisk, the western isle, and Utheraal, the eastern, initially seem little more than rocky outcroppings, no more than a few miles across. Yet between the lightly forested peaks are lush valleys shielded from the harsh storms of the bitter subarctic ocean.

Ruins of Ascarle: Low tide exposes part of this ruined city on Trisk’s north shore. At one time, Ascarle was nearly as large as Waterdeep, possibly inhabited by sea-elves or some other ancient undersea race (maybe the fish-men who are said to dwell in the Deepearth). Treasures of that ancient race (such as rare magical items) can still be found, encrusted in marine growth and buried by sediment. Even at low tide the ruins are deadly. Giant crabs, crabmen, and scrag scour the ruins for delicacies trapped in tidal pools and debris fields.

Slarkrethel, a kraken, lairs in the submerged ruins, along with its allies—an illithid, a band of beautiful but evil nereids, a tribe of foul merrow (aquatic ogre)—and its slaves, over 100 humans trapped in air-filled ruins, some who have lived here all their lives and never seen the surface. For some unfathomable purpose (undoubtedly evil), the kraken has enslaved the folk of Trisk, and forced them to create the Kraken Society, a spy network with agents throughout the North (See **Power Groups** in **Overview**).

Vilkstea: The nutrient-rich waters south of Utheraal provide the Vilksteaders with bountiful fish catches, more than enough for their own tables. They export large amounts of dried, smoked, salted, and pickled fish to Gundarlun, which in turn ships it to cities all across Faerun. They also produce Vilksmaarg, a pungent, salty, herbed goat cheese popular in Sword Coast taverns. Still, they remain poor because Utheraal pays Trisk a steep ransom to avoid conquest (and to keep from becoming slaves of the kraken).

Ulf of Thuger: The folk of this town on Trisk fish and farm, but only enough to put food in their mouths. Additional needs are met by piracy, including attacks on other Northmen and pirate ships. The rest of their efforts go toward recording and cataloging the deluge of information that filters into the island through the Kraken Society spy network. Every year the task grows



greater as more cities are enmeshed in the kraken's schemes.

Ruathym (ROO-uh-Thim)

Government: United Ruathym is ruled by First Axe Aumark Lithyl. During the war Aumark consolidated four separate kingdoms on the islands into one.

Largest Settlement: Ruathym (5,000)

Economy: Raiding, farming, mining, shipbuilding.

Militia: First Axe Aumark commands 500 warriors (many little more than youths) and has three 40-man longships and a single raker warship on loan from Holgerstead. Ruathym's navy was destroyed by Luskan.

The city of Ruathym and many smaller villages and steadings were all but destroyed by Luskan in a recent war. Much of the land's wealth was looted or put to the torch (though the famous library, the Green Rooms, filled with plundered books from a score of great cities, was spared serious damage). Likewise, the invaders spared the Hall of Black Waves, Umberlee's temple.

Like Luskan, Ruathym thrives on trade and piracy, looking the other way as its warships attack merchant craft. Now and in the past, they have competed for the same "clientele."

Rethgaard: Seafaring dwarves of long ago built this stone fortress. Until recently, Rethgaard refused alliance with Ruathym and actually sided with Luskan. Then it too was plundered by Luskan.

Holgerstead: First Axe Wedigar Ruthmaald rules this United Ruathym sub-kingdom. Its fierce berserkers played a key part in the stunning blow dealt to the invaders.

Inthar (Ruin): A ruined fortress sits atop a rocky crag some 35 miles south of Rethgaard. Eerie green lights shine here at night, silhouetting shadowy shapes as faint whispers float across the waters. It is said that a hidden shaft

leads straight down to Hell. None know its origin, but sailors of all lands avoid this rock.

Tuern (TOORN)

Government: Five Northman kings, who recognize High King Threlked Ironfist of Uttersea as liege.

Largest Settlement: Uttersea (2,000)

Economy: Whaling, fishing, farming, diamond and adamantite mining (which the Tuernish do not have the ability to refine or use in their own weapons).

Militia: Each king has 1d3 longships, crewed by 50 warrior/archers.

Tuern is a rocky, but fertile land of black beaches and seething volcanoes. Conditions are harder on Tuern than on many of the other outer islands, but the Northmen here are among the wealthiest in the North. The island's vulcanism produces two great treasures, huge diamonds and the valuable ore from which adamantite is refined (pure adamantite is magically alloyed with iron to create +5 weapons and armor).

This same geothermal activity creates a perfect home for fire giants and red dragons in the crevasse called Flame Fault. The giants here are sea rovers who sail gargantuan long ships, but rarely raid farther east than Gundarlun.

Flame Fault: Flame and smoke continually belch from this deep crevasse in the western mountains. The three red dragons of Flame Fault raid herds for food (though several kingdoms bring monthly tributes of cattle, fish, and slaves to placate the dragons' hunger and offerings of gold and gems to salve their greed). The dragons range far and wide. Many islands suffer under their attacks.

Throne Rock: This fortress is the sanctuary of High Artificer Fizmorayen Fitzmoran, an exiled cleric of Gond (N 14th level). He dwells here with several dwarves, human tinkers and an alchemist. Fizmorayen purchases ada-

mantite ore, then resells it to merchants from Waterdeep. The castle usually contains several tons of valuable ore and is heavily protected by numerous *glyphs of warding*.

Uttersea: Uttersea is built into the sides of the collapsed caldera of an ancient volcano whose high walls shield the town from all but the worst weather. Heat rising from deep geothermal activity warms the town and the bay, actually boiling it in places. The bay is home to species who normally would not be found so far north, including giant octopi which dwell near the south shore and prey upon ships and fishermen.

The Whalebones

Government: Dozens of petty kings rule over one or more small islands. Garr Ulfsson of Finback is the most powerful, and often acts as a spokesman.

Largest Settlement: 205 people dwell in Garrstead, the fortified lodgings of Garr Ulfsson on Finback island (the westernmost of the Whalebones).

Economy: Whaling, fishing, farming, raiding.

Militia: Each king has a long ship with a crew of 20 to 50 warriors.

The Whalebones are a collection of 50 or more tiny islands (only the largest are shown on the fold-up map), most no larger than a mile to two miles across. Finding a specific island often requires a guide. The islands are grass-capped, rocky tables that rise 50 to 80 feet above their gravel beaches on white chalky cliffs. Northmen have lived here in tiny communities for centuries and the beaches are littered with the bones of countless whales (though many are used to construct sod longhouses).

LOST LANDS, STRONGHOLDS, & RUINS



"2 Eleint. Once more, we are on the road. Needless to say, Khelben 'Blackstaff' Arunsun was not pleased to find his 'old buddy Amelior' cluttering up his tower (we hit every flea market in Waterdeep on A.A.'s 'research' trips). One morning we just woke up out in the middle of nowhere, surrounded by piles of junk, most of which I am now carrying. A.A. says we are about 70 miles east of Waterdeep, near some place called The House of Stone. I think we're lucky to still be on this plane."

Lost Lands

Though it has never been densely populated, the North has seen numerous realms rise to power, then disappear into the mists of history, their deeds the stuff of legends, their ruins the seedbeds of adventure!

Delzoun

The Northkingdom of the dwarves, named for its founder, Delzoun, is only

a shining memory. Once it stretched from the Ice Mountains in the Utter North to the Nether Mountains in the south, bordered on the east by the Narrow Sea (now vanished into the Great Desert), and on the west by Silvery Moon Pass (east of present day Silverymoon). The world was 2,000 years younger then.

Delzoun was a rich and proud land, perhaps the height of dwarven power; its smiths crafted intricate and beautiful mechanisms to ease every task; the great dwarven families grew rich and famous, and gold shown everywhere about their persons and homes. The dwarves ranged across the North, building holds for themselves. They were a happy people, but that is all gone now and much of their labor rests in orcish hands.

Today Citadel Adbar guards the richest mines known to the dwarves and orcs menace the dwarves on all sides. Ruins like Ascore and Ghaurin's Mansion hint at the lost glory of Delzoun.

Eaerlann

This elven realm once controlled the eastern High Forest (see chapter 8).

The Fallen Kingdom

This vanished realm was a short-lived effort to stem the demi-human decline in the North by uniting the remaining elves of Eaerlann, the dwarves outside of Delzoun and humans in a common realm. Though noble in purpose, it never had a solid unity and was smashed out of existence by the repeated attacks of vast orc hordes. Even so, the orcs were slaughtered too and driven back north for many generations. The Mere of Dead Men (see chapter 7) is the site of the last clash of this conflict.

The Kingdom had many names, but the "real one" is lost with time. Now the term "The Fallen Kingdom" refers to the rolling wilderlands due east of Waterdeep. Present day remnants include Ardeepforest, Castle Zundbridge, the ruins of The Stone



House, and the predecessor to the town of Secomber.

Illefarn

Like Eaerlann in the east, this ancient elven realm left little mark of its passing. Illefarn existed in the forest that once stood where Waterdeep does now (only the Ardeepforest now remains). The growing concentration of humans in the North drove out the elves of Illefarn long ago.

Netheril

Long ago, even as elves record time, this realm of men lay east of the Delimbiyr, stretching from the Nether Mountains in the north to Evereska in the south, and east to the Narrow Sea, whose shores ran southeast from the port of Ascore for hundreds of miles (before it became the Great Desert).

Netheril was a realm of wizards, and many wondrous magical items were crafted here. Yet even these masters of magic could not save their own land. When the titanic efforts of the Netheril mages were ineffective against the advancing desert, those wizards fled the land on wondrous magical carpets, wings, and steeds, leaving lesser folk behind to survive as best they could. The desert advanced and Netheril became but another notation in history as refugees fled westward into elven Eaerlann, southward to what would become Baldur's Gate and northward into dwarven Delzoun.

The cities of Ascalhorn (Hellgate Keep), Sundabar, Karse (ruins in the High Forest), Silverymoon, Llorck, Illusk (now Luskan) and Gauntlgrym (lost somewhere in the Spine of the World) were founded by refugees from Netheril.

According to the best estimations of sages, Netheril was the earliest human civilization in the North and was at its height some 4,000 years ago only to be abandoned some 1,000 to 3,000 years later. However, there is no solid evidence to support an exact date.

Dekanter, near Weathercote Wood, is the only documented ruin of this ancient land—though it has been thoroughly stripped of its ancient treasures. In all likelihood, others exist, hidden in the Fallen Lands, the Graypeaks, the Great Desert, or the Far Forest.

Strongholds, Ruins & Dungeons

Strongholds are fortresses, castles, dwarfholds, and towers. Too small to be called towns or cities, they are often home to powerful lords and their troops.

Ruins are relics from the past, now abandoned and crumbling into the dust of history. In the North, most are infested with orcs and monsters. Many still contain untouched burial chambers and treasure vaults of ancient races... and the guardians that they left behind.

The adventurers' term "dungeon" is used generically to refer to the underground remnants of dwarfholds, such as Mithril Hall, the Hall of Four Ghosts, and the Stronghold of the Nine; or even lost cities like Karse and Ascarle.

Ascore

Once a thriving port on the Narrow sea, Ascore served as the gateway to the dwarven nation of Delzoun. Here, humans, dwarves and elves conducted trade with nations like Eaerlann, Netheril, Nimbral and Myth Drannor. Now it is sand-swept ruins with mighty stone docks thrust proudly into the advancing desert. The empty hulks of colossal stone ships lie half-covered in the desert beyond, the remnants of lost Delzoun's dwarven navy.

From the west, an ancient road leads to the cliffs above Ascore. Here, a pair of gigantic stone griffon statues crouches, grimly guarding the dark, yawning entrance to Ascore—a door in a hill that leads down into the rock before exiting into the ruins at the base of the cliff.

GAME INFORMATION: The ruins of Ascore are said to contain great trea-

sure. Yet even the orcs avoid the city. It may have something to do with the circle of 13 tall, five-sided red pyramids in the heart of the ruins. Whatever, something evil lurks in Ascore, something that has been here for 2,000 years... waiting.

Desert creatures like dunestalkers and pernicon are found here, as well as many kinds of undead.

Castle of Illusion

When lost Ascalhorn was in its prime, droll little Fitzmilliyun Sparkledrim, a powerful gnome illusionist from the lost Shinglefell Gnome Burrow, built the Castle of Illusion in the Fell Pass. He crafted grand puzzles like Milliyun's Mirror Maze, the Crystal Cube and Ten Doors, No-Way-Out around, within, and below the castle, combining mechanical gimmickery with magical illusions to fool even the most perceptive. Within a century of Sparkledrim's death, greedy orcs overran the castle and put its inhabitants to the sword. No treasure was ever found, but the illusions drove the orcs mad.

The castle sat empty for centuries, protected by its illusions. It is now occupied by dour MacBec Maclyon (NE 12th level magic-user). MacBec and his minions (orcs, of course) have sealed off the lower mines.

GAME INFORMATION: MacBec's followers number 30, including a 4th level magic-user, a 6th level fighter body-guard, and a 3d level orcish witch doctor.

The puzzles to be found here include a hall of mirrors (possibly with a *mirror of lifetrapping* and a *mirror of opposition* built into it), a 10-foot cube of apparently indestructible crystal in which valuable treasure can be seen, along with at least three skeletons, and a room with ten doors that appears to spin each time a door is opened. Only one door leads out, the rest release traps or magical guardians. The gnomes' treasures are all hidden in the puzzles and traps.



The Crumbling Stairs

In all likelihood, a fine mansion once stood here, harking back to good times during the years of the Fallen Kingdom. Now, only this marble stair and a mouldering foundation remain. A ghost or haunt is said to lurk in the ruins around the stair.

The Dungeon of Death

This ruined dwarfhold at the headwaters of the Shining Creek is not lightly named. Many believe the ruins to be cursed, for the dungeon depths seem to demand a toll of blood and lives from those who pry into its secrets—it's a rare adventuring band which returns from here with all members still breathing. The Dungeon of Death was once a dwarven gem mine. The upper levels, the old dwarven habitats open onto a deep lava "bubble." Here the dwarves mined diamonds, rubies, emeralds and other gems. The bubble is quite deep and even the dwarves never delved into its greatest depths.

GAME INFORMATION: The above-ground ruins are patrolled by barbarians of the Blue Bear tribe, personal servants of the evil annis Tanta Hagara. Hagara provides human victims for the young Nabassu demons who lair in the dungeon. The Nabassu are surrounded by ghouls, ghosts, and shadows of their creation.

The Dungeon of The Hark

"The Hark" is the name of the leader of a were-rat bandit gang operating out of these ruins. They attack travelers on the Delimbiyr River, then retreat to the dungeon. If attacked in their stronghold, the rat men retreat farther into the subterranean complex below the ruins, where more fearsome things are said to lie in wait.

GAME INFORMATION: The Hark, a 5th level were-rat thief, leads a band of 15 were-rats, mostly thieves and fighters. Above-ground, they live in recon-

structed houses that were once quite fine. Below ground, they can retreat through territory controlled by Xuchal-lit, a roper, and about a dozen ogres. The roper is an agent of the illithid Beast Lord on a long-term assignment.

The Dungeon of The Ruins

Unlike most ancient dwarfholds, this ruin is primarily above ground. Passing barbarian hunters have noted "great frog-like forms" dancing around huge pyres amidst the ruins.

The Endless Caverns

These are deep caverns in the center of the High Forest (see chapter 8).

The Fork

The Fork is located at the "Y" where the trail east from Sundabar splits to go north and east. Here are found ruins (a mossy foundation) of the mansion of the ancient dwarven hero Ghaurin. Legend says that when the heavens are right, the air shimmers and the mansion reappears as it was so long ago, giving Ghaurin a chance to right an ancient mistake.

Gate

As its name suggests, the ruins of Gate hide a *gate* between planes. The underground *gate* takes the form of an immense black cube, with a single door. Inside, a number of colored stone slabs are doorways to other planes, including several alternate Prime Material Planes.

GAME INFORMATION: Gate is guarded by powerful bugbears in the service of Zythalarlr, a smallish beholder, which fancies itself as "the gatekeeper" or just "the keeper."

Gauntlgrym

Gauntlgrym is a large underground city built by dwarves of Delzoun for men in the early years of an amicable existence of dwarves, elves, and men in the North (long before the Fallen Kingdom). It is

now abandoned and holds great riches. All who have heard the ballads and tales of bards in the North know this, but the location of this potential treasure trove is long lost. Even dwarves only know that it lies north of the Dessarin and its tributaries, near the valley of Khedrun.

Adventurers returned to Waterdeep in triumph with news of Gauntlgrym's discovery a season ago, then set out once more to recover its treasures, and have not been heard from since.

GAME INFORMATION: Gauntlgrym housed 30,000 men and dwarves in its day. Now, not even goblin races dwell here. Dripping water echoes eerily throughout the cold empty halls broken infrequently by the wails of banshees. Gauntlgrym touches on the Deepearth realms and a powerful illithid (mindflayer) clan controls part of the city.

Although the way is long and deadly, Gauntlgrym also connects with Great Worm Caverns, which house the ancestor mound of the Great Worm Uthgardt tribe.

The Hall of Four Ghosts

This ruined dwarfhold draws its name from its sole standing building, the great hall of the lord's palace. The hall is haunted by four ghosts, tragic lovers who caused each other's deaths.

The citadel here was a lumbering town, harvesting mighty trees from the High Forest for dwarves throughout the North. The everpresent dwarven mine tunnels burrow deep beneath the High Forest. Giant trolls are known to lair here along with their normal relatives.

GAME INFORMATION: The Hall of Four Ghosts connects with a vast tunnel complex that extends for tens of miles beneath the western High Forest. This complex is mostly unexplored, but is known to connect with caves in the Dessarin and Unicorn Run river valleys. Clusters of rooms were once



dwarven camps, but many tunnels pre-date even the Hall of Four Ghosts.

Halls of The Hunting Axe

The tumbled stones of this ancient dwarfhold are visible from atop the Stone Bridge. This colony of Delzoun succumbed to ruin long before its homeland disappeared. The few cathedral-like halls that do stand have no equal in the North. Fragments of colored glass amidst the rubble hint at the stained glass that may have adorned the towering windows.

Hellgate Keep

In ancient days, when the elven kingdom of Eaerlann began to suffer under orc attacks from the north, and the human kingdom of Netheril to the east across the Graypeak Mountains was passing away under the onslaught of the Great Desert, the elves built a great fortress in the head-valley of the river Delimbiyr. The fortress commanded Turnstone Pass to the northwest and defended their own northern border. Upon its completion, the elves turned over the citadel, and its task of defending against orcs, to human refugees from Netheril.

The fortified city, known as Ascalhorn (it was built on a jutting crag known as Ascal's Horn), was thought of as another Myth Drannor. Over hundreds of years of success, followed by a generation of peace when no orcs came, the city's people grew proud and splendid. Their wizards nearly attained the power and skill of their Netherese forebears. Possibly they planned to recapture the splendor and power of Netheril or even Myth Drannor—but succeeded only in destroying themselves.

One ambitious dabbler in sorcery named Wulgreth (possibly the Wulgreth who destroyed Karse) opened a *gate* to the Nine Hells in secret, seeking aid, and received it. The city was slowly infiltrated by devils, at first only as servants, quiet and quick, but subsequent-

ly as schemers and go-betweens, subverting many mages to embrace lichdom, then rising to torture and devour the citizenry with cruel ease. In desperation, many turned to arcane lore books and summoned demonkind to battle the servants of the Hells—a strategy that worked far too well, as hordes of demons poured into Ascalhorn and overwhelmed humans, devils, and lichs alike (a few lichs remain as servants, intrepid adventurers report).

Ascalhorn became a ghoulish hold, guarded by cambion troops, and ruled by at least one Type VI demon. The city's troops are commanded by a deathknight, who leads or directs many patrols in the surrounding lands. The city, now known as Hellgate Keep, is shunned by men. Human and dwarven forces have failed on several occasions to take the city, but the evil troops have been likewise rebuffed in attacks on Citadel Adbar, Sundabar, and Silverymoon. Those cities, reinforced by the open city of Everlund, hold Turnstone Pass, albeit shakily, against Hellgate Keep's forces to prevent unchecked attacks throughout the North by the Keep's armies.

GAME INFORMATION: Grintharke, the type VI demon who rules here, was once the master of a city at the base of a dead volcano (later called the Great Pit of Northending) during the age of dinosaurs on another world. He brought his special pets with him: magically modified pterosaurs with manticores' tail spikes. Shan Nikkoeth, the deathknight commander, also has an other-worldly origin.

The forces of Hellgate Keep scour the wilderness for treasure for their master and the Keep has become a storehouse for the treasure of many lost realms.

Helm's Hold

Southeast of Neverwinter lies an isolated monastery, dedicated to the worship of the god Helm. Founded some

eight winters ago by a retired member of the famed Company of Crazed Venturers (of Waterdeep), the monastery was first a single farm known as Helm's Stead. It has grown greatly, and been fortified (hence its name) against bandit and monster attacks, and now numbers some 700 devout worshippers of Helm. The founder, Dumat Erad, became the White Master of Dragons by defeating Iltmul at the Citadel of Mists (see chapter 8).

The Herald's Holdfast

West of Silverymoon is the spell-guarded citadel of Old Night, one of the five High Heralds of western Faerun. The Herald's Holdfast is an invaluable library of heraldry and genealogy of known human, dwarven, elven, halfling, and gnomish peoples as far back as records can be traced. It is said to be an invincible fortress, respected by both good and evil races of the North—even details of the histories and badges of goblinkind are said to be preserved within its walls.

The House of Stone

This sprawling ruin is said to be a relic of the Fallen Kingdom. Although it is nearly as large as a small town, it seems to be a single building. Hundreds of rooms, atriums, halls, temples, and towers are interconnected in a maze-like manner. Some chambers are open to the sky, others are roofed over, while still more are crumbled ruins. Stairs, shafts and wells descend to subterranean areas. Most rooms contain lifelike statues of men, elves, orcs, and minotaurs.

The House seems to operate in some kind of reverse time effect. Rather than crumbling to rubble, ruined areas rebuild themselves unaided and room connections constantly change.

The adventurer Kelvin Nikkelbane described a vast underground room that contained a forest of enormous silvery trees and another is said to have seen spectral images of elves, dwarves, and men flitting about the rooms.



Karse

Karse is a ruined city within the High Forest (see chapter 8).

Kelvin's Cairn

This lone peak in Icewind Dale rises above an odd valley in the tundra which contains a dwarfhold. Here, a small, dwindling clan of dwarves, the descendants of refugees from Mithril Hall, mine beneath the tundra for miles in all directions. Only 250 or so dwarves remain, under the leadership of Grimfeld Silverstrike, a former miner who acts as regent, ruling in place of his predecessor, Bruenor Battlehammer. The entrances to the dwarfhold are known only to the dwarves and those to whom they reveal it.

The Lonely Tower

From the top of this tall white tower, it is possible to glimpse the glacier far to the north. The Lonely Tower is the dwelling of Ssessibil Istahvar a powerful archmage and his small entourage. Ssessibil seeks solitude from humanity which he both fears and loathes. Here, he conducts magical experiments and manufactures potions and magical items. A small army of orcs keeps visitors away.

It is difficult for wizards of Ssessebil's power to keep their whereabouts entirely secret, yet he manages quite well. Rumor has it that Ssessebil is not as human as he appears.

GAME INFORMATION: Ssessebil is a 27th level, LE magic-user. The tower has no visible entrance. In fact, it has only four internal rooms connected by magical "airlock-type" doors. An elemental being and enough of its element to make it truly dangerous guards each room. One contains earth, another fire, the third water and the final one air. In the air room, a pool of silvery liquid (like mercury) acts as a *gate* which Ssessebil uses to travel to and from his true home on an alternate Prime Plane (where most normally non-sentient

creatures are intelligent and can cast spells of low level). The predominant life form is a giant cat-like reptilian biped—Ssessebil's true form.

Ssessebil has a vast selection of potions, at least one of each listed in the *DMG* and *Unearthed Arcana*. Ssessebil dwells in Faerun to obtain supplies for his potions, things not readily found in his home plane.

Mines of Mirabar

Mirabar is the chief mining city of the northern Sword Coast. The mountains and hills around the city are pocked with countless mine shafts. Each major mine entrance is fortified and defended year-round by troops loyal to the mine's merchant owners.

Mithril Hall

Located somewhere in the northeastern mountains, this dwarfhold is said to have the richest deposits of mithril known in the North. The dwarves of Mithril Hall were forced out 175 years ago by "dark creatures" when they dug too deep and their mines opened upon dark, seemingly endless caverns. When they fled, their gold, silver, and mithril treasures stayed behind. The chambers of Mithril Hall are always poorly illuminated by flickering torches or enchanted devices.

GAME INFORMATION: Shimmergloom, the greatest shadow dragon in Faerun (a large Great Wyrms with 11 pips per die), claimed Mithril Hall when the dwarves broke in upon his domain. Unlike others of his kind, Shimmergloom is surrounded by an entourage of shadowy followers, including shadows, drelbs, shades, shadow mastiffs, a shadow demon, and a tribe of enslaved derro. Shimmergloom is clever and his forces attack with guile, not brute strength.

Morueme's Cave

Morueme is the clan name for a family of blue dragons who have laired in this

cavern complex for over a thousand years. Usually a family grouping of three to six dragons dwell here. Kizzap Morueme, the eldest, is a very old dragon. He lives with a younger mate and two adult offspring—each dragon has its own lair and jealously guarded treasure within the caves. The Morueme clan has a particular hatred of orcs, ogres, and the creatures of Hellgate Keep. They judiciously avoid mankind, but consider orcs and demons fair and entertaining game.

GAME INFORMATION: All Morueme dragons can speak and use magic. Their spell selection is usually exotic, taken from ancient Netherese and Ascorian spell books in their treasure (including at least one page of the *Nether Scrolls*). In addition to the dragons, the treasure is guarded by hobgoblin mercenaries of the Red Flyers tribe, who have served the dragons for generations. The hobgoblins live in a small fortified encampment outside the caves, protected by catapults and ballistae.

The Nameless Dungeon

This is an elven ruin in the High Forest (see entry in chapter 8).

The Ruins of Dekanter

More correctly, these are the Mines of Dekanter, the only known ruins of lost Netheril. In ancient days, the mines of Dekanter provided that realm with iron. As the mines were worked out, Netherese mages used them for research, to isolate the effects of new spells and to store magical paraphernalia. When Netheril fell, all was abandoned, becoming an extensive crumbling ruin surrounded by low hills (talus piles from the mines). Above the hills, gaping holes and hidden entrances open on the dark mysteries within.

The magic that once filled Dekanter is long depleted. It now serves as home to goblins, gargoyle... and others.



GAME INFORMATION: A tribe of over 200 goblins (75 males) and 30 huge wolves lives in the mines, led by their chieftain Ghistspok. The tribe ranges east of the Graypeak Mountains, avoiding Llorck and Loudwater. Gargoyles lair in the ruins, which are also patrolled by bands of monster zombies and mongrel men. A portion of the mines are the lair of the Beast Lord, the folk-name for a magic-user who creates and breeds unnatural monsters like bulette, stegocentipedes, peryton, beholders, and so forth. This new Beast Lord is an illithid, a powerful mind flayer who seeks to build an army of creatures to aid it in conquering part of the dark realms of the Deepearth.

The Ruins of Intaru's Tower

A ruined fortress located on the High Road between Waterdeep and Leilon, it was destroyed in the final orc assault against the Fallen Kingdom. It is said that on the anniversary of that battle, ghostly defenders walk the battlements waiting for allies who never come. Though the tower is usually uninhabited, attempts by the Lords' Alliance to rebuild it always end in failure.

Southkrypt

This abandoned dwarf-hold east of Leilon is the lair of many strange and dangerous creatures. Adventurers probing the upper levels have encountered norkers and bands of ravening gibberlings. Deeper forays have uncovered xaren, vilstrak, vargouilles and stoppers.

GAME INFORMATION: In addition to the creatures mentioned, the lower halls of Southkrypt are lair to a vampire hill giant shaman (6th level) and his three vampire hill giant slaves.

The Stone Bridge

Surrounded by rolling grasslands without a road or building visible as far as the eye can see, this high, massive stone arch spans the River Dessarin, a stark,

weathered, and lonely reminder of ancient days long gone. Built by dwarves over five thousand years ago to link the now-ruined Halls of the Hunting Axe with now-forgotten dwarven holds to the Northwest (like Southkrypt). The loo-foot-wide bridge was built to span the broadest imaginable spring flood and rises in a great arc some two miles long and 400 feet high above the wates of the Dessarin—without supporting pillars. Equally impressive are the four pylon-like sculptures, two flanking each end of the bridge, that rise 500 above the valley. Each weathered pylon depicts a grim, wary dwarven warrior, waiting, watching.

The dwarves explain the awesome size of the bridge and its continued survival, despite armies clashing on it and mages hurling mighty spells to and from it, over the years—to the fact that it was built in homage to Moradin the Soulforger, and is in fact a temple to him. It is true that some lawful good dwarves do make pilgrimages there, and that at least once in times of darkness for the dwarves, Moradin appeared on the bridge.

The Stronghold of The Nine

An ancient dwarfhold in the High Forest now controlled by former adventurers (see chapter 8).

The Tower of Twilight

On the eastern edge of the Neverwinter Woods, a day's ride west of Longsaddle, stands The Tower Twilight. This lone tower rises from an island in a small lake that drains into the woods to the west. The Tower is home to Malchor Harpell, an 18th level, NG magic-user, a former aide of Khelben "Blackstaff" Arunsun (a Lord of Waterdeep). Malchor often trains lesser magic users—for a fee.

Tulrun's Tent

Towering above the trees of northern forests on five enchanted stone legs, the home of the reclusive 25th level archmage Tulrun avoids unwelcome visitors. Tulrun's Tent consists of a stone platform large enough to hold a small gaily colored silken tent nestled within a dozen gnarly oaks. Inside, the tent is much, much larger than it appears. It is possible to wander its elegant corridors for hours and never see a familiar hall or chamber.

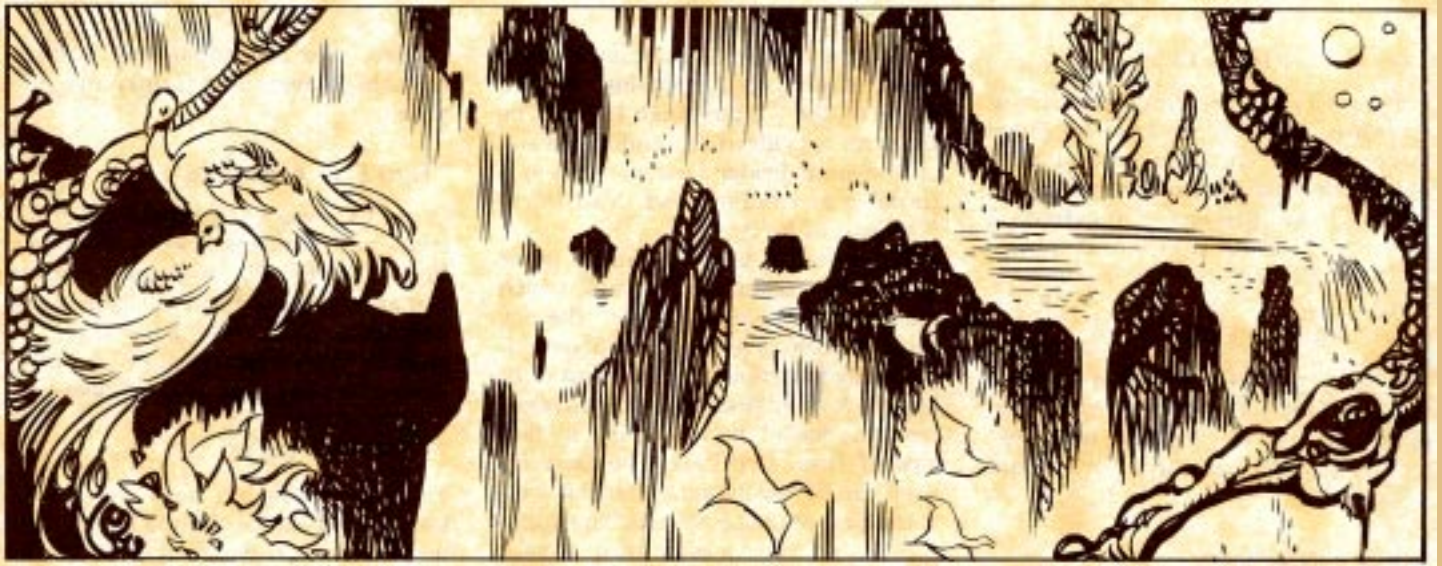
Zundbridge

This double-walled castle, situated on a rocky outcropping above the river gorge southeast of Waterdeep, guards the High Road bridge across the River Dessarin. An inner wall protects the garrison buildings and an outer encircles a vast field where caravans rest while being inspected by Waterdeep customs officers. Most trading costers own permanent "yards" here for their caravans. The outer bailey's north gate opens onto a drawbridge, controlled from within the gate towers.

"Judge" Kazardun, a former dwarvish mercenary (7th level, LG fighter), commands the Waterdeep troops here. He is the Lord's Alliance law as far south as Daggerford and east to Secomber. Zundbridge is home to the Red Rune Inn, claimed by many to make the finest shalass (fish) stew in all Faerun.

"9 Eleint. Near Secomber Have traded all A. A.'s Waterdeep junk to an odd group of adventurers who call themselves the Fellowship of the Hall. I guess the stuff was valuable. I don't think the old dwarf or the drow bought my story about needing help to return a stolen statue, but they agreed to take it to Secomber anyway. Still don't know what I'm going to do with Amelior when I get him back home. Maybe stand him up in the garden for a few months while I finish his book."

RIVERS, MOUNTAINS, AND ROUGH LANDS



"I Marpenoth. The house and lab were in shambles upon our return, with clothing, chairs, and lab equipment strewn everywhere in a chaotic fashion. I breathed a sigh of relief to see that things were as we had left them. I plan to bring A. A. in from the garden before a hard frost hits, though it seems a shame to disappoint the pigeons. Can't find any stone to flesh potions. Laeral of the Nine usually has quite a few on hand. After I finish next chapter, I'll make a trip up into the High Forest and visit her in the Stronghold."

Ardeepforest

Once a district of the Fallen Kingdom and before that part of the vast forest that was elven Illefarn, this wood is now home to a small clan of elderly moon elves, adventurers who chose to remain behind when their brethren crossed over the sea to Evermeet.

GAME INFORMATION: A well-manicured clearing in the Ardeepforest surrounded by unusually tall and thick-trunked elms is a relic of ancient Illefarn. The refreshing glade radiates constant protection from evil and it is always spring here, regardless of the season. *Cure disease* spells cast here gain a +1 bonus.

Elves feel an incredible, restful aura of peace here, but other races can only

vaguely sense the clearing's calmness. Non-magical wood brought into the glade will come alive and magically begin to sprout leaves and roots.

Berun's Hill

This local landmark is a bare-topped, conical hill that commands a splendid view of the valley of the river Dessarin to the east. This lookout has often been used in times of trouble to watch for advancing orc or barbarian tribes coming down from the north and east. It is named for the famous ranger Berun, who met his end here at the hands of such a horde. He failed to stop the orcs, but slew over 300 singlehandedly before he was overwhelmed. Bandits watch here for the approach of likely victims. Northern legend has it that a dwarven tomb lies under the hill, rich in golden armor and treasures, but none has ever found it, and dwarves know nothing more of it than legend.

Blackraven River

This tributary of the River Mirar flows out of canyons in the foothills of The Wall and is named for the gigantic ravens said to lair at its headwaters. Blackraven raiders, mounted on gigantic ravens will not allow outsiders upriver where their ancestor mounds lie.

Bleached Bones Pass

This pass once connected Dekanter with Illefarn to the west, but few use it now. The pass draws its name from piles of sun-whitened bones that line the trail. Numerous small, crude orc strongholds dot the slopes of the pass, warring constantly with one another.

The Cold Run

From the Iceflow north to Icewind Dale, this bleak tundra is home to reindeer, wolves, tundra yeti, and a few Ice Hunter villages which cling to the rocky coast. Warm winds off the Trackless Sea bring a mild summer to the Run, but come winter those same winds shriek bitter, deadly cold.

The Cold Wood

This pine, spruce, and birch forest is all but untouched by humankind. Snow cats (red tigers), ettin, and orcs roam the wood. The Cold Wood is the usual site of Tulrun's Tent, a wizard's stronghold.

The Craggs

These hills south of Mirabar, infested with goblins, hobgoblins and bugbears, contain the worked-out mines that originally brought men to the area.



DawnTreader Gap

This pass through the Graypeaks east of Llorkh is regularly traveled by Zhen-tarim caravans. It is steeper and more demanding than Bleached Bones Pass to the south, but it is easier to defend. A garrison of 30 purple-cloaked “Lord’s Men” from Llorkh guard here.

Dead Horse Ford

This ford across the Dessarin near the High Wood draws its name from a battle fought here in which the hero Destril Longtracker had three horses slain beneath him.

Dead Orc Pass

A steep, rocky gorge northeast of Sundabar. The River Rauvin roars through here in a series of cataracts, rapids, and falls, filling the valley with mist and making the narrow trails wet and slippery. The orc-king Graul is thought to have his stronghold here.

Delimbiyr, The River Shining

This clear, cool river forms the eastern and southern boundaries of the High Forest as it runs over a thousand miles from its headwaters in the Nether Mountains to the sea west of Daggerford. The River Shining is fast-flowing with mint-sweet, drinkable water and is home to many szorp: brown, trout-like fish with tasty white flesh. It is navigable from its mouth to Loudwater, and from above the Shining Falls to its headwaters.

The Desert’s Edge

Parched scrublike growth along the edge of the Great Desert often hides ruins, relics and desperate creatures waiting for their next meal.

Dessarín, River

The cold and deep River Dessarin flows into the sea south of Waterdeep at Zundbridge. Its waters are home to the silver shalass, fish that are a delicacy

across the North. The Dessarin itself rises in the Lost Mountains, isolated peaks on the western High Forest. The Dessarin is bridged at Zundbridge and at The Stone Bridge farther north. It is fordable at Ironford and Dead Horse Ford east of Yartar.

The Dessarin is fed by many other rivers and streams. Its network, which includes the “Laughingflow,” the icy River Surbrin, and the River Rauvin, is generally navigable through most of its length. A small boat can take travelers from the sea all the way to the icy falls east of Dead Orc Pass. The Dessarin itself can be negotiated to Dancing Falls at the base of the Lost Peaks. The upper reaches of the network form a vast, open, grassy basin, rising in the east into the Evermoors.

The Evermoors (Trollmoors)

Also known as the “Trollmoors,” this barren upland area still shows the scars of the huge bonfires set to burn the corpses of the trolls, or “everlasting ones,” that once roamed here in hordes. Trolls still lurk in the hills and bogs, but not in vast numbers as of old.

The Fallen Lands

This is the present-day name for the strip of uninhabitable land west of Anauroch, stretching between “the Far Forests” (now overrun by evil things out of Hellgate Keep) and Weathercote Wood. This was once a part of the realm of Netheril, a kingdom of mages who fled when they could not stem the expansion of the Great Desert. The Fallen Lands are now home only to monsters, though rumors persist of great mages inhabiting its southern reaches, hurling back the fiends of Hellgate Keep with their art. Adventurers have seen a beholder of awesome size here, directing hobgoblin servants to capture monstrous beasts.

At the eastern edge of the Fallen Lands, shifting desert sands have uncovered a ring of nine gigantic

statues who are apparently peering down into a wide hole of unknown purpose.

“The Far Forests”

Once, this was a fair wood of healthy trees and frolicing forest creatures. Now it is the lair of fiendish, other-planar creatures from Hellgate Keep. The trees themselves have taken on horrific aspect, parodies of the monsters who stalk their gloomy glades.

“The Fell Pass”

This pass through a southern spur of the Spine of the World was the site of a desperate battle between orcs and the dwarven army of Delzoun. Now, most folk avoid it if they can, for it is haunted by ghosts, haunts, and apparitions of the warriors who died here.

GoblinTide River

This branch of the Surbrin is named for a long-ago battle in which goblin corpses drifted downriver for weeks. Chillingly beautiful cold nymphs frolic in the waters here, garbed in simple tunics bedecked with gems and gold.

Graypeak Mountains

This eastern mountain range separates the Fallen Lands from the Delimbiyr river valley. The range is named for the tribes of gray-skinned stone giants who dwell here. Its mineral wealth was removed thousands of years past during the reign of lost Netheril.

The Great Desert

Anauroch, the Great Desert, is a barren wasteland that forms the eastern border of the Savage Frontier—a vast mass of steppeland, rocky wastes and sandy desert that runs from the Uttermost North almost to the lake of Dragons. Over the millennia, it has crept south, swallowing the Narrow Sea and destroying ancient civilizations. Desert creatures and monsters often wander into the eastern fringes of the Savage



Frontier. Nomad tribes from the desert visit Sundabar and Llorck on occasion, though such visits are few. The men of the desert often trade for goods with relics of ancient design.

The High Forest

This giant forest, its contents and occupants are described beginning on p. 49.

The High Moor

Though it is mostly outside the North, stoncutters from Secomber occasionally uncover ancient tombs here. The last crypt discovered yielded a suit of mithril *chainmail* +4 and a *sun blade*, but not before mummies within it slew two unlucky stone masons.

The High Road

This carefully maintained highway connects Waterdeep with Nevverwinter, Port Llast, and Luskan to the north, and extends to Baldur's Gate and beyond in the south. It is heavily patrolled by forces of the Lords' Alliance.

The Ice Flow

This chilling, fast-rushing river thunders down out of the icy interior of the Sword Coast's northernmost extent, marking the beginning of the Cold Run. Its unnavigable waters are just above freezing and travel at terrifying speed through a great ice gorge. In spring and high summer, great slabs of ice break off the gorge walls and fall into the water, shattering with the force of a triple strength *ice storm*, spraying the vicinity with boulders of broken ice. These chunks are swept down the gorge and out to sea, to drift south amid great icebergs from the Sea of Moving Ice. Remorhaz are known to lair nearby and great horrors known as "ice or snow spiders" have also been encountered.

No rich ores have been found here, but there are persistent rumors of incredibly ancient ruins and buried riches in secret places in the gorge.

The Ice Mountains

This snowcapped range far to the northeast contains the remnants of dwarven power in the North, Citadel Adbar and the underground realm of Adbarrim. Few humans are found here, other than the wild hunters of the Red Tiger (snow cat) barbarian tribe or merchants from Sundabar. Frost giants, orcs, verbeeg, devil dogs, remorhaz, ice lizards and white dragons dwell here. It is said that an ancient silver dragon and his bronze dragon companion roam the mountains in the guise of an old hunter and his hound.

Icewind Dale

In this bleak tundra is the farthest bastion of civilization in the Savage Frontier, a loose confederation of 10 towns and villages known collectively as the Ten Towns (see chapter 4). The towns are located on or near the three deadly-cold lakes of Maer Dualdon, Lac Dinneshere and Redwaters, the habitat of the knucklehead trout (found nowhere else in Faerun). The tundra of the Dale is surrounded by ice, with high-walled glaciers to the east and the Sea of Moving Ice to the west and north.

Icewind Dale is home to a few tribes of tundra barbarians, reindeer, polar bears, wolves, elk, the fierce tundra yeti, and a white dragon or two.

Ironford

This ford across the Dessarin is not a particularly shallow or easy crossing. The Bargewright Inn is located here.

"Laughingflow"

The original elven name for this tributary of the Surbrin has been lost; only its rough translation survives. The Laughingflow drains the southern Evermoors, its happy name a stark contrast to the bleak barrens along its course. The Riders of Nesm  maintain a number of palisade and earthworks base camps along its banks and call the river by their own name: "Trollflow."

The Lonely Moor

South of Weathercote Wood, this desolate dusty waste of scrub and rock stretches from the Great Desert to the foothills of the Graypeaks. Here can be found the ruins of Dekanter, leucrotta and worse monsters, and secretive Zhentarim caravans enroute to Llorck.

The Long Road

This less-traveled road connects Mirabar in the far north with Longsaddle, Triboar and Waterdeep to the south. Although it is regularly patrolled by troops from Waterdeep, bandit raids are frequent and they always seem to know what goods are carried and the defenses to be encountered in merchant caravans.

Mere of Dead Men

This vast salt swamp stretches along the shore of the Sword Coast for over a 100 miles, reaching inland over 30 miles at its greatest width. It is a desolate, foetid, insect-infested place, seldom visited by men and home to numerous deadly creatures.

The Mere of Dead Men was named for the thousands of men, elves, and dwarves of the Fallen Kingdom who were slain here when orc hordes routed them here from the present-day site of Triboar.

Travelers on the High Road, which skirts the Mere to the east, have been known to travel for three days and nights without stopping to avoid camping near the Mere. Will-o-(the)-wisps bobbing over the Mere are a common sight at night from the High Road.

Tales are told of floating islands, of eerie pools of magical aspect, of lizard men commanded by liches, and even of a penanggalan of monstrous size that haunts the area. Understandably, few folk are moved to investigate the dark, scummy waters of the Mere to learn the dire truths for themselves.



River Mirar

This icy, unnavigable river races south from the Spine of the World, tumbles through rapids in the Valley Khedrun, swirls rapidly past grim Mirabar and its countless mines until it at last reaches the port city of Luskan in the Illusk Fjord. It is the site of the annual Mirar Run, a 20-mile white water khyek (sealed leather canoe) race during the Mirabar Midsummer festival.

The Nether Mountains

This dark, brooding mountain range once marked the northern boundary of ancient Netheril and the southern boundary of Delzoun. It is home to orcs of the Ripped Gut and Thousand Fists tribes, bands of verbeeg, a small community of pech who are constructing a huge granite cube supposedly filled with gems, the Morueme clan of blue dragons and their hoards, and the Monastery of Loviatar which guards a trove of secret volumes taken from a lost Netherese college of magic.

Neverwinter Woods

This forest east of Neverwinter seems to have a magical quality about it, or at least an air of mystical secrecy. The always-warm Neverwinter river, which flows out of the wood, has its source deep beneath Mount Hotenow, a sleepy volcano in the northern wood. Fire elementals are said to live deep within Hotenow. The steep mountains to the north of Hotenow hide griffon lairs.

These woods have never been logged by men (they are feared and shunned by the locals), and even today are largely unknown. The depths are said to harbor dire creatures. Orc hordes always go around the woods, never through them.

Other Woods

This is not the name of a single forest, but includes the Lurkwood, Southkrypt garden, Southwood, Moonwood and Westwood. These edges of these forests

are logged by men, though their dark depths are largely a mystery.

Rauvin, River

The lazy Rauvin winds slowly through the North to join the icy Surbrin near Nesmé. The Rauvin, which takes its name from a ancient dwarf hero, is bridged at Silverymoon (the legendary moonbridge), Everlund, and Sundabar. Its headwaters are in the Ice Mountains northeast of Dead Orc Pass. Although there is much traffic on the Rauvin, it is not a "safe" river. Orcs, trolls, and barbarians constantly harass travelers.

Shining Falls

These spectacularly beautiful falls on the river Delimbiyr halt river traffic north. Once the elven kingdom of Eaerlann had an outpost here, but little remains; even the once-busy portage road around the falls is little more than a deer trail now.

The Spine of The World

This extensive mountain range, which separates the North from the Uttermost North, has many of the highest peaks in all Faerun, all eternally snow-capped. "The Wall" is its other name, used more commonly south of Waterdeep. Though it was once riddled with dwarfholds, now it is home to fierce, cold-loving monsters, countless tribes of orcs, goblins, hobgoblins, bugbears and verbeeg. Hill giants prowl the foothills, and frost giants, white dragons, yeti, and taer claim the high peaks and frigid valleys.

If the mines of Mirabar are any indication, it is also contains the richest mineral deposits in the North, yet due to its monstrous inhabitants, only the smallest fraction of that wealth is exploited. The heart of the range is uncharted, but is said to hide lost cities, abandoned dragon lairs, and even frozen dinosaurs!

Surbrin River

This tributary of the River Dessarin originates on the frigid shores of the

Endless Ice Sea, the vast glacier pack north of the Wall. The waters of the Surbrin lose little of their chill before they dump into the Dessarin. The Surbrin is bridged at Yartar and Nesmé and is navigable to where the Rauvin joins it, northeast of Nesmé.

Turnstone Pass

In olden days, this wide pass in the Nether Mountains witnessed constant strife between the allied forces of men and elves against waves of orc invasions from the north. Now it is the front line of the North's defense against the fiends of Hellgate Keep. The rough terrain here is frequently patrolled by warriors from Sundabar and bands of armed undead who follow in the wake of demon commanders.

The Uttermost North

Also called the "Utter North," this refers to that area beyond The Spine of the World mountain range, including Icewind Dale and the glaciers of The Endless Ice Sea. Few humanoid races live this far north.

The Valley of Khedrun (ka-hed-ROON)

Named for a dwarven hero who in legend carved out the homeland of the dwarves in the North from lands dark with wolves, orcs, and bugbears with only his axe, this valley of the upper Mirar is the supposed site of legendary lost Gauntlgrym, an underground city. It is also the site of the Great Worm Caverns.

Weathercote Wood

Elves say that gates to other worlds lie in the depths of Weathercote, and that otherworldly mages of awesome power have come to Faerun to dwell in the Wood and guard the gates to prevent others of their kind from using them. The truth of this is not known; neither spells nor psionics are able to penetrate the Wood's interior, and those who enter to investigate do not come out again.

THE HIGH FOREST



"Date unknown. Well, this is where it ends, starving to death in a dank cell, imprisoned by another one of A. A.'s old 'friends.' I've tried to gauge time, but with no natural light and infrequent meals, I can only guess.

"Will try to recap my situation (Tempus's Toes! Amelior's got me writing for posterity now!). Jhingleshod and I found the Stronghold of the Nine. It seemed deserted, so we snooped a bit. Maybe we could just 'borrow' the potion and leave. We met Laeral. She seemed a bit different, nastier; than usual (or maybe it was her hair). After a short argument (maybe 'cock-eyed witch' was a bad choice of words), I awoke here.

"Next time I'll try A. A.'s enemies, they might be more friendly. See if I ever do anything for One-eye again. Wonder if that cock-eyed witch is looking for the stupid spikey crown I found in here. It sure makes for a lousy pillow."

Deep, dark, ancient and unfathomable, the vast High Forest dominates the eastern central marches of the North.

From its southern edge near Secomber to its northern extent near Everlund and Turnstone Pass, it stretches nearly 500 miles. It is like and yet unlike other woods in the north, remaining virtually untouched by woodsmen's axes.

Forest Folk

Treants

The "wood rulers" dwell near the city of Everlund in the part of the forest known as "The Woods of Turlang," after the Treant's aeons-old ruler "Turlang the Thoughtful." Each treant has a stretch of woodland which is carefully maintained in keeping with his or her personality, ranging from immaculately clean tree gardens, to dense, dark and eerie, seemingly haunted forest.

Half-Elven Renegades

The descendants of the folk of Eaerlann inhabit, or infest, much of that lost land's former woodlands. These half-

elven brigands are primarily moon-elves, but numerous drow "breeds" are to be found, descendants of elf, drow and human unions long past. Noted among them is their leader, "princess" Tianna Skyflower.

Men

Druids serving Silvanus guard Tall Trees (the great tree remnants of the ancient elven land of Eaerlann) near the forest's eastern edge and occasionally (and with great caution) explore the deeper forest. An adventuring band has a stronghold in the south, and an illusionist one in the north.

Korred

The primary home of these dance-happy forest folk is the wood around the Lost Peaks in the western forest. Great glades form dance floors large enough to host a thousand dancing korred. These diminutive, wild-haired, satyr-like creatures worship Tappan,



their own god and Shiallia, a female woodland demigod allied with Mielikki.

Drow

This subterranean elven subrace does not dwell here, but it has long been suspected that the forest hides an entrance to Menzoberranzan, one of the dark elves' Deepearth cities.

Mongrel Men

These mixed breeds have been migrating in numbers to the central forest, apparently being called into the service of a charismatic man who calls himself "The One."

Orcs

Numerous orc tribes dwell in the cool darkness of the southwestern forest. Their crude villages are located about two days' travel into the woods.

Aarakocra

This winged race dwells only in the central Star Mounts, but occasionally is seen near the western fringe of the forest. They are reclusive, having little to do with other folk.

Wizard Weather

The High Forest and the surrounding countryside experience (or suffer from) occasional exotic weather patterns that can only be of magical origin (and are presumed to be caused by the Dire Wood). This weather appears suddenly, ends suddenly and is often destructive and deadly. Recorded types of wizard weather have included red snow ("it tasted like blood"), hot rain ("it boiled the flesh"), blizzards in summer, exotic (invisible, multi-colored, huge, explosive, glowing and black) hailstones, dense fog (with evil creatures lurking within), razor-sharp sleet ("it drew blood and scored metal"), black, acidic rain, and desert-like blazing heat. There is a 1% chance each day of encountering wizard weather while within the High Forest.

The Dire Wood

Deep within the eastern wood, somewhere along the Heartblood river lies the Dire Wood, a small grove of unkillable, black trees, apparently no greater than a mile across.

Also known as the Enchanted Wood, this intensely magical area may actually be an access point to an alternate Prime Material Plane. Whatever the truth may be, the Dire Wood is much larger inside than out. The intense arcane effect of the wood has created a strange land of magic and mystery. Weather here bears no resemblance to the outer world and is itself highly magical. Creatures long extinct elsewhere are found here in abundance (but die upon leaving). Magical sites appear at random, then disappear without a trace.

Somewhere within the Dire Wood are the lost ruins of Karse, an outpost of the latter days of the ancient Netheril.

GAME INFORMATION: As of this writing, the Dire Wood is 150 miles across (its inside dimension). Each year it broadens by about 80 feet as another ring of black trees surrounds the forest. The terrain over which the forest grows is hilly and entirely forested. There are no mountains within the Wood, only a single towering red stone butte, and few normal creatures—even the usual forest animals are gigantic or otherwise magically modified.

Tianna Skyflower, Jhingleshod, "The Iron Axeman," and Wulgreth (see pp. 56-64) call the Dire Wood home.

Heartblood River

This tributary of the Delimbiyr, which flows through the Dire Wood, has its source on the north side of the Star Mounts. Where the Heartblood leaves the Dire Wood, the water has a reddish cast which quickly disappears.

GAME INFORMATION: If the water of the Heartblood is consumed while still reddish, the imbiber is temporarily magically enhanced. For 1d4 hours,

spells cast by magic-users and clerics (not by devices) have a +1 chance to succeed, and all imbibers gain a 20% Magic Resistance.

The Lost Peaks

These two small mountains in the northwestern wood are the source of the River Dessarin. Here, so legend says can be found the Fountains of Memory, magical pools which one can use to peer into Faerun's past. The waters allow instantaneous travel to places viewed (though whether the times viewed can be reached is not clear). However, legend also says the Fountains are located within a glade sacred to Tappan, god of the korred who dwell here in quite large numbers.

The Star Mounts

Located in the heart of the High Forest, this steep-sloped cluster of mountains ascends higher than even the tallest peaks in the Spine of the World. It is possible to see the snowcapped mountain tops, and the slopes which sparkle like cut diamonds, from as far away as the Stone Bridge, or the mountains north of Loudwater.

The elves of Eaerlann first named the mountains, giving them the same names as stars in the northern heavens. Most of the original names are forgotten, only their rough translations survive: Bard's Hill, Mount Vision, and Hunterhorn. Yet, a few are remembered: Y'tellarien (The Far Star), called Far Peak, Y'landrothiel (Traveler's Star), called Mount Journey, and N'landroshien (Darkness in Light), called Shadowpeak.

The forest south of the mountains hides a gnarled surface that might be called a badland were it not so densely thicketed. To the north, the land is unusually smooth, as if leveled with a woodworker's plane.

The mountains are also known to be rich in metals, including remarkably pure iron and nickel. But since the end of Eaerlann, no one mines there.



The Star Mounts are an unapproachable curiosity. The ancient elven names hint at some unfathomable mystery (though most suspect the elves know the truth of it). As far as anyone knows, no flying thing less powerful than a dragon can land there due to constant and usually fierce winds.

GAME INFORMATION: The mountains cannot be approached by flying, other than upon an ancient or larger dragon. Strong gusts of wind (possibly huge air elementals?) will dash weaker beings against the cliffs. Still, aarakocra, the bird-like winged race, seem to have no difficulty in flying to and from the mountains.

Huge crystals dot the surface of the mountains, many as large as small houses. There are several uncharted ruins in the mountains with walls made of fractured crystal shards.

The Unicorn Run

This cool, gently-flowing river has its source in the Star Mounts, at the very heart of the High Forest where very few civilized beings have ever been all through the ages (save the elves who do not talk). It tumbles roughly through the rough, densely forested canyonlands south of the mountains, then slowly meanders southward through the hilly forest to join the Delimbiyr at Secomber. Though few chose to do it, the Run is navigable as far as the first of the "sisters," the waterfalls which block further upriver travel. For such a large river, the Unicorn Run is remarkably clear.

The Stronghold of the Nine (see below), lies partway up the run, located on a hill above the valley. Unicorns are known to travel the river's banks (hence its name), possibly traveling to the crystalline slopes of the Star Mounts. A famous halfling adventurer, Gautham Longtoes, is known to have said, after visiting the Run, "I have seen the unicorns, and can die content."

Legends about the Run are many. One holds that an elven king buried the

treasure of his court somewhere along the run while flee orcs and hobgoblins— but was soon slain with all his folk. Another holds that the god Mielikki wanders the wood here (though the Harpers claim this "legend" to be plain truth and often make dangerous pilgrimages upriver). The storyweavers of Secomber claim that if you travel the river to its end, you will find the home of the gods, that the river does not originate in this world, but in another. Other folk claim that water from The Unicorn Run remains eternally pure, that it can never be fouled or poisoned.

"Having been far enough upriver on the Run to see the first 'sister,' as it poured like living mist from the verdant canyon forest high above, I know why bards who see this river sing of it for the rest of their lives. It is certainly one of the most beautiful regions of all Faerun." — Amelior

Realms, Ruins & Strongholds

Within the forest, there are few markers of civilization, past or present. Those that might be of interest are noted below.

The Citadel of The Mists

This isolated castle lies in the forest's northern fringes and is home to a powerful illusionist known only as the Mistmaster, reputed to be 26th level. He dwells here with his household retainers who are known to be Iltmul, an 8th level monk, once the White Master of Dragons, now Green Master of Dragons; and Cherissa Mintareil, a 5th level woman warrior who gained great fame in the service of Cormyr. The Mistmaster loves to raise and train pegasi.

The Citadel is rumored to contain great treasure within its vaults, yet few have ever seen the Citadel, let alone passed within.

GAME INFORMATION: The Citadel,

which is built upon the foundation of ancient elven fortress (which may itself have been built upon the ruins of something even more ancient), is guarded by both magical and monstrous guardians, and when the Mistmaster wishes, it is cloaked in swirling mists.

A tall tower houses the pegasi eyrie. It is reached by an exposed internal staircase through a single large chamber, reputedly guarded by *charmed* air and fire elementals.

Beneath the castle are the cellars of the ancient elven fortress. Passages known to descend deeper have been blocked. . . repeatedly.

Eaerlann

This elven kingdom's name is lost to all but a few in the North. Once it encompassed the eastern forest from Turnstone Pass in the north to the Shining Falls in the south, controlling the upper valley of the River Shining.

Long ago, the elven folk of Eaerlann sailed over the sea to Evermeet. Today, only a crumbling old road and a ruined port mark that any civilization existed here at all. Other ruins, remnants of cities and lost treasures are yet to be found. The forest's Tall Trees region may yet hold remnants of Eaerlann, but the druids there repel both the forces of Hellgate Keep and adventurers.

Some of the folk of Eaerlann joined with the dwarves and men from the west to form the ill-fated Fallen Kingdom along the Sword Coast.

The Endless Caverns

At the edge of the broken lands south of the Star Mounts, a nameless river flows from a huge opening in the cliff face. The rangers of the Harpers know this as the Endless cavern, a deep reaching cavern complex which the elves of Eaerlann believed to be a connection point with the deep realms of the underearth. Here of old dwelt Grax Rekaxx, an ancient green dragon. His moss-covered bones decorate the outermost cave chamber, but no trace was ever



found of his vast dragon hoard.

The ranger, Skimmerhorn of Secomber, reported evidence of illithid activity here on his most recent investigation.

Grandfather Tree

An oak tree of titanic proportions, that towers above the rest of the forest but whose location is not known, other than "Somewhere in the northern High Forest." It is sacred ground to the Uthgardt barbarians, but its existence predates the human presence in the North (see p. 54).

Karse

The center of the mystical Dire Wood is the ancient ruins of Karse. In olden days, religious refugees who had been driven from the ancient land of Netheril built this city at the base of the base of a tall butte of red stone which their legends held to be the remnants of Karsus's physical form. Though they originally built without permission from the elves of Eaerlann, an alliance was struck and they mined the rich metal deposits of the Star Mounts. Both normal forest and the black dire oaks have thickly overgrown the ruins.

Here can be found the black glade, a circle of 13 towering dire oaks; the intact, ageless home of the evil archmage Wulgreth; and an eerie black pyramid which oozes evil.

GAME INFORMATION: Karse fell into ruin around the same time as Hellgate Keep was occupied by demons, when the death of the evil wizard Wulgreth caused the creation of the Dire Wood. The wizard yet lives on as an intensely evil, lich-like being within the black pyramid. He seeks pure blood from the heart of Karsus to return to true life. An avatar (minor physical manifestation) of the dying god Karsus dwells in a temple atop the butte, his everflowing blood contributing to the magical nature of the Dire Wood, while deep within the butte, Karsus's gigantic, living heart beats ponderously.

The Nameless Dungeon

Until adventurers from Sundabar brought a glowing suit of mithril *chain mail* +4 out of the ruins of this elven citadel, the treasures of elven Eaerlann were believed to have disappeared with the elves. The discovery of the Nameless Dungeon has caused a furor among elves in the North. An envoy from Evermeet has gone as far as to ask High Lady Alustriel of Silverymoon to outlaw those known to have trespassed here. There is something in the ancient crypts that the elves do not want anyone to know about.

Old Road

From the mouldering ruins of the ancient elven port on the Delimbiyr, this road once traveled to lost Karse, but now literally fades into nothingness as its paving stones crumble into dust about 90 miles into the forest.

The Stronghold of The Nine

This cavern complex is a former dwarfhold rebuilt by the Nine, a famous adventuring band led by the female archmage Laeral. This group, now mostly retired, makes its home in the seclusion of the High Forest, as far up The Unicorn Run as men dare go. The Stronghold is known to have strange and powerful magical guardians (including nagas and golems) not to mention their retainers, followers and several mercenary bands. The Nine are known to have gathered much treasure over the years—much of it is undoubtedly in the Stronghold.

GAME INFORMATION: The Nine are now the "Five." A disagreement over an item in Laeral's possession began a feud, dividing the once close knit band into three warring factions. The item is an artifact known as the Crown of Horns, a many-horned helm of unknown properties (one property should be obvious, it causes dissension and a desire to possess it). Those who investigate The Stronghold will find its

above-ground buildings abandoned and in poor repair. The large underground complex is ill-defended and in constant turmoil as ragged, paranoid warbands gain, lose and regain control of the Crown. To them, everything else in the world pales in comparison to the ugly iron helm.

The five who survive are 15th level or higher and include a fighter, a cleric, two magic-users (Laeral and one other), and a thief. Most of their followers are 2d level or higher.

"Dearest Amelior,

"Perhaps I was too hasty earlier this year. Dove and I will be traveling to Waterdeep in Uktar. Can you find time to talk on our return trip? Even in Silverymoon, the long winter can be lonely.

Alustriel"

"Dear Amelior,

"Sorry to have missed you. It was Dove's idea to let ourselves in. We tried to clean up, but we just made it worse. Hope you like the gift I left.

"Alustriel"

"PS. I love the statue. If you want it back, you'll have to come to Silverymoon. I'll wager you can't guess where I am going to hide it."

UTHGARDT ANCESTOR MOUNDS



"1 Nightal. I'm not dead and Amelior is gone, probably decorating someplace where gooney Alustriel would never allow him were he not in his present condition. For the record, I just walked out of Laeral's Stronghold. My cell was unlocked and I had not been fed for days. Even so, I can't say that I was happy to see the purple squid symbol on the door frame.

"3 Nightal. Book nearly done. With A. A. gone, I didn't think I could describe those barbarian mounds found up north, but I met a strange old coot in green gear at the Frosty Tankard last night. Wan ted me to find Grandad Tree for him, but I kept his mug full and he told me about mounds."

These are the holiest sites of the Uthgardt barbarians. Most tribes believe their tribal founders to be buried in their ancestor mound. Although there are many lesser burial mounds and shrines revered by smaller clans within the tribes, it is to these large mounds devoted to their most ancient and holy ancestors that the Uthgardt tribes return each fall to spend their winters near the protection of their ancestors.

The ancestor mounds are all roughly similar. Two mound rings called cairn rings surround a large central mound called the altar mound. The ancestor

mounds of large tribes may also be surrounded by smaller, nondescript burial mounds. Usually all mounds are formed of turf-covered earth.

The spaces between the rings and the altar mound are called vales. They are as wide as a cross section of a cairn ring (about 40 to 45 feet) and are known as the inner and outer vales.

The cairn rings often echo the shape of the altar mound, but many are circular. The outer cairn ring is usually bare, and still serves as a burial ground. Four large stone menhirs are set at the four cardinal directions (N, E, S, W) on the more holy inner ring. The rest of the inner ring is spiked and thicketed with tall wooden poles. The top of each pole is grotesquely carved, depicting fierce human faces, monsters or clan totems.

The altar mound in the center of the ancestor mound is often shaped like a tribal totem beast (though this is often difficult to discern from the ground). A fifth large stone, usually low to the ground marks the altar. There is no writing here, but arcane symbols on the stone are renewed yearly.

Most Uthgardt are superstitious about their ancestor mounds. They both fear and revere them. In the cairn rings surrounding the altar mounds, they have buried their mightiest chieftains with treasures and luxuries for the world beyond life. They believe that the spirits of dead ancestors protect the

graves from harm.

The actual location of most ancestor mounds is a secret, yet they are regularly looted by grave robbers, orcs, and Uthgardt who no longer fear their ancestor's curses. Even so, many still contain carefully hidden treasure.

GAME INFORMATION: Each burial mound contains a large number of log-lined crypts 6 to 10 feet below the top of the mound. Few contain real treasure (Treasure types B, M, plus the treasure type of any undead beings who guard the things they valued in life); most have been looted. Tomb guardians are usually more substantial undead beings like wights, coffer corpses, mummies, or skeleton warriors (DM's choice).

All Uthgardt mounds are guarded. Most have a lone (crazed) shaman of 5th to 7th level protecting them. All are protected by champion spirits bound into service each year at Runemeet. At the DM's discretion, champion spirits may be almost any type of spectral undead: ghosts, wraiths, spectres, apparitions, etc. However, their alignment is always CN (they are barbaric guardian beings).

Finally, the eldest Uthgardt shamans work an involved ritual (similar to the clerical spell plane shift) that opens a gateway into the Astral Plane atop the altar mound. Any cleric who knows this secret ritual can open the gate.



Individual Mounds

Beorunna's Well

This is both an ancestor mound and a small town of about 500 Uthgardt, named for another semi-mythological Uthgardt ancestor, Beorunna, the mythical father of Uthgar.

The village is quite unremarkable, a number of huts and tents for the tribesfolk who work the small fields, raise cattle, and hunt the surrounding woods. It is unremarkable until one learns that the unfortified village has never been successfully raided. The Black Lions claim that the spirit of Beorunna keeps them from harm.

The namesake of the village is the huge pit which contains their circular ancestor mound. The pit is supposedly the ruins of a collapsed cavern in which Beorunna died while saving the world.

"It is probable that Beorunna (or Berun in the Northman tongue) was a hero of the pre-Uthgar people who merged with the followers of a renegade from ancient Ruathym. Legend holds that Beorunna destroyed Zukothoth, a type IV demon in the cavern, collapsing it in on both of them. What local legend doesn't say is that a vast fortune in ancient treasure is also in the collapsed cavern. It is quite surprising to me that these folk have survived here for so long. Maybe their legends about the spirit of Beorunna are true."—Amelior

GAME INFORMATION: The ready militia of Beorunna's Well consists of 80 1st, 30 2d level, 20 3rd level, and five 4th level barbarians and is led by Heafstagg Four-finger (6th level barbarian, ST 18, DX 17), the eldest son of Alaric the Strong, the Black Lion tribal chieftain. The trapdoor in the water-surrounded altar leads downward through a flooded passage way to a partially collapsed cavern complex, home to all kinds of slimes, jellies, molds and insectoid creatures. Ickshar, a rakshasa and his ally X'ss'a' (ZHE-see-sa), an

illithid have been trapped in stasis here since the collapse of the cavern.

Beorunna, or Bey of Runlatha as he was known in ancient Ascore, was a powerful wizard/warrior who led human refugees from that city northward into dwarven territory to save them from what had occupied their city. Beorunna died in the battle with Zukothoth, but his spirit is perpetually reincarnated into the bodies of small, furry forest animals, which slowly take on semi-human form (a CG, 20th level wizard/10th level warrior). Beorunna guards the folk of Black Lion Village from harm.

Flintrock

This bleak ancestor mound in the moors east of Longsaddle is situated on a gnarly knob of flinty stone. The cairn rings and altar mound are created from piles of heaped rock, barren of plant growth and are shaped like a leaping elk stag. The Elk tribe follows other gods, so the mound is almost abandoned, though a few tribesfolk use it at Runemeet.

Grandfather Tree

This is the other of the two abandoned ancestor mounds, a gnarled oak tree of gigantic proportions towering above the surrounding trees of the High Forest. Its location is not marked for it is not known. The giant oak on the altar mound is the altar itself. The shamans would climb up steps carved in the gnarled bark to perform their rituals. The menhirs on the inner cairn ring are lesser oak trees. There is little evidence of the works of man here and a few rotted logs are all that remain of the tribal totem poles. In summer, the foliage of the great oak shadows the entire ancestor mound. Those brave enough to climb the tree to its uppermost branches can see almost the length and breadth of the High Forest.

Long ago, the mound's champion spirits drove the Blue Bear tribe away for unknown reasons. The tribal sha-

man carried away a cutting from this tree to become the now-ancient oak at the Stone Stand ancestor mound. When the arrival of Tanta Hagara and her corrupting influence caused the Tree Ghosts to splinter away from the Blue Bears, both tribes set upon a single goal... find Grandfather Tree.

GAME INFORMATION: The Hall of Mists does exist beneath the tree. A complex of 81 giant ants (*MMI*) has its lair in the roots also (68 workers, 12 warriors and a queen). The evil of the Hall has warped the ants such that they now have the ability to shift out of phase like phase spiders. Several warped warrior ants will have 5 hit dice and regeneration abilities like trolls. The Hall of Mists itself is part of a small temple complex. A great stone statue of a green slaad and two stone golems resembling bipedal dinosaurs guard the bubbling pool and glowing portals which form the gate between planes here (also see *Grandfather in Green* in Appendix D).

Great Worm Cavern

This unusual ancestor mound is entirely underground, deep within massive, multi-level caverns at the base of a mountain in The Spine of the World. It can be reached by a well-worn, well-guarded path from the surface. The largest cavern of the complex has a level floor and contains the ancestor mound. The altar mound is shaped like a spiralling winged snake, the great worm. Elrem, the great worm who is both clan totem and chief shaman to the tribe, sleeps at the center of the mound.

The cavern complex is large and unmapped. It is quite possible that other things live here, choosing not to disturb Elrem and his human followers.

GAME INFORMATION: Although he is not a red dragon, Elrem shares that ilk's love for treasure. Generations of Uthgardt have entrusted their funeral riches to Elrem's care, where it has



remained unmolested for centuries. As a Great Wurm (extremely old dragonish creature), Elrem has 400% of a normal red dragon's treasure (H,S,T). In addition to Elrem, the ancestor mound is guarded by the normal champion spirits, and the Wyrmguard, 60 3d and 10 5th level barbarians, and 10 5th level shamans.

Morgur's Mound

The altar mound is shaped like a crude, long-necked, wingless dragon, the Uthgardt impression of a thunderbeast. The bones of some great beast are arranged on the mound in roughly their proper relationships, although the ribs are set upright and the neck vertebrae and skull have been threaded onto a pole to tower above the mounds.

"I haven't seen the bones, or the mound, but the 'thunderbeast' of Morgur's Mound is probably an apatosaurus, a beast from ancient history and not the unholy creature of the same name from the Abyss. It may also be that the 'Morgur' of the mound is Morgred Gardolfsson, a brother of Uther Gardolfsson, the Ruathym Northman who may be the legendary Uthgar. If so, then Mogur's Mound most likely holds the loot taken by Gardolfsson's raiders from fabled Illuskan."—Amelior

GAME INFORMATION: During Runemeet, the combined power of the shamans can cause the bones to come together as an apatosaurus skeleton: AC 7; MV 6"; HD 15; #AT 1; Dmg 3-18; THAC0 8; SD Edged weapons do half damage, mental spells have no effect, holy water does 2-8 points of damage.

One Stone

Shadowed by deep forest, this abandoned ancestor mound served the now-dead or disappeared Golden Eagle and Red Pony tribes. Instead of an altar mound at the center of the cairn rings, there is a single massive, rounded boulder, easily 20 feet across and 12 feet

high and covered with precisely engraved tracery. Carved steps ascend the south face to the altar on top.

"The legend of One Stone tells of a god who sealed a passageway from the Nine Hells with a single rock, thrust into the ground. One can only wonder if the evil that is supposedly sealed beneath the stone was able to reach out to whisk the missing tribes away. Some say the Golden Eagle and Red Pony tribes were destroyed by intertribal rivalry. Darker tales suggest that they disappeared beneath the ground, where they yet dwell today."—Amelior

Ravenrock

This is the alleged breeding site for the gigantic ravens that the Great Raven tribe uses for their "sacred banditry." The holy ground is situated along the Black Raven River, in a canyon near the river's source in the foothills of the Spine of the World.

The central altar is a large natural stone formation which bears a striking resemblance to a great black bird. The giant ravens are neither native to the North nor are they natural creatures. Using secret rituals, the tribal shamans transport normal raven eggs into another plane and return with gigantic ravens only moments later.

GAME INFORMATION: Gigantic ravens have the same game statistics as giant ravens (MMII), with the following exceptions— Hit Dice: 6+2; Damage: 3-12; Size: L (22' wingspread); Level/X.P. Value: IV/225+8/hp.

Shining White

The circular cairn rings of Shining White are separated by vales of purest white, where the barbarians have cut through the shallow turf to the chalk layer below. The menhirs and altar here are made of a bright white marble.

Stone Stand

A tall oak tree surmounts the altar mound here. The oak is a cutting taken long ago from the legendary Grandfather Tree. Both cairn rings here are surmounted by menhirs, spaced roughly 10 feet apart and capped by lintel pieces that link the stones together into two unbroken rings of capped columns.

The nearness of this holy area to Hellgate Keep would seem to make life difficult for the barbarians. Although this ancestor mound is holy to both the Blue Bear and Tree Ghost tribes, only the Blue Bear hold Runemeet here—undisturbed by the things in Hellgate.

GAME INFORMATION: Magic cast within the mound's inner vale (inside the inner cairn ring) is more potent. The effects of all spells are half again more potent. That is, a spell that would last six turns lasts nine. A spell that would heal 1d8 points of damage heals 1d8+1d4, and so on.

"8 Nightal. If I hadn't found it, I wouldn't have believed it (it wasn't here when I left for the High Forest). A wooden wardrobe in A. A.'s sleeping chambers bore the badge of Silvery-moon and was full of... um... women's clothing. I mean, we all have secrets, but... then I snooped a bit more and there he was... in the corner of what turned out to be Alustriel's boudoir looking just like I left him, though someone had cleaned off the pigeon droppings."—Erek

PERSONALITIES OF THE NORTH



"Now we're going to rewrite this chapter. Everything you've written about these fine people is scurrilous tavern talk.

"Imagine her accusing me of being a peeping Tom. Whose idea was that little wardrobe portal? I mean, really.

"We're starting it over, the chapter I mean. And when were done with it, we're rewriting the rest of the book, particularly those nasty little comments you've been jotting in the margins. You did WHAT!?! You've sent the rest to Elminster? EreK! EREK!!!"

The following "movers and shakers" of the North are NPC characters for the DM to use in encounters and are by no means a complete list of all the important or powerful folk of the Savage Frontier. They may become sources of information, allies, mentors and tutors, or even bitter enemies. For most entries, the pronunciation of the character's name is given, along with his or her usual home, and any ability scores of 16 or greater.

Amelior Amanitas (Ah-ME-lee-or ah-mah-NEE-Tass)

Secomber
17th level magic-user and sage
CG, None
Human male IN 17, CH 16

Amelior is an alchemist-at-large, which is a kind way of saying that he is not welcome in most places. Secomber is home and he always returns there. He is a tall man (6'), chunky, with brown but graying curly hair and beard, one eye, spectacles, and simple clothing.

Although he does not appear so, he is a powerful wizard, a learned sage whose major area of study is the Physical Universe (Chemistry & Physics) and whose minor field is the study of the Supernatural & Unusual (which gives him nightmares) and a master alchemist, noted more for his peculiarities than his prowess. He comes across as a bumbling, good-natured eccentric who has an unreasoning fear of evil.

Amelior surrounds himself with clut-

ter, keeps a dozen brightly colored (red, green, fuschia...) cats, and is outrageously absent-minded. He attempts to cheat no one, even though he may forest hiring them. He rarely fights with magic, and then only in self-defense. He is always accompanied by his loyal assistant EreK, a sharp-tongued, irritable 4th level Northman fighter. Amelior goes unarmed, but carries a pair of metallic flasks, one gold, one copper. The gold contains a djinn (Hasan). The copper unleashes two fanatically loyal ogres who fight even beyond death.

Amelior constantly hires adventurers to perform tasks for him, often paying more than the task is worth. His current interest is the High Forest and legends of an enchanted wood within it (for more about Amelior, see DQ1, *The Shattered Statue*).



Arklem Greeth (AR-klemm GREETH-like Teeth)

Luskan
18th level magic-user
LE, Azuth
Human male IN 17 CN 16

Arklem Greeth is a hateful, old man, bent over with age and infirmity who exudes a vile odor from his body (many believe he is preparing himself for lichdom). He is the master of the Hosttower of the Arcane, the wizards' guild in Luskan and its true ruling power, though he rarely leaves his chambers atop the Hosttower of the Arcane. High Captain Taerl secretly takes orders from Greeth, though he hates and fears the ancient wizard (the High Captains are under geas to prevent the Hosttower and its wizards from coming to harm). Greeth does not trust other mages (especially after the murder of his aide-de-camp, Morkai the Red). He is always guarded by four *charmed* warriors (6th level fighters) and many suspect that one or more abishai devils are bound into his service.

Bruenor (BROO-nor)

Wanders
8th level fighter
NG Moradin, Dumathoin
Dwarf male, ST 17, CN 17

Bruenor of Mithril Hall is about as openminded and compassionate as dwarfs come, yet he is a deadly fighter. Bruenor is also the only dwarf in Icewind Dale who still remembers Mithril Hall, a lost dwarfhold in the Spine of the World. He now seeks Mithril Hall to take it back from the evil things that possess it.

Cassius (CASS-ee-uss)

Bryn Shander
7th level fighter
LN, Tymora
Human male CH 16

Diminutive Cassius with his short iron-gray hair and bright blue eyes is the spokesman of Bryn Shander in the Ten-Towns of Icewind Dale and head of

their ruling council. Though he rarely speaks of his past, most suspect that he was once a military commander for some petty kingdom in the Inner Sea—his ability with a sword and military leadership skills are legendary in the Ten Towns. He is a skilled diplomat, willing to use strong-arm tactics and has a reputation for getting what he wants, even at another's expense.

Dendybar The Mottled

Luskan
12th/4th level magic user/cleric
CE, Myrkul
Human male, INT 16

Dendybar, a frail-appearing mage, takes his nickname from the unusual patterns dyed into the fabrics of his customary robes. Dendybar is a former priest of Myrkul, who felt he could better serve his god as a mage. The hood that shadows Dendybar's features hides a face like a skin-covered skull, Myrkul's mark upon his most loyal servant. Dendybar is a wizard of the Hosttower of the Arcane, a mercantile guild and school of magic located in Luskan. Several years before, Dendybar, Eldeluc and several others arranged for the death of Morkai the Red in distant Icewind Dale, which allowed Dendybar and Eldeluc to move into key positions within the guild. Dendybar is jealous of Eldeluc's easy rise to power and deeply hates the fat, jovial mage. It will not be long before he eliminates Eldeluc and the archmage. Thereafter, the North is his to claim.

In addition to his magical spells, Dendybar the Mottled may animate 1d6 skeletons or 1d3 zombies each round of combat, so long as bodies are available.

Drizzt Do'Urden (DRIHZ-IT doe-URR-dun)

Wanders
10th level ranger
CG, Gwaeron Windstrom
Drow male

Drizzt is a drow outcast of House Daermon N'a'shezbaernon who can

never return to his subterranean homeland of Menzoberranzan again. As a youth, Drizzt discovered that he was different from other drow, that he cared about others and eventually fled, taking with him a life-long ally, a *figurine of wondrous power*: a small onyx panther from which he can call forth Guenhwyvar, a powerful panther spirit. To gain her, Drizzt had to kill her former owner, an extremely cruel drow noble. Guenhwyvar is more than just a magical item, she is Drizzt's friend.

Drizzt's appearance is typical for a drow, dark skin, pale eyes, pure white hair. He commonly wears a dark brown, hooded cloak to protect himself against the sun. Drizzt fights with two scimitars. One is a normal blade, but the other is magical, a *frost brand* +3, +6 vs. fire using/dwelling creatures, gained from the hoard of a white dragon.

Drizzt currently travels with the Fellowship of the Hall adventurers' band.

Eldeluc (EL-de-Luke)

Luskan
11th level magic-user
LE, Bane
Human male ST 17

Big, burly, Eldeluc's amiable exterior disguises a soul thoroughly tainted with evil. Along with Dendybar the Mottled, he is an heir apparent to the position of archmage within the Hosttower of the Arcane in Luskan. Though they worked together to eliminate their rival Morkai the Red years ago on an excursion to the Ten Towns, they are at odds with each other in the guild, and Eldeluc hates Dendybar with seething passion. It will not be long before he eliminates Dendybar. Eldeluc's connection with the god Bane has brought him into contact with the Zhentarim of Zhentil Keep.



Elrem The Wise (ELL-remm)

Great Worm Caverns
20th level shaman
CG, Great Worm beast cult
Male great worm

Elrem is a great worm, possibly the only great worm in existence. Imagine a gigantic, metallic green, bat-winged snake with the head of a red dragon and you will have a picture of Elrem. Once human, he acquired this shape through devotion to his deity or as others suggest, he is becoming the deity through the devotions of his followers. Elrem travels the planes, both physically and astrally, searching for knowledge. He is quite friendly, has a wry sense of humor and loves to hear and tell stories—when he is awake, which is not often. In addition to his considerable magical abilities, Elrem wields great psionic powers, including *animal telepathy*, *clairvoyance*, *empathy*, *precognition*, *astral projection*, and *dimension walk*.

Jhingleshod (JING-gul-shahd)

High Forest (Dire Wood near Karse)
10th level fighter
NG, Torm
Once-human male, ST 18(00), DEX 17, CN 18

Jhingleshod, known as the “Iron Axeman” (he once had another name but can no longer remember it) appears to be a man covered from head to toe in exotic plate armor. He lightly wields a mighty axe that most men could not lift. Upon closer inspection, he appears to be a cross between a living being and an animated suit of armor, his skin formed of lightly rusted overlapping plates of iron. Over the armor, he wears a tunic and cloak of forest green. Jhingleshod seeks to destroy his former master, Wulgreth, a once-living wizard who dwells in the heart of the Dire Wood, a mystical forest within a forest. Jhingleshod’s own life is tied to Wulgreth’s—he cannot die until Wulgreth is destroyed. He is a powerful fighter, but often thinks with his reflex-

es. Jhingleshod’s skin can only be struck by +2 or better magical weapons or by monsters of 6+2 or more hit dice.

Laeral (LAY-er-al)

The Stronghold of the Nine
24th level magic-user
LE, None (formerly: CG Mystra)
Human female, IN 18, DEX 16

Once the leader of the adventuring band known as the Nine, and known for the wondrous magical items that she crafted, she is now the leader of a major faction within their stronghold. Before the discovery of the Crown of Horns in the ruins of Yulash, she devotedly followed Mystra. Now, her mind warped by the crown, she works for no god (though evil forces often profit by her actions).

Those who remember the Laeral of old would be shocked to see her now. Mad eyes peer through unshorn locks turned snow white by rapid aging. Her musical voice is a gruesome cackle and her once-immaculate robes little more than rags. Visitors to The Stronghold of the Nine are treated like intruders by Laeral and her ex-comrades.

Malchor Harpell (MAL-core HAR-pell)

Longsaddle (Tower of Twilight)
18th level magic-user
NG Mystra, Deneir
Human male, IN 18

This former long-time adventurer dwells in the Tower of Twilight east of Neverwinter Wood, from which he rarely travels. He was a student of Khelben “Blackstaff” Arunsun and now trains other mages himself, but still spends most of his time researching the creation of magical items, potions and elixirs. He has mastered the arts of making *stone guardians*, *staves of the magic*, *wands of magic missiles*, *rings of feather falling*, and *rings of warmth*. He usually carries these items on his person when traveling along with a *lurker cloak* and a *ring of protection* +3. Mal-

chor dislikes interruptions (which often means that magical training takes twice as long as it should), but richly rewards good students, loyal friends, and faithful followers with praise, shelter, gifts and even magic.

Pureheartman

Wanders with Great Raven Tribe/
Luskan
11th level magic-user/7th level barbarian shaman
CG, Mystra/Great Raven beast totem
Human male IN 17 WIS 18

Tall, slender, and of noble bearing, he dresses in a cape of black feathers. He is secretly a member of the Hosttower of the Arcane in Luskan and opposes most wrongful plots devised by the likes of Dendybar and Eldeluc.

Radoc (The One, Doc of New Emyrea)

Star Mounts, High Forest
20/25th level cleric/magic-user
LE, Tangg (an other-planar power)
Human male IN 18, WIS 18, CHA 17

Doc, also known as “The One,” has been exiled here from another Prime Plane. He now calls himself Radoc, and dwells in the Star Mounts in the depths of the High Forest. He is purchasing mithril from the orcs in the Spine of the World. His goal is to return to New Emyrea as its master. He bears a glowing mark (placed by the titan Sylla) that can be seen, regardless of any magic, disguise or makeup used to cover it. He possesses *bracers of defense* AC2, a *cloak of protection* +5, a *ring of protection* +2, a *ring of fire resistance*, and a *double-duty mace* +4/*wand of lightning bolts* (10 charges). For further details see module I12, *The Egg of the Phoenix*.



Regis (REE-jiss)

Wanders
5th level thief, scrimshaw carver
NG, None
Halfling male

Formerly a guild thief in Calimshan, like others in the Ten Towns, Regis came north to escape his past. Short for even a halfling (his claim to three feet tall includes his curly brown hair), "Rumblebelly" makes up for his short height with ample girth brought on by years of "retirement." He carries a *gem of suggestion*, an enchanted ruby which allows Regis to cast suggestion on others. While he now wanders with the Fellowship of the Hall, his idea of adventure is forgetting to take enough worms on a fishing trip.

Tanta Hagara

Wanders with Blue Bear Tribe
CE
Annis

Most clever Tanta Hagara is typical of her evil race, 8 feet tall, muscular and wiry with deep blue skin, glossy black hair, teeth, and nails and dull greenish-yellow eyes. She dresses in heavy, cowled robes that cover all her skin to avoid frightening her barbaric followers. She uses her *change self* ability when she must appear before her followers, taking on the form of either a stunningly beautiful, barbaric hunter goddess (with sky-blue skin) or a blue-furred bear. Her followers in the Blue Bear Uthgardt tribe know she is evil, but believe her to be an avatar of their demonic bear spirit.

She is usually not found with her adopted tribe and stalks the wild, either in search of prey (she demands human sacrifice from her depraved followers, but never eats them publicly), or to meet with the demon Grintharke in Hellgate Keep.

Tanta Hagara's goal is to find the Uthgardt ancestor mound Grandfather Tree and make use of the gates in the creator race shrine deep below it.

Tianna Skyflower

High Forest (Dire Wood)
8th level thief/magic-user
CE, Malar
Elf female, IN 15, DEX 18, CN 16

Tianna is of mixed elven, drow and human bloodlines. She is dusky-skinned and dark-haired with the crown a blaze of purest white through the crown. She is able to disguise her distinctive appearance by using a magical item called the *ring of five visages*, which produces an illusion of another appearance. Her followers are dusky half-drows, drow-human half breeds.

Wulfgar (WULF-gahr)

Wanders
6th level barbarian
CG, Tempos (Tempus)
Human male, IN 17, ST 18(85), CN 17

Wulfgar survived the barbarian assault on the Ten Towns only due to the intervention of Bruenor, ruler of the Kelvin's Cairn dwarfhold. In return for his life, young Wulfgar spent five years in servitude to Bruenor, during which he learned that there was more to life than strength and savagery, that a sharp mind could be more deadly than a sharp axe.

Upon his release, Wulfgar received *Aegis-fang*, a magical mithril warhammer crafted by Bruenor. When thrown, it unerringly returns to Wulfgar's hand.

After training under Drizzt Do'Urden, Wulfgar slew the white dragon Icingdeath and returned to his tribe. He slew king Heafstaag, and led the barbarians to the rescue of the Ten Towns. Now he has joined with Bruenor, Drizzt, and Regis as they search for lost Mithril Hall.

Wulgreth (WOOL-grith)

Karse/Nine Hells
26th level lich
LE, Bane
Once-human male IN 18

Wulgreth was the wizard who first summoned the devils into Ascalhorn. He fled when the demons were brought in to drive off the devils and later came to Karse in the High Forest, where once again he was responsible for bringing great evil into the world in the form of the Dire Wood. While trying to tap the immortal power of the demigod Karsus, Wulgreth was slain by his servant Jhingleshod, but lives on in a lich-like form. Wulgreth dwells in a black pyramid within the ruins of Karse, surrounded by undead and devilish servitors. He seeks to return to living immortality by slaying immortal Karsus.

Zokan Thunderer

Wanders with Elk Tribe
9th level barbarian
CE, Auril, Talos
Human male ST 18(23) DEX 17

This surly Uthgardt barbarian chieftain is possibly the ugliest, rudest, richest, wildest, most feared, and most hated bandit leader in the north. His barbarians raid caravans and villages incessantly, taking prisoners for ransom, but selling them to traders from the south if the ransom is too small (keeping the ransom money, of course). He has a price on his head, but is difficult to find and even harder to kill—he is always guarded by 10 5th level warriors and a 6th level shaman.

For background on Alustriel, Khelben Arunsun, and Piergeiron, see their entries in the Campaign Set.



Appendix A: Magical Items

DELZOUN'S FIST

This minor artifact, a magical *warhammer* +5, dwarven thrower was created by Delzoun, the legendary founder of the ancient dwarven Northkingdom that bore his name. He bore it until his sudden and horrible death (upon which he is rumored to have immediately risen as an undead thing). The throwing power works for any fighter (not just dwarves) and it imbues the wearer with hill giant strength (as girdle of giant strength) and acted as a ring of spell turning. The Fist also has one major and two minor malevolent effects which the DM should choose from the tables on pp. 162-3 of the *Dungeoneers Masters Guide*. The minor malevolent effects occur within 1d3 weeks of owning the item. The major malevolent effect occurs the first time the hammer is used against a non-evil being.

THE NETHER SCROLLS

These magical scrolls were created by mages of the creator races. Later, they became the magical foundation of ancient Netheril, but disappeared long before Netheril fell. The entire collection is said to number 100 scrolls, inscribed in

exotic runes upon sheets of purest gold. Their true contents are unknown, but many are suspected to contain exotic spells more powerful than any known today, requiring components that no longer exist. The scrolls are an opportunity to introduce exotic new spells into the DM's campaign.

THE TOME OF TWELVE SEALS

This thick book with its cover made of red dragon underbelly hide contains twelve pages of thick, black leather. Each page contains a single rune-inscribed metal disk, like a seal of some kind. Seven of the seals are gold and shiny, five are made of dull, charred, and tarnished lead.

The runes on the seals are command words that activate the magic of the seal. When activated, the scroll summons a magical entity which the wielder may command for 3d6 Turns. Each of the seven (gold) remaining seals summons a different being (the proper element need not be available for elemental beings). Page one: 16 HD air elemental; page two: 8 HD fire elemental; page four: 12 HD earth elemental; page five: dragon horse; page eight: gibbering moulder; page nine: jann; page ten: marid.

Activating a seal causes it to become lead in a blinding flash.

Appendix B: Northern Proficiencies

Plant Lore. Rangers, druids, and Uthgardt barbarians in the North quickly learn its Plant Lore. A number of plants in Savage Frontier can cure diseases, mend wounds, or even protect against foes. The *Wilderness Survival Guide* provides detailed rules for this proficiency and the finding of medicinal plants. The table that follows lists useful herbs found in the North. Herbs lose their potency quickly. Unless properly preserved, one point of potency will be lost each successive day after they are gathered.

Pharmacy. This skill, often learned by rangers, magic users, shamans and alchemists, allows the character to preserve medicinal herbs and to be able to make medicines (not potions) from fresh or preserved herbs which allow others not skilled in in Pharmacy or Plant Lore to use the healing or curative effects of medicinal plants.

Alchemists in the larger towns (such as Amelior Amanitas of Secomber), will be well versed in the craft. They can work wonders with combinations of sorcery and craftsmanship.

Medicinal Plants of the Savage Frontier

d10 roll	Plant Name	Appearance	Effective as	Method of Application
1-2	Beorunna's cure-all	stems	special, see below *	Boiled in tea
3	Feverbalm	flowers	Cure insanity temporarily (1d10 hours)	Boiled in tea
4	Ghostroot	pasty root	Repels undead as a 6th level cleric for 1d3 turns	Eaten raw
5	Mother'sleaf	leaves	Cure disease (30% chance against any disease)	Boiled in tea
6	Spellshield	berries	Gives imbiber a +1 saving throw against spells	Eaten raw
7-8	Trueroot	red roots	Poison antidote (40% chance against any poison)	Eaten cooked
9-10	Woundwort	small plant	Cures wounds of 1d4 points of damage	Poultice

* *Beorunna's cure-all*: This plant is a general restorative. It gives a +10 bonus for curing all diseases, or +2 bonus for healing hit points. It can be used in addition to any of the other curative herbs or spells, supplementing the effects of those herbs or magic. However, it is only a supplement. On its own, it cannot cure anyone.



Appendix C: RECENT NEWS AND RUMORS IN THE NORTH

Year of Shadows

Dale Reckoning 1358

Hammer (January)

- The Town of Secomber celebrated the return of the sage Amelior Amanitas and his entourage of colorful cats. Amelior had been away for some time on a journey and returned in spectacular fashion in his flying gasbag.
- This winter is the coldest and snowiest in memory. The weather has taken its toll on the folk of the North. Frost giants have been seen stalking the land as far south as Longsaddle.

Alturiak (February)

- Forced south by the unusually harsh winter, trolls have besieged the walls of Yartar for three weeks without letup. Blizzards keep relief forces away.

Ches (March)

- Adanac Harpell, leader of the village of Longsaddle, has reported by carrier pigeon to Waterdeep that a flight of griffons slaughtered the inhabitants of two farms north of the village. Apparently the griffons have also been attacking travelers. No one in Longsaddle seems able to hunt them down. The location of their lair is unknown, but witnesses claim they come from Neverwinter Wood.
- Seal hunters from Icewolf on The Ice Peak report being driven away from the hunt by handsome warriors dressed like Ice Hunters. Several hunting parties have not returned from the ice. The Ice Hunter folk refuse to join in the hunt this year. If the attacks keep up the seal harvest, particularly of young seals, will be ruined. Suljack, a Luskan High Captain, has threat-

ened harm to hunting parties who do not bring back their agreed-to quotas of seal-skin.

Tarsakh (April)

- Highlord Nanathalor Greysword of Loudwater reports finding the bodies of evil creatures near outer farm holdings, including two drow, and a fish-like humanoid. All bore bite marks. Before each discovery, residents heard an eerie howling. Investigation of caves along the Delimbiyr valley has uncovered evidence of recent activity, but no obvious access to deeper realms.
- The annual spring offensive from Hellgate Keep has yet to materialize in Turnstone Pass. The fey forces of the ghoulish hold have yet to stage even a single sortie. Military leaders in Sundabar are concerned over the quiet.

Mirtul (May)

- News of the sack of the Ten Towns, a trading and fishing outpost located far to the North in Icewind Dale has just reached Waterdeep. Apparently a mad wizard, late of Luskan, attempted to conquer the folk of Icewind Dale last year. As the tale is told, the towns were saved from complete destruction by a dwarf, a halfling, a barbarian horde and... a drow! Although the tale is a good one, few believe it.

Kythorn (June)

- Lord Piergeiron of Waterdeep announced the end of the Ruathym/Luskan war. Apparently the lords of both lands took Lord Piergeiron's threat seriously. Piergeiron stated that Waterdeep would enter the conflict against whomever did not attend truce talks in Waterdeep. Aumark Lithyl, First Axe of Ruathym and the High Captains of Luskan have agreed to cease all hostilities. Luskan must provide Ruathym with six warships and pay were-gild to the sev-

eral families. Ruathym in turn must open its harbor to all vessels seeking safety or trade.

- A patrol from Leilon secretly followed a band of lizardmen from the Mere of Dead Men as far as the Dessarin. The lizardmen easily crossed the river and continued east. At least 20 were counted, including a shaman.

Flamerule (July)

- Piracy along the Sword Coast has increased drastically. Fierce raiders in low raker warships prey on merchants between Waterdeep and the Moonshaes. Rumors abound that the truce between Luskan and Ruathym forged an alliance.
- An enterprising new group in Waterdeep, the Sea Fist Company, has purchased several old warships from Waterdeep and Neverwinter. The ships, renamed Shining Sword, Protector and Golden Paladin provide escort protection to merchant fleets along the coast. After a shaky start, the group is hiring more marines and has laid the keels on two new ships.

Eleasias (August)

- According to the Harpers, every one of the known Uthgardt ancestor mounds was breached earlier in the summer. All evidence points to lizardmen. Alien looking totems were left at each mound.
- Rumors of a powerful healer living in the High Wood have been heard in Loudwater. An old man calling himself Radoc saved victims of an orc raid and brought them to town. Many noted the glowing symbol on his forehead. He refused questions, but paid for a large purchase of supplies with sparkling, clear crystals, then disappeared.
- Twenty long ships put ashore at Leilon, putting farms to the torch, carrying off livestock, and sinking eight of the twelve ore barges. The Lances of Leilon eventually drove



them off, inflicting heavy casualties, but not before close to 200 townfolk had been put to the sword and three months' worth of the town's ore output lay at the bottom of the ocean. None of the long ships flew colors. Interrogation of the dead drew many answers: the Whalebones, Luskan, Ruathym, even the Moonshaes.

Eleint (September)

- Nesmé is under attack by a barbarian horde from the Griffon tribe. A company of Waterdhavian soldiers has been sent, but they may not reach Nesmé in time to make a difference.
- Lord Piergeiron recalled his ambassadors from Luskan and Ruathym and demanded reparations for the attack on Leilon from the High Captains of Luskan.
- The Sea Fist Company of Waterdeep has posted a bounty for news of the whereabouts of their ship Protector, which disappeared on escort mission to The Purple Isles. Also missing is the merchant galleon Gallant Prince of Neverwinter. The two were separated from a convoy during rough weather.

Marpenoth (October)

- Rumors abound that during the Uthgardt barbarians' Runemeet last month, all the tribal holy grounds were connected for a brief instant by high arcs of light that spanned the intervening miles. Since then, the tribes have been slowly migrating south.
- It seems that the leaders of Luskan, Ruathym, Tuern, and the Whalebones have forged a war alliance with High Captain Taerl of Luskan as the acknowledged War Lord. Though no goals have been stated, it is assumed that with the coming of spring, attacks similar to the one on Leilon will commence along the Sword Coast.
- Orc raids have increased five-fold north of the Dessarin and the High

Forest. Survivors describe unusually large bands of orcs who attacked with uncommon, almost desperate ferocity. Several of the tribal sigils, including a one-eyed spider, a three-fingered claw, and a blood-dripping tree are unfamiliar to scholars of orc lore. The more pessimistic sages believe the time is nigh for another orc invasion.

Uktar (November)

- Though the last winter was the most severe in recent memory, the coming winter is already worse. Harbors north of Leilon are already iced-in and snow lays heavy on the land, several feet thick in areas which normally get but a few inches. Sundabar and Silverymoon have fended off attacks by frost giant bands, winter wolves, and huge packs of devil dogs.
- Nesmé is now in the hands of Kralgar Bonesnapper, a powerful chieftain, and Tessarin "Longresses" Alaraun, wizardess of Nesmé. Apparently the city surrendered, rather than face a long siege. The priesthood of Waukeen has been spared, but High Priestess Jygil Zelnathra is in exile.
- A Zhentarim caravan that stopped in Llorck for supplies before heading south met with disaster there. Something, it is not known what, escaped from a locked wagon, overturned three other wagons, destroyed an inn and three other buildings before fleeing into the hills. By the time the Lord's men arrived the "contents" of the upset wagons had begun to wander the streets. Before the night was done 30 monster zombies, undead ogres, bugbears and minotaurs had been destroyed and 10 warriors and townspeople lay dead. The caravan masters disappeared into the night. The confused townfolk described the escaped creature as huge, dark and man-like with fierce beetle-like

mandibles—possibly an umber hulk.

- A crate was delivered to Lord Piergeiron via merchant ship from Luskan contained accompanied by a formal letter bearing the seal of the High Captains of Luskan. The contents of the letter are unknown but rumor has it that the box contained a bag of 15 gold pieces and six gibbering apes dressed in once-fine robes—the official regalia of Waterdhavian ambassadors.

Nightal (December)

- An attempt against the life of Lord Piergeiron of Waterdeep ended abruptly when the assassin's knife flew from her hand to transform into a stirge, which repeatedly struck her until she died from blood loss. Attempts to force the corpse to speak met with failure. The identity of the young woman's employers remains a mystery, though both the Zhentil Keep and Calimshan are suspects.
- The Protector, a missing ship that belonged to the Sea Fist Company was found frost-rimed and adrift north of Gundarlun. The ship's crew was missing as were most things of value. The frozen corpses of three sea elves were found trussed-up in salt-pork barrels, each corpse branded with a squid emblem.
- As the year draws to a close, the Feast of the Moon in Waterdeep is more subdued than usual as the people await news the Lords' plan to deal with the alliance of Northmen kingdoms. Many are concerned about mercenary bands that fill the city, anticipating the war that is certain to come with the spring thaw.



Appendix D: ADVENTURES IN THE SAVAGE FRONTIER

Although the place descriptions of the North are liberally seeded with hints and suggestions for adventures, a few are presented here in the form of plot outlines so that each DM can adjust events and NPCs to challenge PCs of all levels (and so that players who peek into these pages cannot learn explicit details). A good DM will modify the events (such as changing names or villains), add plot complications and blend these stories into his or her own campaign.

1. Grandfather in Green

Looking dreadfully out of place in the city, a gnarled old man in green, barbaric clothes makes a nightly appearance at a local tavern. He approaches each group of likely heroes and tells them a strange story.

"Beneath Grandfather Tree in the High Forest lies an ancient shrine with doors that lay open onto evil worlds. Close those doors for me and the ancient treasures that surround them are yours to keep."

Although the old man will not say so, he is the Tree Ghost of a small section of the High Forest, a guardian spirit worshipped by the Tree Ghost tribe of the Uthgardt barbarians. If the PCs accept his quest, he gives them a wish-bone-shaped branch from the ancient tree. If used like a divining rod, this branch always points directly towards Grandfather Tree.

The Grandfather Tree map on page 64 shows the general layout of the giant ant tunnels, the location of the Hall of Mists (temple), and an enlarged view of the temple shrine itself. The entrance to the warren is up in the crotch of the tree trunk. The gates from the shrine lead to the Abyss and the Negative Material Plane. The lizard-like golems will leave the Hall of Mists stalk foes throughout the temple, but not in the

ant tunnels. The giant ants here have been magically warped (see Grandfather Tree description in chapter 9). The treasure of the shrine includes much gold and platinum in the form of statuary, religious ornaments and decoration (no coins) and several odd magical items of a clerical nature (the DM may wish to use standard magical items from the DMG, but give them a unique, possibly confusing form: such as a *staff of curing* in the form of a hideous reptilian statue or a book of vile darkness in the form of a crystal ball which projects its contents into the mind of the reader). This is one place to put a few pages of the Nether Scrolls. At least one item should be sacred to the Tree Ghost tribe. They will unerringly seek out the PCs and ask for the item back. Another item (possibly the crystal ball book) is craved by Tanta Hagara, who will stop at nothing to get her hands on it. If she does, she takes it directly to Hellgate Keep and Grintharke. Whatever deities the PCs may worship (good or evil) will charge the PCs to recover and or destroy the item (the deities will not make personal appearances, only speak through high-ranking clerics).

2. The Hunt is On!

The freshly-painted sign in the alchemist's shop says "Hunters needed, inquire within." The dark, crowded, storefront reeks of spices, preservatives and the distinctive (and particularly odious) aroma of a popular, oily hair pomade. The source of that aroma makes its presence unpleasantly known as one of the PCs touches something in the shop (how could anyone know it would crumble into dust?)

Shayk Alhambrezzo (the oily-haired proprietor who just watched a 50 gp antique crumble into powder) needs hunters: unicorn hunters (this is bound to irritate Mielikki worshippers). Alhambrezzo needs as many as the characters can get for him, hooves and hide too. He will pay 1,000 gp for each horn, 200 for the hide and 50 for a set of four hooves.

The only known source of unicorns in the North is the southern High Forest, along The Unicorn Run.

Whether or not the PCs spot any unicorns is up to the DM. However, this is an excellent opportunity to lead the party on a merry chase through the High Forest, discover the location of an elven tomb or intrude upon the very private war occurring in the Stronghold of the Nine.

3. To Hellgate and Back Again

Why is Hellgate Keep so quiet? What are the demons planning? Lord Helm, Master of Sundabar, asks the PCs to infiltrate the ghoulish hold and find out answers to these questions. The reward is high, but the danger higher. Magical and physical disguises will be provided to the PCs' specifications. Grintharke may be negotiating his return to the Abyss or extending his power deep beneath the earth. This adventure could easily take the adventurers down into the Deepearth or across several of the outer planes.

4. For The Greater Glory

Whether Waterdeep declares war on Luskan and the Captains' Confederation or not, mercenary bands from around the North and all along the Sword Coast will seek employment with either side in the conflict. The PCs are approached to join one of these companies.

The fame of their band precedes them as they travel west. The DM may wish to have each town or village offer them short-term employment. An orc bandit gang is raiding one, a payment of gold or goods to another town requires guarding, something has been carrying off villagers at night (tearing houses and barns into firewood in the process). The company eventually ends up in the employ of Neverwinter (which assigns the mercenaries to guard Port Llast). Luskan will make several attempts to conquer Port Llast with large scale sea



and land assaults, backed up by mages from the Hosttower.

5. The Discontent of Our Winter

A bitterly cold winter brings up tavern talk of the frost wizards, rare frost giant witch doctors of unusual power. Legends say the frost wizards use only magics relating to cold and ride on huge white dragons. This seems a laughable myth until the warmth of the tavern is shattered as a snowball literally forms and explodes within the tavern as screams outside break the winter stillness. There is confusion and carnage everywhere as tall white-skinned giants carry off food, valuables, livestock, and villagers, while overhead a huge white form flaps slowly northward carrying a giant robed form on its back. If the characters have any friends here, they

are among the missing, as are at least 75% of their own valuables, including their mounts.

GAME INFORMATION: The general guidelines for frost wizards are that they can use all cold-related clerical and magic-user spells and have cold and frost variants of all fire-based spells, such as *snowball* for *fireball*, *freezing hands* for *burning hands*, and so on.

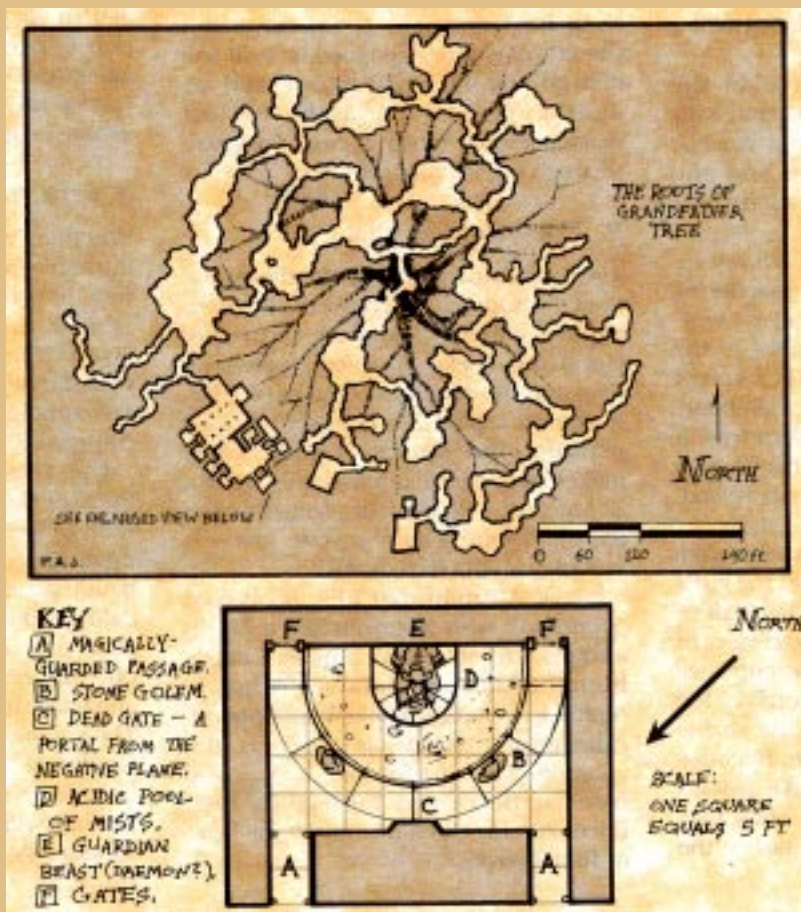
6. Red Book, Gold Seals

A village elder approaches the PCs and hires them as guards for an estate auction of a local recluse who died and left a collection of unusual, exotic and eccentric items, including books, stuffed monsters (say, isn't that an owlbear?), and many jars with unidentifiable contents. She was, of course, a wizard living here incognito.

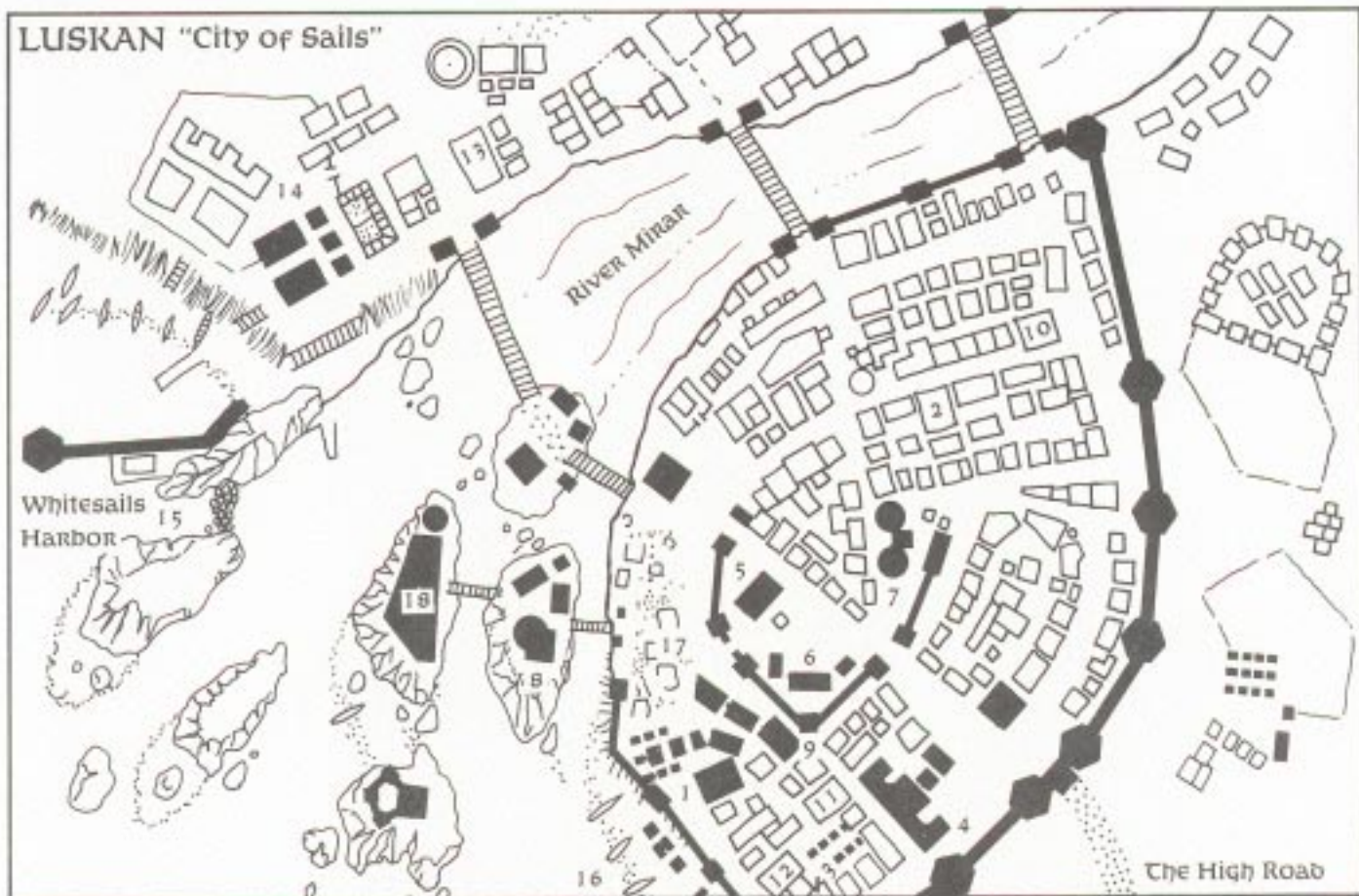
The need for guards is apparent. The auction barn where everything is kept has been burned, and battered, yet something (protective magics?) has kept them out—so far.

No spell books are to be seen, but one book, bound in scaly red leather, contains only twelve pages, each with a single rune-carved metal seal: seven gold, five lead. During the auction, someone attempts to steal it. The thief grabs it and before anyone can react, activates one of the seals on the *Tome of Twelve Seals* (see Appendix B). His accomplices, who include an illusionist, cause *confusion*. If the thieves escape, they flee to the headquarters of the Kraken Society in Yartar with the Tome. The village elder, realizing the book's value, wants it back and that is the responsibility of his guards!

Finally, where did the old wizard hide her spellbooks?

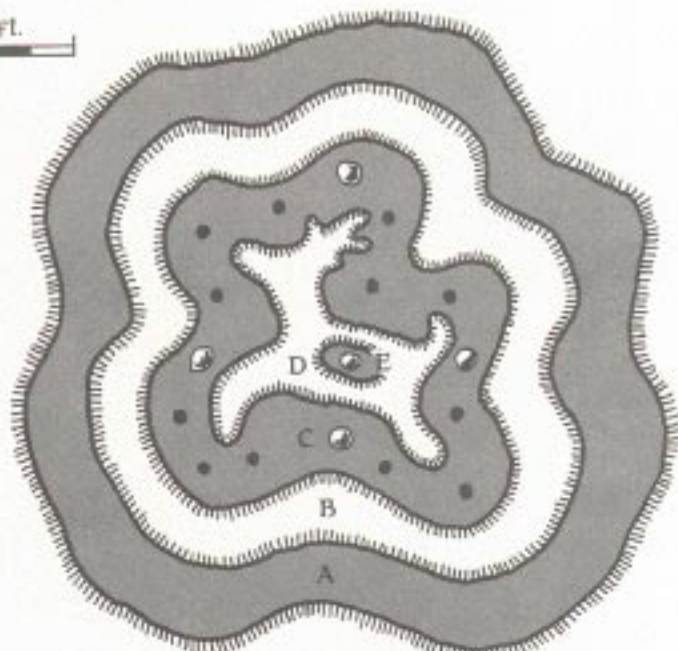
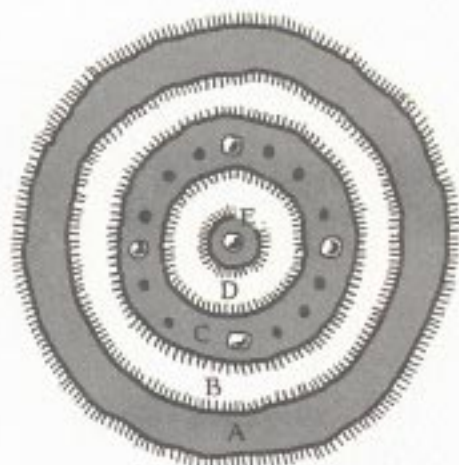


LUSKAN "City of Sails"



UTHGARDT ANCESTOR MOUNDS

160 ft.



- Menhir
- Totem pole
- MOUND

Menhir

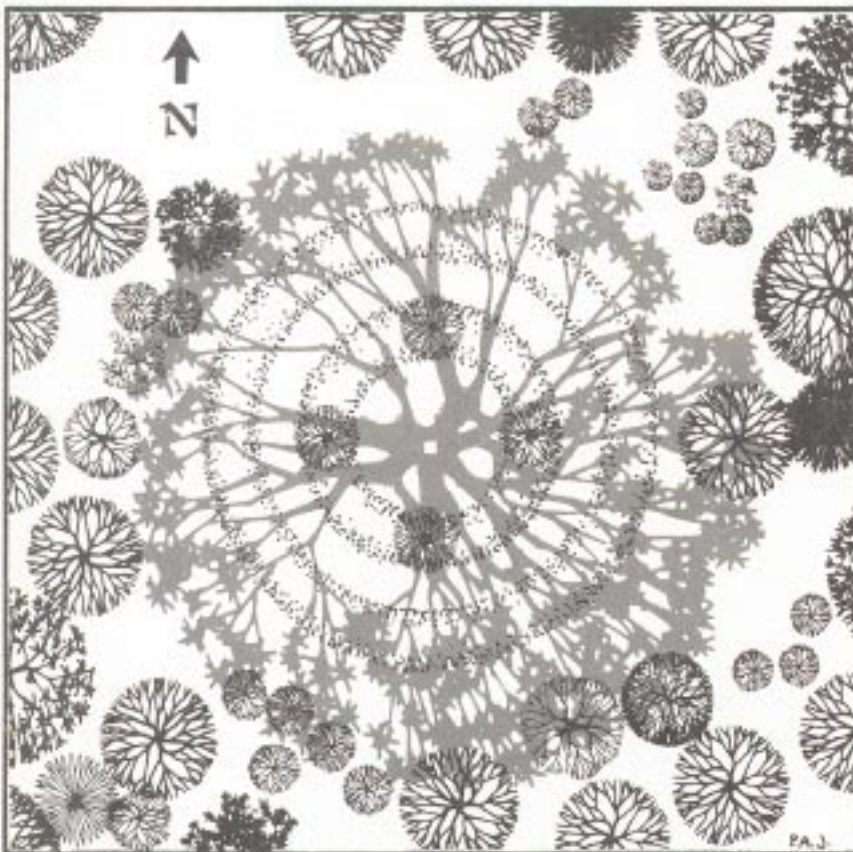
Altar Stone

- A. Outer Cairn Ring
- B. Outer Vale
- C. INNER Cairn Ring
- D. INNER Vale
- E. Altar MOUND

A B C D E



Grandfather Tree



KEY



Cliff



Ruin



Sand dune



Bridge



Mound



Trail



Invisible Bridge



Woods



Fields



Tree



Ancestor Mound

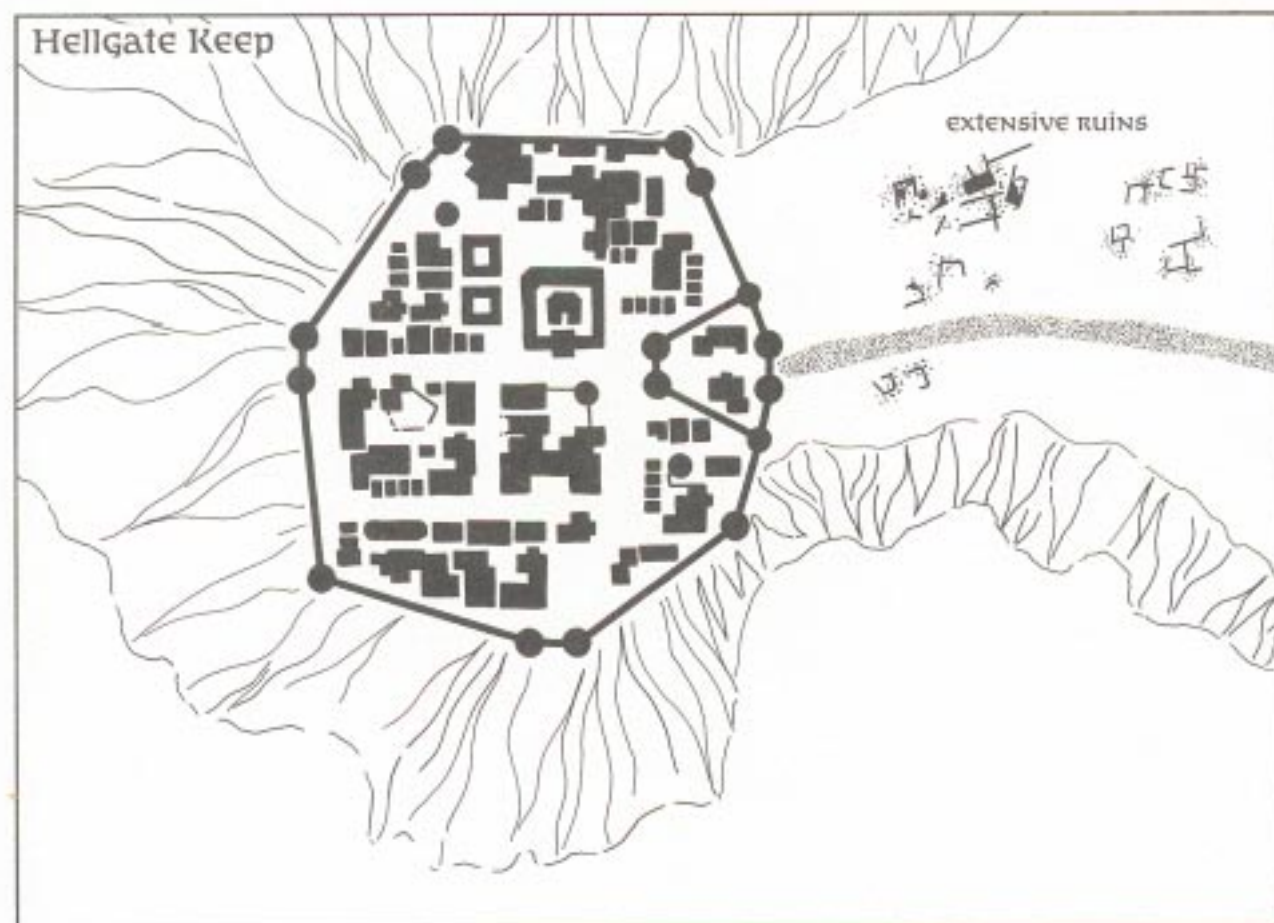
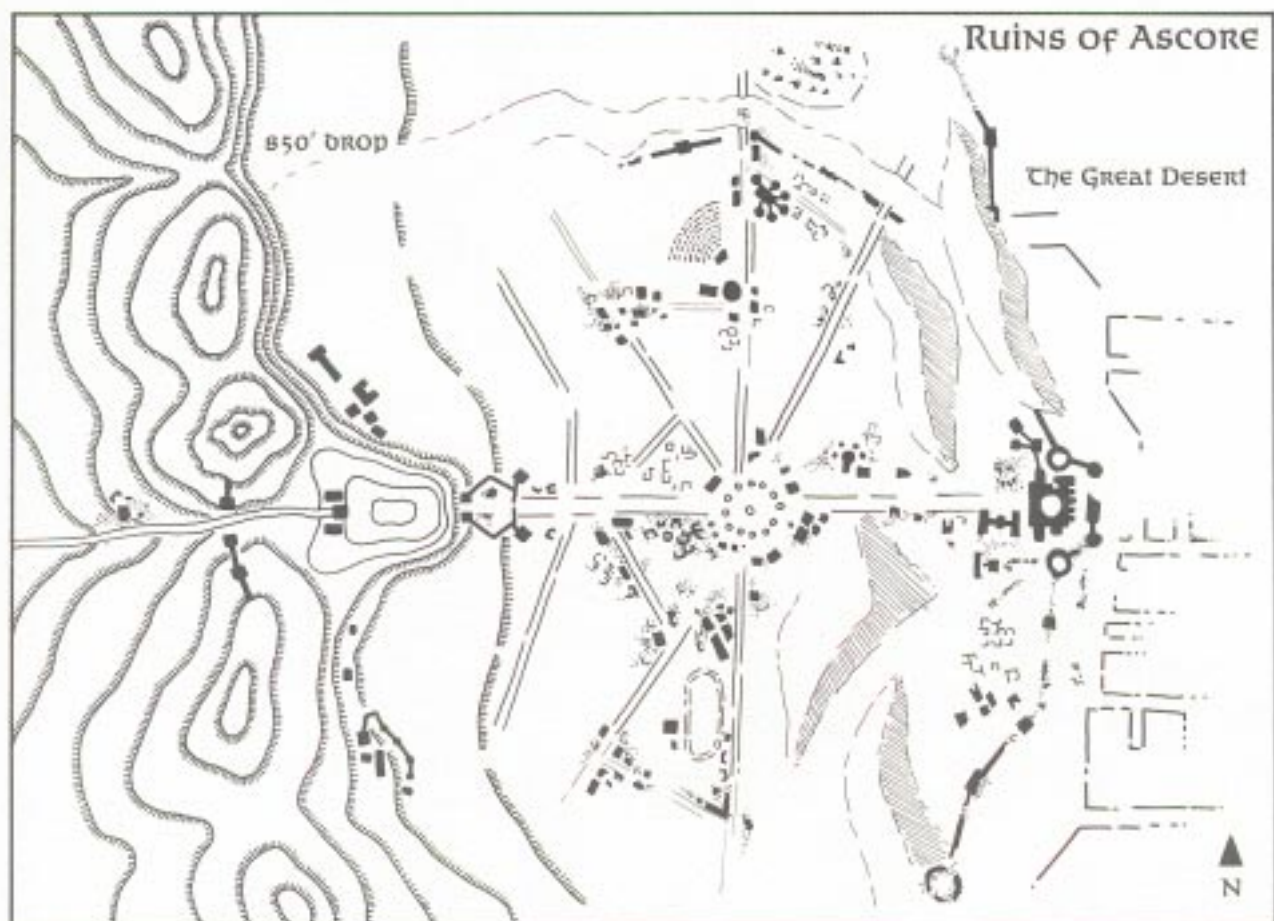


Buildings

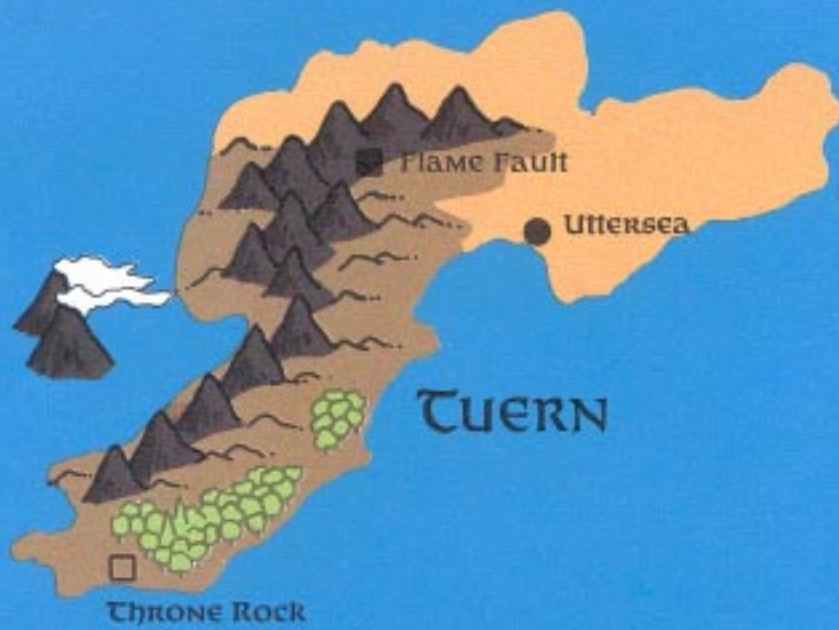


Fortress wall & tower

1 Inch = 200 feet







FORGOTTEN REALMS

COMPANION SET

Scale: 1 INCH = 20 MILES

	MOUNTAINS (high)		FOREST (heavy)		FALL LINE
	MOUNTAINS (medium)		FOREST (medium)		CLIFFS
	MOUNTAINS (low)		FOREST (light)		SNOW
	FOOTHILLS		CONIFEROUS FOREST (high)		GLACIER
	ROLLING HILLS		CONIFEROUS FOREST (medium)		CITY
	BARREN		CONIFEROUS FOREST (heavy)		CAPULE / KEEP
	VOLCANO		JUNGLE (heavy)		TOWN
	DESERT (sand)		JUNGLE (medium)		RUINS
	DESERT (rock)		SEA		COMMUNITY
	PLAINS / GRASSLAND		LAKE		ROADS
	CLEAR		RIVER		TRAILS
	SWAMP		DELTA		BRIDGE
	MARSH		REACH		ANCESTOR MOUND

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Ruins of

Ulf of Thuger

The Trackless Sea

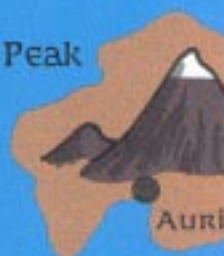
Ascarie
The Sunken City

The Purple Rocks

 Vilkstead

B

The Ice Peak



Aur

Sea

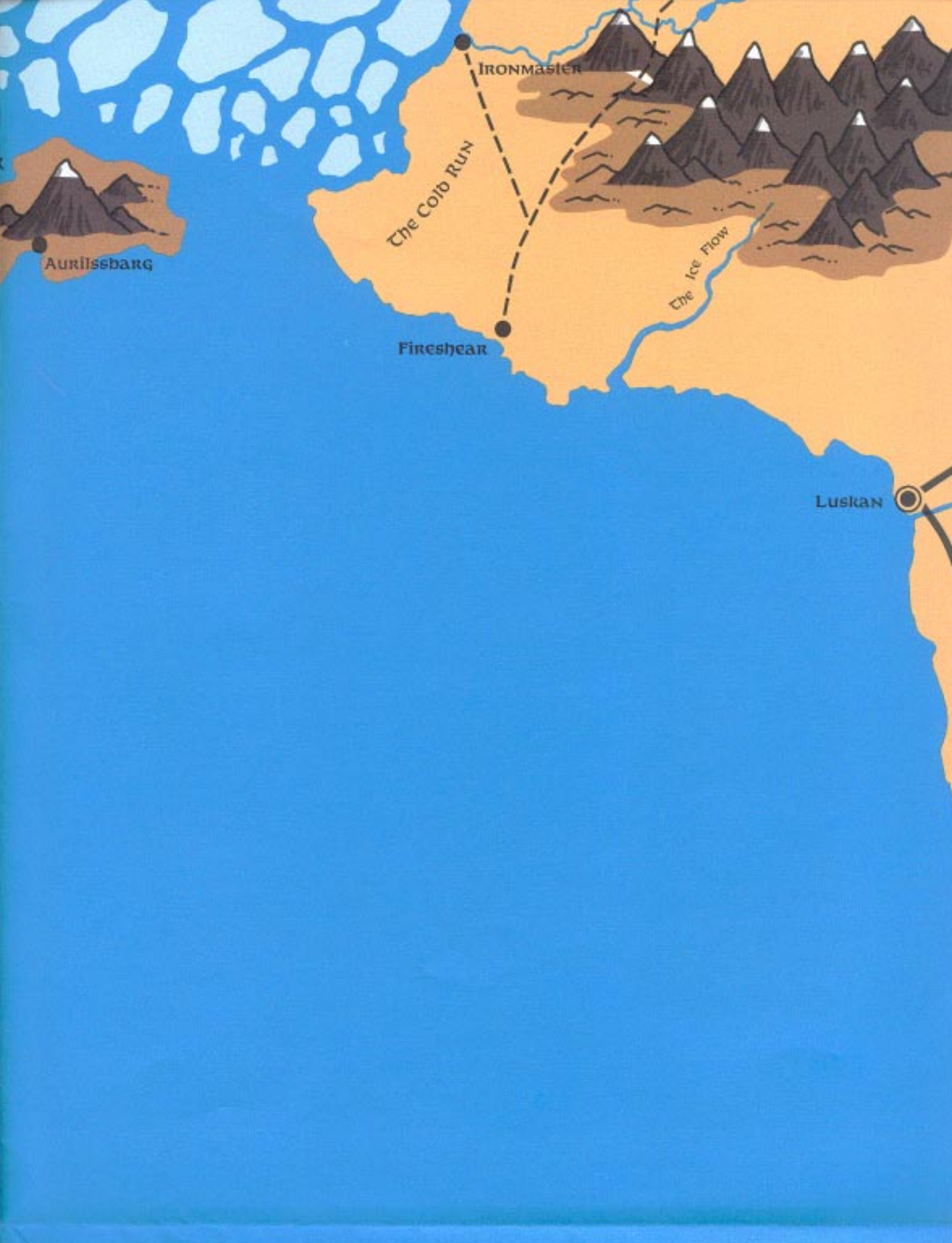
GUNDARLUN

BERRANZO



The Wreck of the
Golden Crown

GUNDBARG



IRONMASTER

The Colo Run

Fireshear

The Ice Flow

Aurilssbarq

Luskan

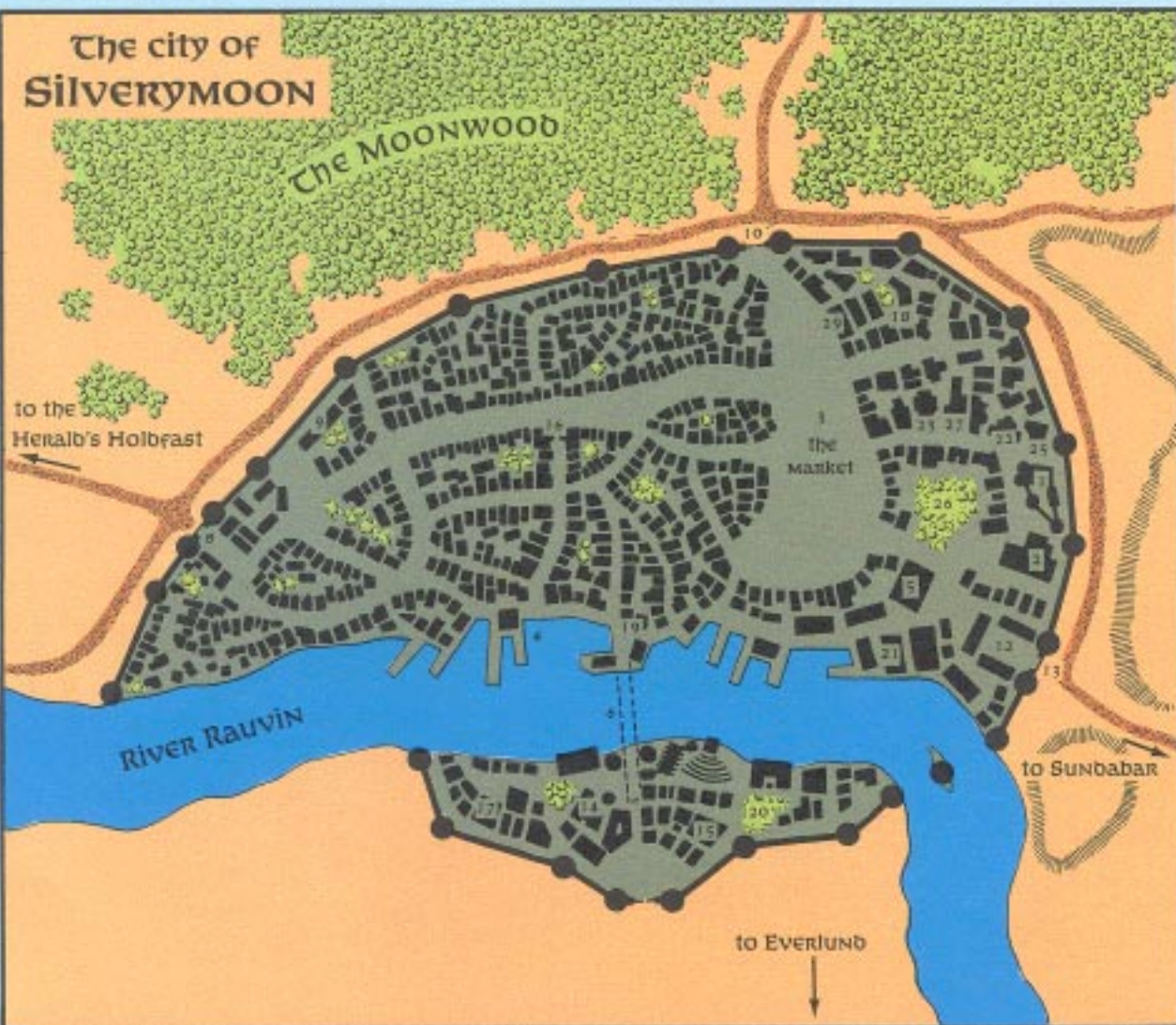
BEORUNNA'S Well

1 inch = 480 feet



The city of SILVERMOON

The MOONWOOD



Icewin



Mid Dale and the Ten Towns



Sea of Moving Ice

IRONMASTER

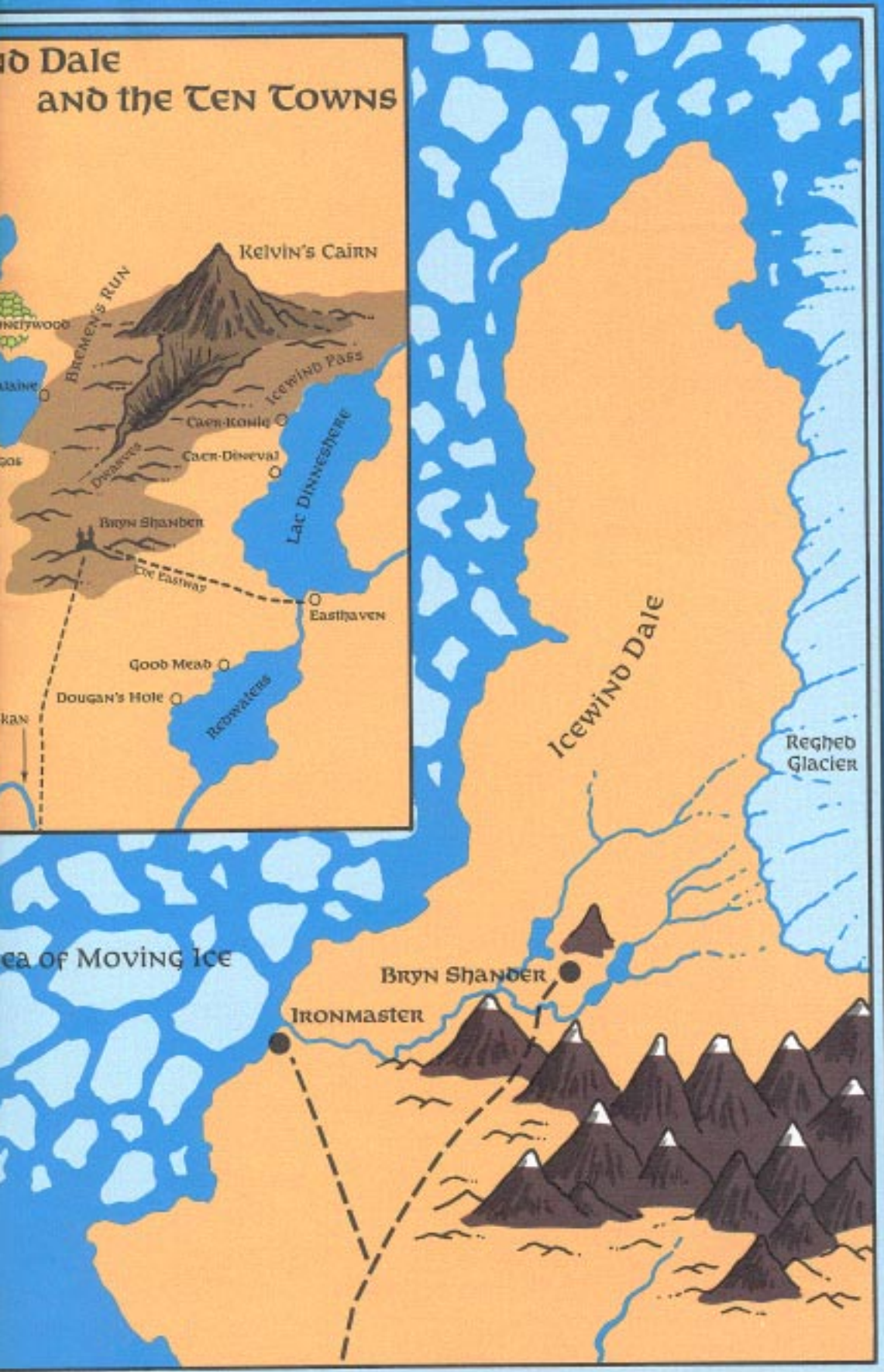
BRYN SHANBEN

Icewind Dale

Regheb
Glacier

Ruathym

To the Moonshaes



ruathym

shaes



Rethgaard

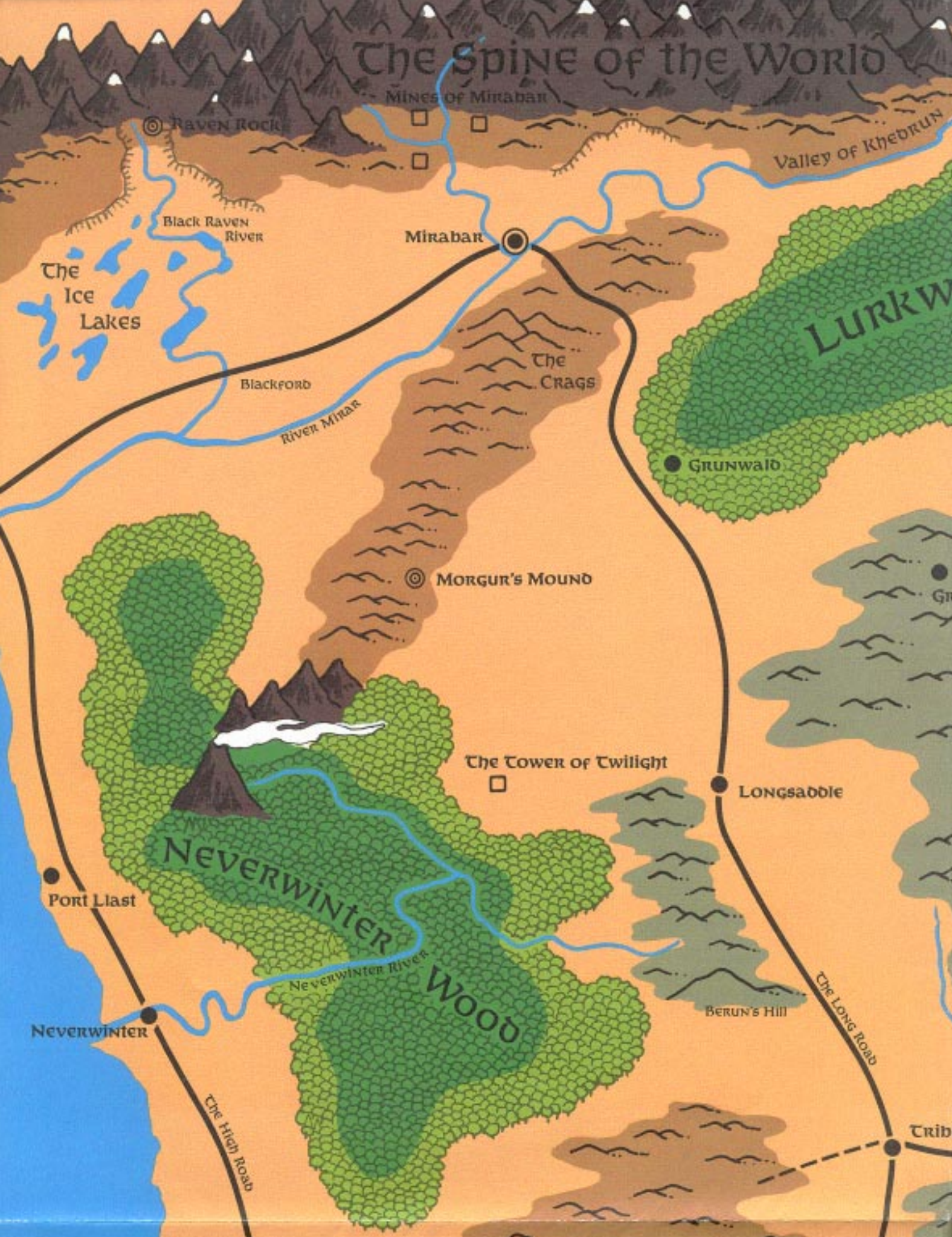
Inthar

Ruathym

Holgerstead



The Whale BONES



The Spine of the World

Mines of Mirabar

Raven Rock

Valley of Khebrun

Black Raven River

Mirabar

The Ice Lakes

Blackford

River Mithar

The Crags

LURKWOOD

GRUNWALD

MORGUR'S MOUND

The Tower of Twilight

LONGSADDLE

Port Llast

NEVERWINTER WOOD

Neverwinter River

BERUN'S HILL

Neverwinter

The High Road

The Long Road

Trib



Great Worm Cavern

Gate

The Fell Pass

Castle of Illusion

The Dungeon of Death

The Dungeon of the Ruins

The Herald's Holdfast

Shining White

River Rauvin

Riffon's Nest

Goblinhoe River

River Surbrin

Nesmé

The Evermoors
(The Trollmoors)

The Laughingflow

Flint Rock

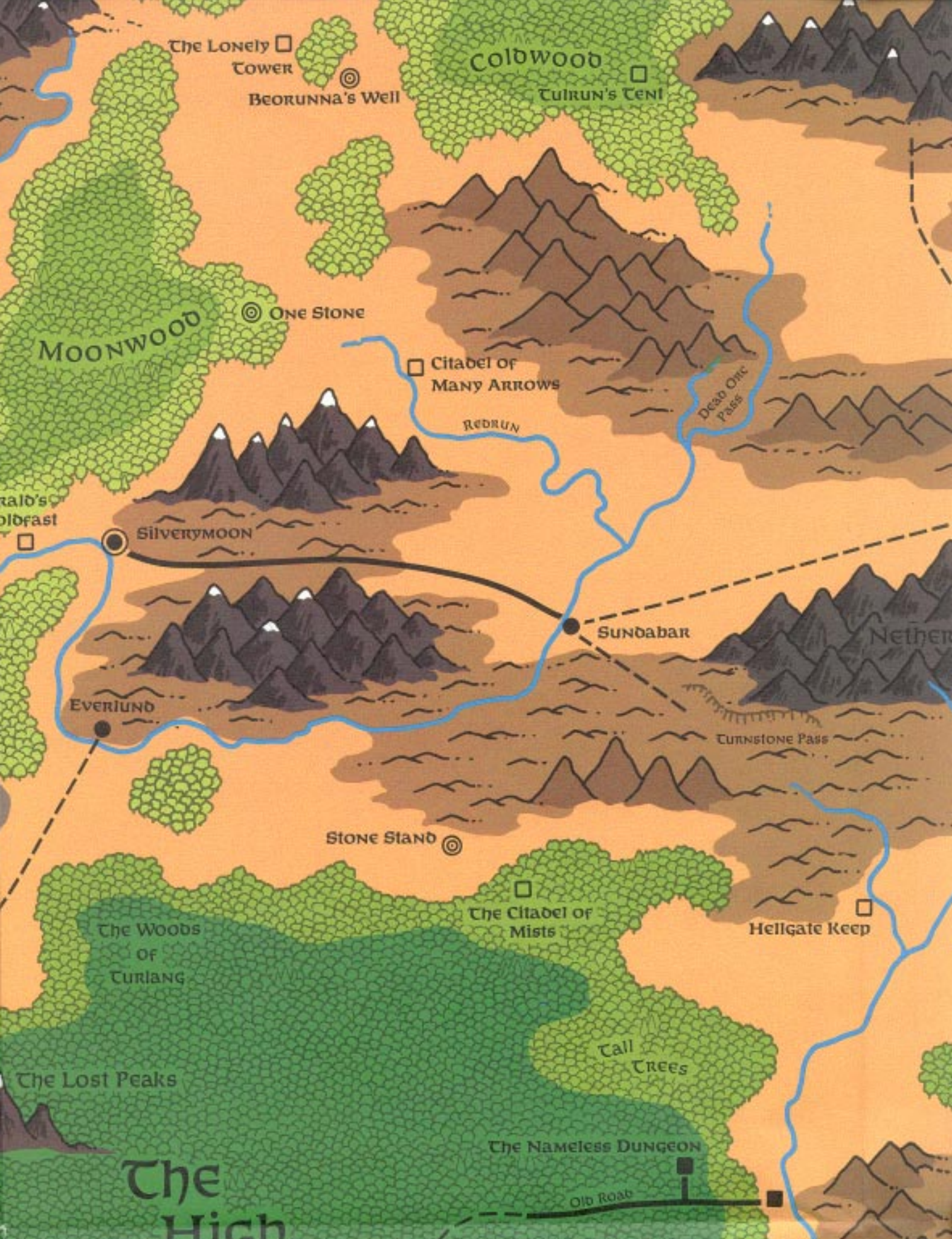
oar

Deab Horse Ford

River Desannin

Yartar

The Los



The Lonely Tower

Beorunna's Well

Coldwood

Culrun's Tent

Moonwood

One Stone

Citabel of Many Arrows

REBRUN

Dead One Pass

Silvermoon

Sundabar

Everlund

Curlstone Pass

Stone Stand

The Citabel of Mists

Hellgate Keep

The Woods of Curlang

Tall Trees

The Lost Peaks

The Nameless Dungeon

Old Road

The High



Ice Mountains

Citadel Adbar

The Fork

Ascore

Nether Mountains

MORUEME'S CAVE

The Far Forests



Lellon

The Mere
of
Dead Men

Ruins of Iniarv's Tower

Southkrypt

Kryptgarden Forest

Westbr

The Stone

Reb Larch

Westwood

Bargewright Inn

Rebluffs & the
Red Rocks

Village
of Amphail

Sancrag

Go
(te

Mount
Sar

Hamlet
of
Rassalantar

The St

Mount
Hellmbrar

Malben's
Comb Tor

Waterdeep

The Rat Hills

Zunobridge

Ardeepforest

The Serpentine



The Star Mounts

The Hall of Four Ghosts

The Halls of the Hunting Axe

Endless Caverns

Stronghold of the Nine

River Despair

Ironford

Quarrier's Creek

Goldenfields (temple-farm)

Stump Bog

The Crumbling Stair

The House of Stone

The Fallen Kingdom

Secomber

The Laughing Hollow

High Forest



■ Karse

The Dire Wood

Heariblood River

Delimblyk "The River Shining"

High Gap

The Sisters

The Shining Falls

Loubwater

Liorrh

Graypeak Mountains

South Wood

Dawn Pass

■ The Dungeon of the Hark

Bleached Bones Pass



High Gap

The
Fallen
Lands

Dark Mountains

Dawn Pass

Red Bones Pass

Weathercore Wood

■ Ruins of
Dekanter

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