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Advanced Dungeons & Dragons

FORGOTTEN REALMS™



Cyclopedia of the Realms

A complete cyclopedia of the fabulous Forgotten Realms,
from Abeir-toril to Zhentil Keep



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"These things also I have observed: that knowledge of our world is to be nurtured like a precious flower, for it is the most precious thing we have. Wherefore guard the word written and heed words unwritten—and set them down ere they fade . . . Learn then, well, the arts of reading, writing, and listening true, and they will lead you to the greatest art of all: understanding."

— Alarundo of Candlekeep

Cyclopedia of the Realms

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Credits

Design: Ed Greenwood
Design and Development: Jeff Grubb
Editing: Karen S. Martin
Cover Art: Keith Parkinson
Interior Art: Jeff Easley, Keith Parkinson, Tim Conrad
Cartography: Diesel, Dave Sutherland, Dennis & Ron Kauth

Graphic Design: Stephanie Tabat
Calligraphy (Runes, Sigils, Languages): Paula M. Holz
Deity/Faith Symbols: David E. Martin
Typography: Betty Elmore

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Cyclopedia of the Realms

Ed Greenwood, Jeff Grubb, and Karen S. Martin



TSR, Inc.
POB 756
Lake Geneva, WI
53147



TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

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Introduction

That which follows is a brief introduction to the world of the Forgotten Realms, with hopes to entertain, illuminate, and provide information in campaigns using the ADVANCED DUNGEONS & DRAGONS® system. This tome and the cyclopedia it contains, with its companion volume, the *DM's Sourcebook of the Realms*, should allow the creation of an individual campaign setting using this world.

The Forgotten Realms are a world very similar to the Earth of the 13th and 14th centuries. Most of the area under discussion here has until recently been covered by wild forests and unsettled grasslands. Civilization is still a novelty in much of this world, even the oldest of cities on the Inland Sea, or the founding of Waterdeep, the greatest City of the North, are within the memory of the oldest living elves of Evermeet.

The people of these realms (including man, dwarf, elf, gnome, and halfling) are similar in mindset and advancement to the men of the 13th century. City-states are common, and nations on the increase as more of the wild lands are pushed back and gathered under a single king or government. Skills such as metalworking, farming, and craft-industry are common in the civilized lands, so that swords and heavy metal armor are all-too available to the warrior. Literacy and the quest for knowledge in on the rise, with the recent introduction of printed hand-bills in Waterdeep. The merchants-class is increasing in both wealth and power as more markets and resources open up. Faith, while not as dominant as in Europe of this period, is a major force in the lives of the people.

There are great differences between that world and this as well. Great beasts and evil humanoids wander the wild (and not-so-wild) country of the Forgotten Realms. Ruins of ancient cities and towers may be found among the underbrush, old lands and names that are lost to memory and the past. And there is magic.

Some individuals of the Forgotten Realms have the ability to channel magi-

cal energies, allowing them to perform mighty tasks. Others receive such abilities with the blessing of extra-planar beings known as Powers. These magic-users and clerics can reshape the face of the world, and indeed have done so over the millennia. Hills and forests may appear where there have been none before, and mountains may move several miles. A great sandy waste has been moving further south in the heart of the Realms, matched by a sheet of ice, equally relentless, to its east. Neither of these may be the fault of nature alone, but the meddling of spell-casters, human and otherwise.

Finally, the Realms are a land of adventure, and therefore adventurers. It is the time of heroes, when one man of pure heart (or with a powerful artifact) may hold his own against enemy hordes, where legions of evil forces may muster and be destroyed by the actions of a few, where the nations rise and fall on magical tides which mere men can control. It is a time when the bold and the lucky may make their fortunes and gain great power over their worlds.

The information presented herein is as known to myself, those about me in the lands north and west of the Sea of Fallen Stars, and those I have encountered in my travels. On my word as a sage nothing within these pages is false, but not all of it may prove to be true. All stories presented are as I have heard them and had them recorded, all information is checked as best as possible given the limited resources of an old man in a small town (even if that old man has the power to flatten mountains, mind you). As you adventure in this fantasy world, be warned that not all things are as they appear, and trust to your wits, your weapons, and your common sense in surviving and profiting from the Forgotten Realms.



As recorded by Lhaeo, Scribe to the Sage ELMINSTER OF SHADOWDALE, 30th and last day of Nightal, Year of the Prince, 1357 Dalereckoning



About this Product

The FORGOTTEN REALMS™ Boxed set contains two books, four maps, and two sets of plastic overlays. The plastic overlays are used to determine distances in the realms without need of overlaying hexes or other grids on the surfaces of the maps themselves. Two of the maps are drawn to provide a general overview of the Realms, running from the Moonshae Isles in the west to the land of Thay in the east, and from the Spine of The World Mountains in the North to the Jungles of Chult in the south. These maps have been drawn with that information available to our representative in the Realms, Elminster the Sage, and represents what is known of those lands from the mindset of the Dalelands and Cormyr.

The other two maps are detailed blow-ups of sections of the former maps, covering that region from the Sword Coast to The Dragon Reach in great detail, for use in adventuring through the Realms. As more of the world is fully explored, more maps of this and scale will be made available for use in Realms-related products.

The book you are reading; *The Cyclo-
pedia of the Realms*, is intended as a general overview of life in the Forgotten Realms, concentrating on those areas best-known to our source. That is to say, this book concentrates primarily on those areas detailed in the large-scale maps. Areas beyond their borders

which are of interest or influence in the area (such as the land of Red Wizards, Thay) are included as well, as are local legends and stories that might easily be known to those living in these times.

The second book, *The DM's Sourcebook of the Realms*, is written to emphasize the use of the Realms for the AD&D® game system, including tables and information necessary for running a campaign, advice on the different types or styles of campaigns, some sample adventures, and items specially geared to the FORGOTTEN REALMS setting.

This book is divided in two portions: the first a general overview on the Realms and those things common to most of the Realms (Currency, Calendar, major gods, and language), the second being a Cyclopedia section, which is an alphabetical description of the major regions of the Realms, their races, and the power groups which influence the world.

The Cyclopedia entries are further split into three sections. They are:

- **AT A GLANCE:** This is information readily available to individuals in the Realms, such as how a town looks when riding into it (is it walled or open? Are there trading companies? Any large temples?). It is a brief summary of information with a minimum of detail.
- **ELMINSTER'S NOTES:** Culled

from the texts of the Sage of Shadowdale, this section includes all manner of details, notes, gossip, legends, tales, and other general information on the area or individuals encountered.

- **GAME INFORMATION:** Often, something will be mentioned in the section of Elminster's Notes which may require further explanation for the AD&D game player, such as suspected levels of a ruler or guard-captain, the numbers of a patrol or armed force, or stats for ships or types of alcohol. Rather than digress in the text, or refer the curious game-player to another section, those topics are covered under this heading.

Also provided within this text are various and sundry maps of cities and towns within the Realms, ranging from Scornubel the Trade-city to Suzail, capital of Cormyr, to Shadowdale—a very small town with some very powerful protectors. The City of Splendors, Waterdeep, is mentioned in passing, and a full description of the largest city in the North is left to a project which can do justice to the space required to discuss it. Also included here is the Census of the town of Shadowdale, taken from its "Book Of Days," on the eve of a recent battle, to note the typical inhabitants of such an area.



TIME IN THE REALMS

The calendar and roll of years

The following calendar is specifically tailored for the kingdom of Cormyr.

The year consists of 365 days: 12 months of exactly 30 days each (due to the single moon and its followers), plus 5 days that fall between months. These days are special occasions. Leap year is retained purely for social convenience, and provides a sixth special day that is used as the basis for long-term agreements and such.

Months are subdivided into three ten-day periods. These are known variously as "eves," "tendays," "domen," "hyrar," or "rides" throughout the Forgotten Realms. Rides is the standard term used in Cormyr and the Dalelands, and is used for reference in these texts.

Although the months themselves are standardized, the system of dating varies from place to place. Usually, years are numbered from an event of great political or religious significance; each nation or region has cultures with unique histories, and thus different reckonings. The system in naming the months is named for its inventor, the long-dead wizard Harptos of Kaalinth, and is in use throughout the North.

The Calendar of Harptos

The name of each month in the Calendar of Harptos is listed below, from the beginning of a calendar year to the end. Each month's name is followed by a colloquial description of that month, plus the corresponding month of the Gregorian calendar in parentheses.

Special days are listed when they occur between months and appear in italic type. Each special day is described in a paragraph following the calendar itself.

1. Hammer; Deepwinter. *January*

Special Day: Midwinter

2. Alturiak; The Claw of Winter, or The Claws of the Cold. *February*

3. Ches of the Sunsets. *March*

4. Tarsakh of the Storms. *April*

Special Day: Greengrass

5. Mirtul; The Melting. *May*

6. Kythorn; The Time of Flowers. *June*

7. Flamerule; Summertide. *July*

Special Day: Midsummer

8. Eleasias; Highsun. *August*

9. Eleint; The Fading. *September*

Special Day: Highharvestide

10. Marpenoth; Leafall. *October*

11. Uktar; The Rotting. *November*

Special Day: The Feast of the Moon

12. Nightal; The Drawing Down. *December*

Special Calendar Days

Midwinter is known officially as the High Festival of Winter. It is a feast where, traditionally, the lords of the land plan the year ahead, make and renew alliances, and send gifts of goodwill. To the commonfolk, this is Deadwinter Day, the midpoint of the worst of the cold.

Greengrass is the official beginning of spring, a day of relaxation. Flowers that have been carefully grown in inner rooms of the keeps and temples during the winter are blessed and cast out upon the snow, to bring rich growth in the season ahead.

Midsummer, called Midsummer Night or the Long Night, is a time of feasting and music and love. In a ceremony performed in some lands, unwed maidens are set free in the woods and "hunted" by their would-be suitors throughout the night. Betrothals are traditionally made upon this night. It is very rare indeed for the weather to be bad during the night—such is considered a very bad omen, usually thought to foretell famine or plague.

Highharvestide heralds the coming of fall and the harvest. It is a feast that

often continues for the length of the harvest, so that there is always food for those coming in from the fields. There is much traveling about on the heels of the feast, as merchants, court emissaries, and pilgrims make speed ere the worst of the mud arrives and the rain freezes in the snow.

The Feast of the Moon is the last great festival of the year. It marks the arrival of winter, and is also the day when the dead are honored. Graves are blessed, the Ritual of Remembrance performed, and tales of the doing of those now gone are told far into the night. Much is said of heroes and treasure and lost cities underground.

Once every four years, another day is added to the year in the manner of February 29 in the Gregorian calendar. This day is part of no month, and follows Midsummer Night. It is known as the *Shieldmeet*. It is a day of open council between nobles and people; a day for the making and renewing of pacts, oaths, and agreements; tournaments, tests and trials for those wishing to advance in battle fame or clerical standing; for entertainment of all types, particularly theatrical; and for dueling.

Wars, by the way, are often but not always fought after the harvest is done, continuing as late as the weather permits. The bulk of the fighting takes place in the month of Uktar, and the ironic practicality of the Feast of the Moon is readily apparent.

Years ("winters") are referred to by names, each one consistent across the Realms, because each kingdom or city-state numbers years differently, usually to measure the reign of a dynasty or the current monarch, or since the founding of the country. The current year is 1332 in Cormyr, and 1357 in the Dales (Dalereckoning, or DR). The Cormyr Reckoning derives from the foundation of House Obarskyr, the dynasty which still rules that land. Dalereckoning is taken from the year that men were first permitted by the Elven Court to settle in the more open regions of the forests. Dates given within this tome are in Dalereckoning for the sake of conven-



ience, though other regions will have their own methods of reckoning the passage of the years.

Names for the years are known as the Roll of Years, as they are drawn from predictions written down under that title by the famous Lost Sage, Augathra the Mad, with a few additions by the seer Alaundo (for further information on Alaundo see entry under Candle-keep). The Roll is a long one; here is the relevant portion of it.

YEAR OF THE DRAGON	(1352 DR)
YEAR OF THE ARCH	(1353 DR)
YEAR OF THE BOW	(1354 DR)
YEAR OF THE HARP	(1355 DR)
YEAR OF THE WORM	(1356 DR)
YEAR OF THE PRINCE	(1357 DR— year just ending).
YEAR OF THE SHADOWS	(1358 DR)
YEAR OF THE SERPENT	(1359 DR)
YEAR OF THE TURRENT	(1360 DR)
YEAR OF THE MAIDENS	(1361 DR)
YEAR OF THE HELM	(1362 DR)
YEAR OF THE WYVERN	(1363 DR)
YEAR OF THE WAVE	(1364 DR)
YEAR OF THE SWORD	(1365 DR)
YEAR OF THE STAFF	(1366 DR)
YEAR OF THE SHIELD	(1367 DR)
YEAR OF THE BANNER	(1368 DR)

NAMES IN THE REALMS

The system of naming is wide and varied in the realms, with many local customs common. Player characters may carry one- or two-part names, nicknames, titles, or pseudonyms in their career. General guidelines on naming are as follows.

Common Humanity. The greater bulk of humanity takes a single name, such as "Doust" or "Mourngrym," with a secondary name added if there is confusion, either from profession ("Doust the Fighter"), location ("Doust of Shadowdale"), or lineage (the latter in particular if some legendary figure was in the family line, such as "Doust, Grandson of Miniber the Sage"). In addition, an name may be added for a physical condition, such as "Blackmane" or "Firehair," or for some legendary or extraordinary

event. (There are a large number of "trollkillers" in the Realms, more a credit to the numbers of the monsters rather than the prowess of their slayers.) In the course of a lifetime, an average human can take and discard several surnames, keeping his "given" name throughout.

Human Nobles and Gentry. These individuals tend to retain the "family name," a name usually derived from the individual who established the family's fame, position, or prowess. Such names are retained even after the nobility has fallen from grace or power. For example, the Wyvernspurs of Cormyr, while still well off, are significantly less powerful than the days when they were advisors to the king. Again, special names for events or appearances are common.

Human Magic-users. Magic-users tend to eschew long titles and names, and the general feeling is that a mage's fame should precede him, such that a single mention of the name is sufficient, and no one would doubt the speaker was referring to anyone else but the genuine article. For example, there may well be an Elminster the Barber, or Elminster of Waterdeep, but the reference of "Elminster" (or even the more modest "Elminster the Sage") refers to the advisor without peer who resides in Shadowdale.

Human Clerics. Identifications of the faiths of the realms are usually included in a name, supplanting any family or noble names. Amaster, Cleric of Tymora can be referred to as "Amaster of Tymora" without incident. In higher church circles, involving leaders of particular temples or faiths, the full title is important, such as "Asgaorth of Tempus, Patriarch of Baldur's Gate."

Elves. "The People" have family names, which they tend to translate back into common as nicknames, so that there will be families of "Strongbows" or "Starglows" in the world. Such family names are important in that elvish siblings can be hundreds of years apart in age. Half-elves take Elvish or Human naming fashions,

depending on where they were raised, and change back and forth several times.

Dwarves. Dwarves have a very strong sense of their past and the heroes in their families. They carry only a first name, followed by the qualifier of heritage. The lowest dwarves attach themselves to their state, such as "Mongor of the Iron House." Dwarves with a hero or dwarf of renown in their heritage may use the appellation "son of" or "grandson of" such as "Thelarn, son of Mongoth." Beyond two generations, the phrase "blood of" is used, but only for the greatest dwarven leaders, as in "Nor, blood of Ghellin, king-in-exile of the Iron House."

Gnomes. These quiet people use both given and surnames, and maintain long-standing family ties, such that a third name, for location, may be necessary. For example, outside of his home land, Wysdor Sandminer may have to be known as "Wysdor Sandminer, of the Sandminers of Arabel," to avoid constant discussions with other gnomes that may or may not be close relations.

Halfings. Halfings are similar to the gnomes in the fact that they both given and surnames, but both those names may change over time, and be overlapped with nicknames for adventures, physical abilities, and pet or diminutive names, and in addition, may be lost behind a maze of pseudonyms and false backgrounds. For example, the halfling Corkitron Allinamuck chose both first and last names (his parents were named Burrows), and goes by the diminutive "Corky" and the nickname "High Roll." The last comes from his penchant for dicing for treasure, saying "High Roll gets it!" If the others agree to such a deal, the halfling feels no qualm, regardless of the dice, taking his "rightful property" from the others. (After all, they did agree that "High Roll" would get it.)

Other Races. Most of the other races make do with a single name, and further clarification as need be (a centaur named Aldophus may be called Aldophus the Roan, for example). Orcs



and goblins tend to use proper names only when they need to, the rest of time using a native word that translates as "Hey You!" in everyday speech (a true speaker of the orcish tongue can put a great deal of venom behind the word, such that fights can start in bars at its mention).

LANGUAGES OF THE REALMS

Most people north and east of the Sea of Fallen Stars are literate, at least to some degree. This is not the case, travelers and tutors have intimated, throughout the Realms. Westgate, southern Sembia, and perhaps Hillsfar are the predominantly literate areas in the vicinity, and Waterdeep on the Sword Coast; elsewhere "trust to your tongue," as wayfarers say.

Note that every alignment has its own special tongue, understandable usually only to those of like alignment. Such tongues are very basic, able to communicate acceptance or disagreement, emotions, and favored concepts or beliefs (for example, "lawful" beings could discuss "justice" and its administration). Alignment tongues are not used with strangers, and so are viewed as offensive (in the least) and hostile (at worst).

Thieves, druids, and illusionists also have their own special languages, in addition to "the High Tongue" in which runes of power (i.e. "magic," as magic users know it) are set down. Almost all intelligent creatures you might encounter can understand and speak "common" (the trade-tongue of men, spoken with little variance all across the known Realms), although they may pretend not to.

From region to region of the Realms Common may have different accents and slightly different vocabularies, influenced by other local human and nonhuman tongues. While a native of Thay will be able to communicate with a denizen of Baldur's Gate, each will be aware of the other's ridiculous accent.

In a similar fashion, non-human tongues each belong to the same linguistic tree, so that elves native to Evereska, Evermeet, and the Elven Court may understand each other (barring again local dialects and accent). To humans, an "elvish common" is referred to simply as elvish, and the "dwarvish common" as dwarvish.

Written languages

Written tongues are much rarer than spoken languages, for most races have no use for them beyond the standard

rune-symbols that are universally recognized. They are as follows.

"MODERN COMMON"

The written common tongue, which is presented in these writing as English, is a descendent of Thorass, the original trade-language. Literacy in this tongue is rare (and taken as a separate language), as most individuals use runes for conveying information.

RUATHLEK

The "secret language" or magical script of illusionists is rarely found in the Realms. Illusionists themselves are fairly rare in the North—but Waterdeep is known to hold at least one library of books in that dweomer-guarded tongue. It has been surmised that this written "secret language" of the illusionists is derived from the use of magical runes.

THORASS (Auld Common)

Thorass, or the written trade-tongue and universal language of the long-ago Realms (often found in tombs, underground ways and habitations, and even—still in current use—in certain southern areas of the Realms) is the ancestor of the Common Tongue. Troubled times across North (when the

A B C D E F G H I J K L M N O P Q R S T Th U V W X Y Z

Thorass

Espruar

Dethek

1 2 3 4 5 6 7 8 9 10 O 50

Thorass (example of number 14) =

Espruar (I, this person) =

Dethek



Inner Sea lands were very sparsely settled) caused a period of little literacy among young people, and the use of runes or symbols (detailed later) replace Thorass for a time.

An inscription in Thorass will translate directly into Common, albeit usually a stilted and archaic form of phrasing and vocabulary.

ESPRUAR

Espruar (Es-prue-AR) is the Silver Elven alphabet, in which most elves of the Realms render messages, either in Common or their native language.

DETHEK RUNES

Dwarves seldom write on that which can perish. Rarely, they stamp or inscribe runes on metal sheets and bind those together to make books, but stone is the usual medium: stone walls in caverns, stone buildings, pillars or standing stones—even cairns. Most often, they write on tablets—which are called runestones in the *Common Tongue*.

A typical runestone is flat and diamond-shaped, about an inch thick, and of some very hard rock. The face of the stone is inscribed with Dethek runes in a ring or spiral around the edge, and at the center would bear a picture. Some runestones have pictures in relief, and are used as seals or can be pressed into wet mud to serve as temporary trail markers underground.

To a dwarf, all runestones bear some sort of message. Most are covered with runic script, the most well-known of which is "Dethék" which translates directly into Common. The runes of this script are simple and made up of straight lines, for ease in cutting them into stone. No punctuation can be shown in Dethek, but sentences are usually separated by cross-lines of script; words are separated by spaces; and capital letters have a line drawn above them. Numbers which are enclosed in boxes (within the frames) are dates, day preceding year by convention. There are collective symbols or characters for identifying peoples

(clans or tribes) or races. If any runes are painted, names of beings and places are commonly picked out in red, while the rest of the text is colored black or left as unadorned grooves.

Runestones are commonly read from the outer edge toward the center; the writing forms a spiral which encloses a central picture.

CURRENCY IN THE REALMS

Barter and coinage of all sorts are common in the Realms. The following system is that of the nation of Cormyr, and is typical of the other organized nations.

The favored manner of currency in Cormyr is the royal coinage of the Court, stamped with a dragon on one side, and a treasury date mark on the other (the penalty for counterfeiting in Cormyr, and most other similar nations, is death). There is no paper currency save for I.O.U.'s which are known as "blood-notes," as they must be signed in blood by both (or all, if more than two) parties involved, and taken to the local Lord for the affixing of the royal seal.

Coinage throughout the realms is customarily valued as follows:

200 cp	= 200 copper pieces
	= 20 silver pieces
	= 2 electrum pieces
	= 1 gold piece
	= 1/5 platinum piece

In Cormyr, coinage terminology is as follows:

cp	= copper pieces
	= copper "thumbs"
sp	= silver pieces
	= silver falcons
ep	= electrum pieces
	= "blue eyes"
gp	= gold pieces
	= golden lions
pp	= platinum pieces
	= tricrown

A few local greetings and farewells are given hereafter, for use by the traveler.

Well met—The most often used greeting, particularly between strangers of a different race or those of whom one is unsure.

Well again—Between business associates or acquaintances, (i.e. we've greeted before—hence the "again"—and you look well) is usually used; if one is annoyed, curt, or sarcastic, one usually just says, "Again" (i.e. "we meet again" or "you again!")

Olore' (Oh-LOB-ay—"Well met"/"Good day"), as travelers in the Inner Sea lands say; "Olore' to you, my friends."

Until swords part—Warriors' farewell throughout the Realms.

Until next, may your sword be ever wet, and your bottom dry—the pirates of the Inner Sea.

Alavairthae! (Al-ah-VARE-thay—"May your skill prevail")—the Red Wizards of Thay, in giving their farewells.

Amarast! (Ah-mah-RAST—Fare well until next we meet!)—the sailors of the South.

Sweet water and light laughter until next—the People (Elves).

Aluve (Ah-LOO-veh—I/we leave you)—the Drow.

Axe high, friend. I go.—Dwarvish farewell.

Forges warm, friend.—Gnomish farewell.

Good morning, and good day after that! Don't let anything curl your hair! (to which is sometimes added—) 'Ware that Big Folk, and mind the goblins too!, as the Halflings speak to each other—to others, they usually say, 'Gods smile! (upon you)!(for others rarely have the patience for the longer form).

Braeunk vhos trolkh! (If you die while I'm gone, do it quietly)—Hobgoblin, with the unspoken addendum "because I wouldn't want to miss the fun."



Local city states often mint their own copper, silver, and gold pieces, though the electrum and platinum pieces are rarer, usually used only by the more powerful states such as Cormyr, Waterdeep, and Amn mint these types. Smaller states, such as the fractured regions of Damara, use coinage borrowed from other nations and looted from ancient sources.

Finally, Merchants throughout the Realms make use of "trade-bars," either of silver or (for the more profitable caravans and costers) electrum. These trade-bars are ingots of the particular metal in 10, 25, and 50 gold piece denominations, and marked with the trail mark of that particular merchant or company.

RELIGION IN THE REALMS

The "gods" of the Realms, also called *Powers*, are important beings; they grant magical spells to their worshippers, involve themselves in earthly dealings, and grow or diminish in personal power in relation to the number of mortal worshippers they possess. Clerics in the service of a god will advance only if they please the god, by remaining faithful to the god's rules and aims, and acting as the god wishes.

There are many deities in the Realms, even among humans, and this plethora of divine beings, and the wide variance of "portfolios" which they represent or epitomize, has led to general tolerance of the beliefs and worship of others in the Realms. This extends to all who do not break laws among the general populace, the Court, and the soldiers of the King. Human sacrifice is considered murder in lawful realms, and use of another's goods as offerings is both theft and wanton destruction.

Individuals, particularly clerics, may not be all tolerant of the beliefs of others. It is considered impolite to inquire too deeply into the details of worship of a god one does not worship or is not likely to worship.

It might be wise to learn the religions and/or alignments of any persons you must trust, do business with, or adventure with, but take care; it is often an affront of the highest order to ask such information openly. Some people have been known to attack individuals inquiring as to their faith.

The main deities and demigods of the Realms are listed hereafter, including notes on less-major powers, Elemental Lords, Cults of the Beast, and non-human deities.

The deities & demigods of the Forgotten Realms: Human Deities

All entries in this section are arranged in the following format.

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

AURIL (AWE-rill)

Frostmaiden

Goddess of Cold NE

Demipower Pandemonium

Symbol: A white snowflake painted on a grey diamond, long axis vertical.

NOTES: This demipower is portrayed as a beautiful blue-skinned maiden garbed in a mantle of white. Auril is connected to Talos. Her personal powers include double-strength cold spells such as *ice storm*, and *Otiluke's freezing sphere*, and an icy breath (effect of *cone of cold*) that kills plants on contact (saving throw if applicable), and has the effect of a successful *crystalbrittle* spell on all metal it touches.

AZUTH (AH-Zooth)

High One

Patron of Magic Users LN

Demipower Arcadia

Symbol: A Human Hand, forefinger pointing upward, outlined in a nimbus of blue fire.

NOTES: Azuth is portrayed as a power-

ful old man, unbent by age, wielding a staff. Azuth is venerated as the most powerful of mages, and has the powers of a 30th level magic-user and a 20th level cleric. In addition, Azuth may be able to discern the abilities of those weapons he is confronted with, and on touch may negate the effects of an item as a *rod of cancellation*.

BANE (BAIN)

Lord Bane, The Black Lord

God of Strife, Hatred, Tyranny LE

Greater Power Acheron

Symbol: A black hand, open, with thumb and fingers aligned together (sometimes on a red field).

NOTES: Lord Bane is never seen, although there are tales of a freezing black-taloned hand and eyes of blazing fire. This being has both a powerful church in the Realms, and in addition has the support of the mages of Zhentil Keep (q.v.).

BESHABA (Beh-SHAH-ba)

Maid of Misfortune, Black Bess, Lady Doom

Goddess of Mischief, Misfortune, Ill

Luck, Accidents (Treachery, Betrayal) CE

Lesser Power Abyss

Symbol: Black antlers on a red field

NOTES: The Maid of Misfortune appears as a beautiful white-haired face, laughing hysterically. Ill fortune falls on those who behold her. Often, surefire plans go awry, stout weapons or walls suddenly give way, and freak accidents occur to man and beast where Beshaba has been.

BHAAL (Beh-HAHL)

Lord of Murder

God of Death LE

Lesser Power Gehenna

Symbol: A circle of red blood-tears, falling counterclockwise, about a white skull.

NOTES: Bhaal strikes unerringly, his dagger causing the area wounded to wither. He rarely appears to worshippers or others, but is depicted by



priests as a bloody, mutilated corpse with a feral face and silent movements. It is said that every murder done strengthens Bhaal. While Myrkul recognized as lord of the dead, Bhaal is lord of death itself, the act of killing.

CHAUNTEA (Chawn-TEE-ah)

Great Mother

Goddess of Agriculture NG
Greater Power Elysium
Symbol: A budding flower encircled by the sun, or a sheaf of golden wheat.

NOTES: The Great Mother is the patron of the farmers and gardeners, and her hand is on every place where men seek to grow. Chauntea is not a goddess given to spectacle or pagent, but rather to small acts of devotion, and her temples are often small caverns and modest chambers filled with greenery. Chauntea is always at war with Auril and Talos. The Earth Mother of Moonshae may be a guise or aspect of Chauntea.

DENEIR (Deh-NEER)

Lord of All Glyphs & Images

God of Literature, Art NG
Demi-Power Beastlands
Symbol: A single lit candle, often with a eye beneath.

NOTES: Deneir is allied with Oghma, and is popularly depicted as an old, balding sage with flaming white beard. His priests tend to be scholarly in nature, and ascribe most of the magical tomes or books (*Tome of Understanding*, *Manual of Clear Thought*, etc.) to him.

ELDATH (EL-dath)

The Quiet One, Goddess of Singing Water

Goddess of Waterfalls, Springs,
Streams, Pools, Stillness, Peace,
Quiet Places, Guardian of
Druid-Groves N
Demipower Prime Material Plane
Symbol: A waterfall plunging into a still pool, or a circular disc of sky-blue, fringed with green ferns.

NOTES: Eldath has reputed among her

powers all enchantment/charm type spells, including *sympathy*, *empathy*, *sleep*, and *silence 15' radius*. Allied with and servant to Silvanus, Eldath is the supreme pacifist. She guards all druids' groves and when she is present in any grove, that place becomes a sanctuary where no blows land and no one feels angry. The elven war-hero Telva is said to have camped in such a grove and never taken up arms again afterward. Eldath appears as a beautiful woman dressed in translucent greens.

GOND (Gond)

Wonderbringer

God of Blacksmiths, Artificers, crafts and construction N
Lesser Power Concordant Opposition
Symbol: A toothed wheel of brass, bronze, iron, or bone.

NOTES: Gond appears as a burly red-hued smith with a mighty hammer, and has at his disposal a forge and anvil with which he may hammer out the stuff of stars. Those who venerate him are primarily tinkers, alchemists, and builders, but the island of Lantan (q.v.) considers worship of Gond the state religion, and nowhere else is the mania for invention (or the success of such inventions) so strong.

HELM (Hehlm)

He of the Unsleeping Eyes

God of Guardians LN
Lesser God Nirvana
Symbol: An open, staring eye, often painted on a metal gauntlet.

NOTES: Helm is always vigilant, and watchful. He is never surprised, and anticipates most events by intelligence and observation. He can never be borne off his feet, rarely can he be tricked, and he will never betray or neglect that which he guards. In short, he is the ideal of guardians, and is worshipped so that some of his qualities will come to, or be borne out in, the worshipper. Temples of Gond tend to be located where some evil or potential danger is afoot, such as in Hluthvar, at the foot of Darkhold.

ILMATER (Ihl-MAY-ter)

God of Endurance, Suffering,
Martyrdom, Perseverance LG
Lesser Power Twin Paradises
Symbol: the Bloodstained Rack or crossed hands bound at the wrist.

NOTES: This god appears as a broken man, his hands smashed but still useful. Ilmater is willing sufferer, the one who takes the place of another. He has the power to manifest himself in creatures being tortured, relieving their pain, but only if such creatures are of good alignment and have not done anything to deserve such treatment.

LATHANDER (Lab-THAN-der)

Morninglord

God of Spring, Dawn, Conception,
Vitality, Eternal Youth, Renewal,
Self-Perfection, Beginnings NG
Greater Power Elysium
Symbol: A wooden disk of rosy pink hue.

NOTES: Lathander Lord of Morning is commander of creativity. Offerings are made to him by those who worship other powers upon the occasion of beginning a new venture or forming an alliance or company. Lathander's presentation is either as a rosy radiance or mist, or, in earlier renditions, of a golden-skinned male youth of great beauty. Its priests where robes of pink or scarlet, the higher ranks having them trimmed with ornate ribbons of gold.

LEIRA (LAIR-ah)

Lady of the Mists

Goddess of Deception, Illusion CN
Demipower Limbo
Symbol: A triangular plaque, point downward, painted in cloudy, swirling greys.

NOTES: Leira is demigoddess of deception and illusion, both natural and magical. Leira's true appearance is unknown; her priests worship at horned altars whose upswept arms frame nothing but air. Leira can be anything, anywhere, that is not what it seems. Few worship Leira outside the ranks of illusionists, since few other



Symbols of Faith



Aaril



Bane



Azath



Beshaba



Bhaal



Chauntea



Deneir



Eldath



Gond

types of characters see profit in misunderstanding and deception though many pay her homage to ward her off or placate her before important decisions and judgments are made. She is seen a neutral rather than evil because she represents the caprices of nature and not deliberate deceit (that is the province of Mask).

LLIIRA (LEER-ah)

Our Lady of Joy

Goddess of Joy, Carefree Feeling,
Contentment, Release,
Hospitality, Happiness, Dance,
Patron of Festivals

CG

Demipower

Arvandor

Symbol: Three stars of six points
each, colored orange, yellow, and
red.

NOTES: This goddess is allied to Milil and Sune, and is invoked and offered to at all joyous occasions. She is usually depicted as a young, dancing, sensuous lady, laughing and carefree. She cannot abide violence and ill feeling, and an unsheathed sword (save for in solemn ceremony) any place is said to be enough to drive her, or her favor away.

LOVIATAR (Low-vee-A-tar)

Maiden of Pain

Goddess of Pain, Hurt, Patron of
Torturers

LE

Demipower

Gehenna

Symbol: A black whip of nine strands
with barbed tips.

NOTES: Loviatar is the being of the Finnish Pantheon in *Legends & Lore*, and she appears in these realms as a pale maiden dressed in white pleated armor, and her dagger of ice is represented here as a slender wand. Her abilities and attitudes are as for the Finnish goddess of hurt.

MALAR (MAY-larr)

The Beastlord, The Stalker

God of Wild, Marauding Beasts,
Bloodlust, and Hunting

CE

Demipower

Tarterus

Symbol: A taloned, bestial claw

NOTES: Malar is related to Silvanus and the other "nature" gods, and is said to

be a black beast, covered with wet dripping blood, and having the fangs and clawed forelimbs of a great cat. Hunters (both for game and in sport) make offerings to him before setting forth in the chase, and he is said to manifest himself in berserkers, enraged beasts, and in that type of frenzied human killer that men deem "mad." Bhaal is overlord to those who view killing as an art to be coldly perfected; Malar is the patron of those who exult in it endlessly, sensually; and is preferred by adventurers over professional warriors.

MASK (MAH-sk)

Lord of Shadows

God of Thieves, Intrigue

NE

Lesser Power

Hades

Symbol: A black velvet mask

NOTES: Mask is the lord of shadows and those actions which take place in those shadows; he is the patron of the thief and cutpurse, the sneak, the spy, and the alleyway mugger. He appears as a handsome youth dressed in colorful jerkin and breeches, wearing a grey cloak. The cloak allows Mask to fly, become invisible, and when the hood is placed up, appear as any other being in an impervious illusion. The worshippers of Mask tend to hold their services in dimly lit vaults, and the worshippers and priests all wear heavy garb and masks.

MIELIKKI (Mg-LEE-kee)

Lady of the Forest

Goddess of Forests, Dryads, Patron
of Rangers

NG

Lesser Power

Prime Material

Symbol: The unicorn (or the white
star on a green leaf)

NOTES: Mielikki is allied with Silvanus, and is the Finnish Power described in the *Legends & Lore* book. In the Realms, she appears as a young maiden with leaves and moss of hair, garbed in green and yellow. Her powers are as described in the above-mentioned text.



MILIL (Meh-LILL)

God of Poetry, Eloquence, and

Song

NG

Demipower

Beastlands

Symbol: A silver harp

NOTES: Milil, allied to Oghma and Sune, is held in special esteem by bards. He is seen as a young, charismatic man or elf with beautiful features and voice, but is usually manifested as a haunting music (particularly in clearings in the depths of a wood), or a radiance about some human bard or raconteur in the throes of inspiration. He has been known to provide sudden inspiration to his followers, often in the form of a handy means of escape or treasure buried in the area.

MYRKUL (MERR-kool)

Lord of Bones, Old Lord Skull

God of the Dead, Wasting, Decay,

Corruption, Parasites, Old Age,

Dusk, Fall, Exhaustion

NE

Greater Power

Hades

Symbol: A skull or skeletal hand

NOTES: This god usually appears as a cloaked, animated corpse—skeletal at its head, becoming fleshed toward its feet, which are gangrenous and rotting. Myrkul is said to have a cold, malignant intelligence and to speak in a high whisper. His supernatural servants are known as "Deaths" (such as that which appears as part of the *deck of many things*, DMG, p.143). He can animate and command the dead, but has no power over undead above the level of zombies and skeletons. Myrkul lives in the Castle of Bones, located in a moonless Land of Always Night (Hades).

MYSTRA (MISS-trah)

The Lady of Mysteries

Goddess of Magic

LN

Greater Power

Nirvana

Symbol: A blue-white star

NOTES: The goddess of magic is a manifestation of the Cosmic Balance, which appears to right great inequalities or going-awry in the magical balance of things. She appears as a source of light akin to a prismatic will-o'-the-wisp, and

may use all spells at maximum level, one defensive spell per round and one offensive spell per round (only one spell total per round if the spell used is *wish*, *time stop*, *gate*, or *alter reality*). Mystra is constantly *shape changing* as far as an observer on any Prime Material plane is concerned. She is said to have given the first teachings that unlocked the forces termed "magic" to the races of the Prime Material plane (and, some say, has forever after regretted the deed.) Mystra was made lawful neutral on the premise that magic is inherently neutral and exhibits internal order and laws. Many mages believe that Mystra determines success in the creation of new spells, potions, and magical items.

OGHMA (OGG-mah)

The Binder

God of Knowledge, Invention,

Patron of Bards

N

Greater Power

Concordant

Opposition

Symbol: A partially unrolled scroll

NOTES: Oghma of the Forgotten Realms is the same beings as the Oghma of the Celtic mythos in *L&L*, save for the lack in the Forgotten Realms of "true names" other than those provided for in the spell of the same name. Oghma appears in the realms as an old burly man with a black beard streaked with white, and carries a yarting of white snowwood on a thong across his back.

SELUNE (Seh-LOON-eh)

Our Lady of Silver

Goddess of the Moon, Stars,

Navigation

CG

Lesser Power

Gladsheim

Symbol: Circle of seven stars around two feminine eyes.

NOTES: Revered by female spell-casters, (and worshipped by few) and by all who navigate or must work at night Selune is continually either growing to full glory or dying. Selune is linked to Mystra; children born under a full moon often exhibit magical ability. Lycanthropes who



Ilmater



Helm



Lathander



Leira



Lira



Loviatar



Malar



Mask



Meilikki



Milil



Mystra



Selune



Sylvanus



Myrkul



Oghma



Shar



Sune



Talona



Talos

enjoy their condition (rare though they may be) usually come to worship Selune, for she governs their powers. Selune has been said to aid devout worshippers of her Mystery of the Night by sending aid to those lost by trails of "moondust" (small motes of light similar to *dancing lights* or will-o'-the-wisps,) which produce moonlight where none would otherwise be. The "night-stalk," or solitary moonlit walk, is the occasion and ritual of worship to, and communion with, Selune. Clerics of Selune seek and prize "drops fallen from the moon," the offerings of the goddess, for with this precious substance they can make many potions and unguents. These are considered to come from the "tears of Selune," the shards that follow the Realm's major satellite in its path. Whether the moon is named for the goddess or vice-versa is unknown. Selune appears as a dusky-hued maiden with wide, radiant eyes and a long-tressed mane of white.

SHAR (Shahr)

Mistress of the Night, the Lady of Loss

Goddess of Darkness, Night, Loss,

Forgetfulness NE

Greater Power Hades

Symbol: Circle of black with a border of deep purple.

NOTES: This goddess is said to be darkly beautiful. She is often worshipped by those made bitter by loss of a loved one, for in her dark embrace all forget, and although they forever feel loss, they become used to such pain until they consider it the usual and natural state of existence. Shar battles continually with Selune, slaying her often (i.e. every new moon), and is worshipped (or paid lip service by) all surface-dwelling beings who dislike light. Those who make or take disguises worship Leira, but those who seek only to hide or bury something pay homage to Shar. Shar appears as a raven-haired beauty dressed in black.

SILVANUS (Sihl-VANN-us)

Oak-Father

God of Nature, Patron of Druids N

Greater Power Concordant

Opposition

Symbol: An oak leaf or wooden staff
NOTES: Silvanus is as described in *Legends & Lore* under the Celtic Mythos. Silvanus appears as a long-limbed man in his suit of leaf-armor, wielding a great wooden mallet. His priests number both clerics and druids, dependent on the location in the Realms.

SUNE (SUE-nee)

Firehair

Goddess of Love, Beauty, Charisma,

Passion CG

Greater Goddess Arvandor

Symbol: A beautiful fire-haired maiden

NOTES: Sune is the fairest of the gods, the most radiant of creatures, and is rendered as the beautiful woman in all the Known Worlds, a stunning redhead of incredible charms. She dwells in Arvandor and shares with the Elven goddess Hanali Celanil the waters of the Evergold, Sune Firehair will, to those who merit her praise, provide a charisma-raising draught to faithful followers. Sune's followers tend to be enamored of physical beauty and rather vain, but their temples, in particular the large complexes such as found in Waterdeep, are among the most splendid in the Realms.

TALONA (Tah-LOW-nah)

Lady of Poison, Mistress of Disease

Goddess of Disease, Poisoning CE

Demipower Tarterus

Symbol: Three teardrops in a triangle, apex upwards.

NOTES: Talona appears as a blackened and weathered crone with a scarred face. In ancient texts in the Realms her name is Kiputytto, and it is likely that the Finnish deity and this native of the Forgotten Realms are one in the same.



TALOS (TAH-los)

The Destroyer, The Raging One

God of Storms, Destruction CE

Greater Power Pandemonium

Symbol: Three lightning bolts radiating outward.

NOTES: Talos is a most fickle and vengeful god, like the forces that he is entrusted with beneath his pantheon. He is rendered as a broad-shouldered, bearded young man with a single good eye, carrying a bundle across his back. In this bundle Talos carries staves made of the first iron forged in the Realms, of the first silver smelted, of the first tree planted and grown by man, and others. With these staves he raises the winds, cleaves the earth, rends the sky, and wrecks his havoc. His followers are as vulnerable as any others in his path, but they hope that by their supplication, his fury may pass over them and strike someone else, in particular followers of Chauntea. In the southern lands, Talos is known as Bhaelros, and his symbol is a white bolt erupting on a field of crimson.

TEMPUS (TEM-pos)

The Lord of Battles, Foehammer

God of War CN

Greater Power Limbo

Symbol: Blazing sword on blood-red field.

NOTES: The Lord of Battles is venerated by all alignments and all causes in conflict. He appears as a 12-foot-tall human giant in battered and bloodied armor, his face hidden by a massive war helm. His shoulders and legs are bare and crossed with wounds, and he is always bleeding, though never tiring. Tempus is called upon before the evening of battle, to enhance the skills of one side and curse another. Tempus has been known to manifest to one side or the other in battle to indicate his favor. Most often he is seen standing with one foot on a white mare, Veiros, and the other on a black stallion, Deiros. If seen riding the mare, favor in battle is indicated, while riding the stallion foretells defeat. The priests of Tempus wear bat-

tered armor, but in larger temple complexes wear skull caps made of steel.

TORM (torm)

Torm The True, The Foolish, or The Brave

God of Duty, Loyalty, Obedience,

Those who face danger to

further the cause of good LG

Demigod Prime Material

Symbol: A metal gauntlet

NOTES: Torm is the god of those who have served most faithfully, and sought to protect others. Torm was the most faithful of warriors, renowned for obeying all the commands of his king regardless of personal danger. He remains a great fighter, serving as the war-arm of Tyr. Many cavaliers, paladins, and other groups dedicated to a code of arms or protection cite Torm.

TYMORA (Tie-MORE-ah)

Lady Luck

Goddess of Good Fortune, Luck,

Victory, Skill, Patron of

Adventurers and Warriors CG

Lesser Power Arvandor

Symbol: Featureless disk of silver

NOTES: Lady Luck is fickle, and not great in power; she helps those who help themselves. She appears as a short-haired, boyish woman with a crafty look, and areas with large halfling populations, as a halfling. Tymora may best an opponent in any single contest per day, and in addition will always make her saving throw. Her clerics often wear her symbol (the silver disk), and often find her favor bestowed upon them in times of great need. Skill and innovation are rewarded by her with good luck, wherefore many adventurers pay her homage.

TYR (teer)

Grimjaws, the Even-Handed

God of Justice

LG

Greater God

Seven Heavens

Symbol: Set of balanced scales, resting on the head of a war hammer.

NOTES: Tyr's is a new faith, appearing in the Forgotten Realms within the past



Tempus



Torm



Tymora



Tyr



Umberlee



Waukeen



Akadia



Grambar



Istishia



Kossuth



thousand years. His title as the "even-handed" refers to his position as a god of justice, and is a grim joke considering that the appearances of Tyr show him as missing his right hand. Tyr is likely the being of the same name found in the Norse Mythos. Though no other Powers of that realm are present, and Tyr is portrayed as a god of justice only and not war.

UMBERLEE (Um-ber-LEE)

The Bitch Queen

Goddess of Oceans, Waves and

Winds at Sea, Currents

Lesser Power

CE

Abyss

Symbol: A forked, blue-green wave, curling in breakers to both left and right, painted on a black background streaked with white.

NOTES: This goddess contests the fate of ships at sea eternally with Selune, causing the wicked currents that imperil shipping on the Sword Coasts. Umberlee commands the wind over the open sea, but prefers to use the waves as her weapons, striking opponents with 60 feet waves, drowning the unprotected. She is rarely seen, preferring to set currents and winds in motion for afar, or send forth great sharks to engulf swimmers to shipwrecked sailors. Her title has been bestowed upon her by the pirates, voyagers, and traders who have suffered under her rule, but tends to be used most often when these individuals are on dry land, and then in hushed voices.

WAIKEEN (Waa-KEEN)

Liberty's Maiden, Merchantsfriend

Goddess of Trade, Money

N

Lesser Power Concordant Opposition

Symbol: A woman's full face or profile within a circle of gold.

NOTES: A relatively recent goddess, no older in her worship than that of Tyr, but quite favorite with the merchant-class and traders, who rever her, if not in hopes of her kindness, than in hopes they will be elsewhere when he brings financial ruin upon the unwary. She is portrayed as a richly garbed blonde

woman with a pair of large golden lions at her feet.

Elemental Lords

The symbols of the elemental lords are usually some manifestation of their element, but vary from faith to faith.

GRUMBAR (GRUUM-bar)

Gnarly One, King of the Land Below the Roots, Boss of the Earth Elementals

God of Elemental Earth

N

Lesser Power

Plane of Earth

KOSSUTH (Koh-SOOTH)

The Lord of Flames, The Firelord, Tyrant among Fire Elementals

God of Elemental Fire

N

Lesser Power

Plane of Fire

AKADI (Ah-KAHD-dee)

The Lady of Air, Lady of the Winds, Queen of Air Elementals

Goddess of Elemental Air

N

Lesser Power

Plane of Air

ISTISHIA (Iss-TISH-ee-ah)

The Water Lord, God-king of Water Elementals

God of Elemental Water

N

Lesser Power

Plane of Water

NOTES: The Elemental Lords are uncaring, inhuman beings from the Inner Planes, the most powerful of their elemental types. Unlike the other Great Powers, they care little for humanity or worshippers, and provide their favors most unwillingly, or only if they may benefit themselves. Men often appeal to an elemental power to offset the rage of an evil deity, such as beseeching Istishia to placate Umberlee.

There are a number of different symbols of the Faiths of Elemental Lords across Faerun, and not all of them agree in symbols, alignment, services, or organization. The Red Wizards of Thay are said to venerate Kossuth the Fire Tyrant, but have a number of different sects, each fanatically believing that their group is the well-favored of this

uncaring being.

The Beast Cults

Similar to and more varied than the sects of the Elemental Lords, the Beast Cults are wild faiths, attracting the worship of savages, nomads, evil humanoids, and those removed from the normal circles of the world. They are as varied as the beasts of the fields, and vary in alignment from Nobanion, the good and lawful lion-god of the Guthmere Woods, to evil cults of Lolth among the dark elves and the Dragon Cult among those evil mages beyond Thar.

Major Non-Human Gods

Men are not the only creatures with gods; the elves, dwarves, gnomes, halflings, orcs, and other creatures venerate their own Powers greater and lesser. The Gods of the elves, dwarves, gnomes, halflings, and orcs are defined in *Unearthed Arcana*, appendix S, and *Legends & Lore*, under Nonhuman deities. They are summarized below.

DWARVES:

Moradin (Soulforger, Ruler of Dwarven Gods)

Claggedin (Father of Battle)

Dumathoin (Keeper of Secrets Under the Mountain)

Abbathor (Master of Greed)

Vergadain (God of Wealth and Luck)

Berronar (Mother of Safety, Truth, and Home)

ELVES:

Corellon Larethian (Ruler of All Elves)

Rillifane Rallathil (Chief God of Wild Elves)

Aerdrie Faenya (Goddess of Air and Weather)

Erevan Ilesere (God of Mischief and Change)

Solonar Thelandira (God of Archery and Hunting)

Hannali Celanil (Goddess of Romantic Love and Beauty)



Labelas Enoreth (God of Longevity)

HALFLINGS:

Yondalla (Provider and Protector)
Sheela Peryroyal (The Wise)
Arvoreen (The Defender)
Cyrrollalee (The Faithful)
Bandobaris (The Master of Stealth)

GNOMES:

Garl Glittergold (Leader of the Gods)
Baervan Wildwanderer (The Forest Gnome)
Urdlen (The Crawler Below)
Segojan Earthcaller (God of Earth and Nature)
Flandal Steelskin (The Forger)

ORCS (and some other goblinoids)

Gruumsh (He-who-never-sleeps)
Bahgtru (Son of Gruumsh)
Shargaas (Night Lord)
Ilneval (Gruumsh's Lieutenant)
Yurtus (The White-Handed)
Luthic (Cave Mother)

Other Gods of the Realms

There are many gods worshipped in the Realms, those listed above being the most popular. Many are either worshipped by very few, or in only particular areas, or largely forgotten and not worshipped at all. These additional gods include the following.

- Valkur the Mighty (CG), whom northern sailors invoke to intercede against Talos with favorable winds.
- Siamorphe, a Lawful Neutral deity worshipped by a few in Waterdeep, who represents the rightful rule of nobility over the bulk of mankind provided that nobility keeps themselves fit for the task and responsibilities of rule.
- Gwaeron Windstrom, the NG demigod who serves Mielikki as the master of tracking and interpreting woodland signs, and is worshipped by rangers in the North. Windstrom is tall and physically impressive, with a white beard that constantly whips about in the

wind, and long white hair. He can track infallibly through any conditions, in or on any terrain.

- Sharess, a CG aspect of Shar worshipped in Calimshan, Waterdeep, and by idle rich or decadents all over the Realms. Sharess is a goddess of lust, free love, and sensual fulfillment, and is worshipped in prolonged feasts with scented baths, music, good food, dancing, and other gratifications. Her symbol is a image or representation of female lips, carved traditionally from amber or ruby, and worn at wrist and ankle on thin gold chains.
- Hoar, the Doombringer, who is the LN demigod of revenge and retribution, and is worshipped in the Inner Sea lands as Assuran of the Three Thunders (three deep rolls of thunder are his sign). An act of natural justice, such as murderer being killed accidentally just after the murder is committed, (particularly if the accident, e.g. slipping, was initiated by the murderer him or herself), is referred to as "the Hand of Hoar."
- Earthmother, called only "the goddess" on the Moonshae Isles, who may or may not be an aspect of Chauntea. This lesser power is venerated only on the Moonshae islands, and her clerics are all druids.
- Iyachtu Xvim (EE-yak-too Zeh-VIM) is called "the Godson" and the son of Bane, and serves as Bane's instrument in the Realms, directly carrying out his "father's" will. A Demi-Power, Iyachtu Xvim has few followers, and appears as a gaunt, unclothed man with scaly brown skin, wielding a large scimitar.
- Moander, a dark and forgotten god of the Realms, whose main temple was in what is now ruined Yulash, and whose faith died years before the erection of the Standing Stone and the coming of the Dalesmen. His/Her/Its symbol was an open palm with a mouth set in its center.

Beings from other planes of existence often come to the Realms, and may well worship other gods, and so small temples and shrines to such may also be found in the Realms. There is a small measure of tolerance for them, as the new cult in one generation may be a major faith in the next, as was the case of Tyr.

Alliance among the gods

Organized pantheons such as those of the Greek and Norse cultures do not exist in the Forgotten Realms, though there are some natural alliances and factions among the gods. These factions among the human gods are as follows.

Mielikki and Eldath serve Silvanus, and their priests (if such individuals value their deity's favor above mortal feeling in conflicts) work together to further common goals.

Torm and Ilmater serve Tyr, and worshippers and priests do the will of this Triad willingly. In certain situations Torm and Helm will work together.

Oghma is served by Gond on one hand, and by Milil and Deneir on the other. Milil often works directly with Lliira.

Talos is served by Auril, Umberlee, and Malar. All three are known collectively as "The Gods of Fury."

Chauntea and Lathander work together, and often go so in alliance with Silvanus and his allied gods against The Gods of Fury.

Lliira and Selune serve Sune Firehair. Azuth serves Mystra, and Mystra and Selune have some mysterious connection. Mystra often works with Oghma and his gods.

Loviatar, Talona, and Malar serve Bane through Bhaal, although Loviatar and Talona are rivals. Bhaal and Myrkul have an unbreakable symbiotic alliance, as one delivers the dead to the other. Shar is allied with Myrkul. All of these beings are collectively known as "the Dark Gods."

Many of the Powers present in the Forgotten Realms are from the Celtic and Finnish mythos, indicating portals



or gates leading from this plane to their locations in the Outer Planes. The Olympian pantheon is unknown, and the Outer Plane of Olympus is known in the Forgotten Realms by its elvish name, Arvandor. Sune Firehair, however, sounds suspiciously like Athena of the Greeks, and may be the same Power. Tyr is of the Norse Pantheon, yet no other Norse Powers are present in the Realms, indicating that either this god of justice has not informed his fellows of the Realms, or they as a pantheon have chosen to stay away from this Plane.

There are those in the realms who reject the power of these self-claimed "deities," or choose to follow none of these gods as their own. The failure of the sky to fall upon the heads of these individuals indicates this is as good a course as pledging one's allegiance to a faith or deity.

GAME INFORMATION: Individuals of specific classes tend to gravitate towards specific religions. Player Characters are not limited to professing a belief in any particular Power, or offering worship to any of them (except clerics, which draw their powers from such veneration). Often particular classes will worship one faith, yet seek to placate another god if the individual's work takes him or her into that Power's domain. (A group of adventurers setting out for a raid at night may choose to make offering to Selune, regardless of their chosen alignment, class, or professed faith.)

"Typical" faiths of different types are:

CLASS/ PROFESSION	ALIGN.	DEITIES
Fighter (Warriors)	LE	TEMPUS, BANE
	CE	TEMPUS, MALAR, TALOS
	NE	TEMPUS
	LN	TEMPUS
	CN	TEMPUS
	NG	TEMPUS
	CG	TEMPUS, TYMORA
Paladin/Cavalier	LG	TEMPUS, TYR, TORM
	LG	TYR
	NG	TYR, MILIL
Cavalier	CG	TYMORA
	CG	TYMORA
Magic-user	LE	MYSTRA, AZUTH, LOVIATAR, BANE
	CE	MYSTRA, AZUTH, TALONA, TALOS, BESHABA, UMBERLEE
	NE	MYSTRA, AZUTH, MASK, MYRKUL, AURIL
	LN	MYSTRA, AZUTH
	CN	MYSTRA, AZUTH, KOSSUTH
	NG	MYSTRA, AZUTH, DENEIR
	CG	MYSTRA, AZUTH, SUNE, TYMORA
Illusionist	LG	MYSTRA, AZUTH, TYR
	LE	LEIRA, BANE
	CE	LEIRA, BESHABA
	NE	LEIRA
	LN	LEIRA
	CN	LEIRA, KOSSUTH
	NG	LEIRA, DENEIR
	CG	LEIRA, SUNE, SELUNE, TYMORA
	LG	LEIRA, TYR
Assassins	LE	BHAAL, LOVIATAR, BANE
	CE	BHAAL, TALONA, BESHABA, TALOS, MALAR
	NE	BHAAL, MYRKUL, MASK
Thief	LE	MASK, BANE (Placate SELUNE)
	CE	MASK, TALOS, BESHABA, (Placate SELUNE)
	NE	MASK, MYRKUL, AURIL, SHAR
	LN	HELM
	CN	LATHANDER, DENEIR, MILIL, MIELIKKI, CHAUNTEA
Ranger	CG	SUNE, TYMORA, SELUNE, LLIIRA
	LG	TYR, ILMATER, TORM
	LG	TYR, ILMATER, TORM
Barbarian	All	MIELIKKI
Bard	All	BEAST CULTS, SILVANUS
Druid	All	OGHMA, MILIL, LLIIRA
Monk	N	SILVANUS, ELDATH, CHAUNTEA(rarely), ELEMENTAL LORDS
Cleric	LE	BANE, LOVIATAR
	LN	ILMATER, TYR, TORM
	LG	HELM
	LE	LOVIATAR, BANE, BHAAL
	CE	TALONA, TALOS, MALAR, BESHABA, UMBERLEE
	NE	MASK, MYRKUL, AURIL, SHAR
	LN	HELM
	CN	LATHANDER, DENIER, MILIL, MIELIKKI, CHAUNTEA
	CG	SUNE, TYMORA, SELUNE, LLIIRA
	LG	TYR, ILMATER, TORM

Professions and their normal gods:

Healers, including midwives, surgeons: LATHANDER, Placate MYRKUL

Poets, Artists, Scribes: SUNE, DENEIR, MILIL, LATHANDER

Sages: OGHMA, DENEIR, MILIL, and GOND: occasionally MYSTRA, SELUNE, TYE, or another Power depending on the sage's speciality

Guards: HELM; occasionally TORM and ILMATER

Artisans and Smiths: GOND, OGHMA

Farmers: CHAUNTEA, Placate TALOS, LATHANDER

Sailors: TYMORA, SELUNE; Placate STRAASHA, MISHA, TALOS, UMBERLEE

Merchants/Traders: WAUKEEN, TYMORA, MASK, ILMATER, but most traders profess no strong belief in Greater Powers.



ABEIR-TORIL (Ai-BEER-toh-RILL)

AT A GLANCE: Abeir-toril, more commonly called Toril, is the name of the orb that Faerun and the Forgotten Realms is set upon, just as Earth is the Orb that Eurasia is set upon. The name is archaic, meaning "Cradle of Life," and is rarely used in everyday life.

ELMINSTER'S NOTES: Abeir-Toril is an Earth-sized planet dominated by a large continent in its northern hemisphere as well as a number of other large landmasses scattered about its surface. This northern continent is called Faerun in the west and Kara-Tur in the east, and it is the primary purpose of this tome to deal with the western portion of this huge landmass, in particular that region between the Sword Coast and the Inner Sea.

Abeir-Toril has a single satellite, called Selune (which is also the name of the goddess of the night sky and navigation). This Moon-sized body is followed in its path across the sky by a collection of shining shards, called "the tears of Selune." What these tears are is unknown, yet they remain reflective and bright even when the moon is new in the sky.

ADVENTURING COMPANIES

AT A GLANCE: Individuals of extreme power and disposition tend to congregate into similar forms. Those that have a mind towards money form the basis of the Merchant Companies. Those which rely upon the force of arms and war tend towards the Mercenary Bands. Those special individuals who have a flair for both, and a spirit of adventure and desire to leave their names in the history of the Forgotten Realms form Adventuring Companies.

ELMINSTER'S NOTES: Bands of adventurers are many in the Realms; tolerated in most places, they have a long tradition. Certain lands, such as Cormyr, require such companies to have a royal charter if they wish to operate therein; other lands, such as Amn, forbid adventurers as such within their borders (so most adventurers often

acquire mercenary company regalia or merchant gear and cargoes before they cross Amn's borders).

As with merchant companies, the number of Adventuring Companies is large and constantly changing. Such groups are established, vanish, and change names and locations constantly with the passing winters.

A partial listing of Adventuring Companies is included below, with inclusive notes as to known levels and abilities.

The Company of the Wolf No relation to the long-ago mercenary company of the same name, this small band of adventurers operates out of Nesmè in the Evermoors of the North. They are expert woodsmen and trackers, and know the North well, tangling often with orcs and wild beasts of the woods. They earn their daily thumbs (silver coins) guiding and guarding merchant caravans to and from the Sword Coast and points south and the relatively isolated Northern cities of Silverymoon and Sundabar. At least four among this group are expert archers. Their leader is unknown; their spokesman is the aged witch Umlatha of Nesmè.

The Four A highly mercenary adventuring band, this quartet was recently expelled from Waterdeep by Khelben "Blackstaff" Arunsun, ordered not to re-enter the city upon pain of death for their work in assassinating one noble of Waterdeep after another (despite the fact such assassinations were always at the behest of this or that rival noble). Active throughout the North and in Tethyr, the Four is not welcome in Cormyr or, as all such groups, in Amn, and maintains a low profile when passing through those lands. The Four carefully plan their activities so as to slay any possible enemies or those who know too much about them (such as former employers), and are experts in the unseen or "accidental" death. They are all human males, and are:

- Baerduin Thask, 9th level NE magic-user,
- Fiirfar Nulomn, 6th level CN magic-user,

- Diloule "Lanternhand," 8th level NE thief, and
- Telorn, 7th level CN thief.

Halfling Inc. One of the few well-known groups of non-human adventurers, this party is made up entirely of halflings, who have gained notoriety throughout the Sea of Fallen Stars for their adventures and their con-games. All are more than willing to take advantage of their abilities and the natural gullibility and greed of the Large Folks in a number of scams which have left some human holding a gem-bag filled with rocks (their signature). This group more than any other, has contributed to the idea of halflings as dangerously clever individuals, despite their heroism, usually in situations where they have no other choice, such as the removal of the beholder Xall from the Haunted Halls and the destruction of a gate to the Lower Realms in Westgate. Halfling Inc. has been known to use humans and other races as agents, and to hook up with larger adventuring companies. Those who encounter this wily group of halflings should be warned that they may be trusted only as far as their interests lie alongside those of the party.

There is a core group of five halflings in the organization, though there are often others who join up for a mission or series of adventures.

- Corkitron "High-Roll" Allinamuck, 9th level thief, CN
- Allyia Columbine, 6th level cleric of Brandobaris, female
- Ortegar Mistfiffle, 8th level fighter, weapons specialization in the Drow Hand-crossbow, CG
- Gormogord Fleminstar, 8th level thief, LN
- Ozyman Listfitter, 7th level druid, N—Listfitter chose as the "mam-mal" shape to transform in a human shape, and will often appear as a hulking Northern barbarian.

The Hunt A recently-formed band of adventurers based in Selgaunt and sec-



tive in Cormyr, Sembia, the Dalelands, and the Moonsea area, the Hunt has grown rapidly from eight to fourteen members, despite some early fatalities suffered in a brutal fight in Archendale with some local troops. The Hunt has recently been active in the Myth Drannor area; its aims and character remain largely unknown, as it seldom deals publicly for commissions and the like, existing (thus far) almost exclusively on the fruits of self-directed adventuring. The Members of the Hunt are:

- Shasslan Timtrane, 9th level human female fighter, leader, CG
- Heldorm Umbrav, 7th level human male fighter, CN
- Crommlar Muirel, 7th level cleric of Tempus, human male, CN
- Narbas "Battlemad," 6th level fighter, CN human male
- Darrstul, 6th level thief, CN, human male,
- Orlin Thabbar, 5th level illusionist, NG, human male,
- Gultim, 5th level fighter, NG, human male
- Vhelt Marrim, 4th level cleric of Tempus, CN, human male
- Laelin Blackhand, 4th level thief, CN, human male
- Szellim Thunn, 4th level cleric of Tyche, CG, human male
- Illar Zund, 3rd level thief, CN, human female (real name "Illara")
- Voras Warburr, 3rd level fighter, CN, human female, ST 16
- Zemmas, 3rd level fighter, CG, human male
- Thavran Torl, 2nd level cavalier, CG, human male

The Knights of Myth Drannor These adventurers first came to prominence as rulers of Shadowdale, in their successful defiance of the armies of Zhentil Keep. They were instrumental in the defeat of Lashan of Scarsdale, and remain able foes of the Zhentarim and of the Drow beneath the Inner Sea Lands.

Taking their present name upon renouncing their Shadowdale offices (they remain "Lords" and "Ladies" of

the Dale), the Knights include the rangers Florin Falconhand and his wife Dove (a known Harper); the elven fighter-magic user Merith Strongbow and his bride, the magic user Jhessail Silvertree; and several junior members—the thief Torm ("Rathgar"); his lover the magic user Illistyl Elventree; the cleric (of Tymora) Rathan Thentraver, and a female ranger, Sharantyr, who recently joined the band upon being rescued by them from Drow captivity. Less active senior members of the Knights include Doust Sulwood cleric of Tymora, his bride the formidable fighter Islif Lurelake, and the cleric of Lathander Jelde Asturien ("Semoor Wolftooth"). Allies and companions of the Knights include Lord Mourngrym of Shadowdale and the sage Elminster.

Mane's Band Originally based in Shadowdale, this group of ten (human male) adventurers formed around the charismatic local warrior-hero Mane, a black-bearded man of middle years who was justly famed in the eastern Realms for his feat of arms while adventuring. Over the years one member deserted the group and two were slain, until the band nearly met their collective dooms in the Yuirwood, where they were scattered after encounters with many fearsome beasts and the summoners of these monsters, a Red Wizard of Thay.

Almost a year later, the band reformed; Boots and Tamshan had returned to the Dales in time to take part in the defeat of Lashan of Scarsdale, and the other band members gradually joined them, Mane last of all, for he had wandered afar in Thay and been briefly enslaved there. Finding a new regime in Shadowdale and the dale arming for continual war with Zhentil Keep, Mane and his companions (who had been law and order in Shadowdale, in concert with Elminster, Sylune, Storm Silverhand, and the innkeeper Jhaele Silvermane while there was no Lord of the Dale) relocated to Hillsfar, where they were briefly involved in the

intrigue of the Council before setting off east past Mulmaster in search of wilder country, and adventure. The band is believed to be still wandering in the wilderlands east of the Moonsea, where Mane is contemplating establishing a stronghold, and are still all very active adventurers.

The present roster of the group is:

- Mane, 8th level fighter, CN
- Boots "the Lucky," 6th level magic-user, CG
- Ruldo Murk, 5th level ranger, CG
- Kheldarr, 5th level fighter, CN
- Despar, 5th level cleric of Tempus, CN
- Dorn, 6th level thief, CN
- Tamshan, 4th level bard (6th level fighter, 5th level thief), NG

The Men of the Basilisk An exclusive group of wealthy, powerful merchants with a taste for adventure, this reclusive society is based in Teziir, south of the Lake of Dragons. They operate largely in the intrigues of Cormyr, Sembia, Westgate, and Iriaebor, preferring the dagger in the night to blades bared in the high sun. They meet in large feasts at least once each winter, to hear common business and decide on their actions in the summer ahead. Their exact numbers and levels are unknown.

The Nine This powerful, long-lasting band of adventurers wandered the Realms for over thirty winters, and is currently thought to be on other planes than this. The Nine were said to have maintained a subterranean stronghold in the woods east of Waterdeep, on the banks of the Unicorn Run, and were led by the 24th level mage Laeral, who is known for the magic items she has created in her later career. The Nine had links to the Harpers and to the Lords of Waterdeep, but have not adventured "in public" for many years. They are considered very rich and need do only what they please, and hence have largely vanished from public memory, save for Laeral herself.

The Purple Flame Based in a keep somewhere near Soubar (on the Trade



Way from Scornubel to Waterdeep), this large band of warriors has some magic, which they employ only seldom, but in the main earns their golden lions (gold coins) guarding caravans in the dangerous lands about their abode. One Thintel Ormbar appears to be their leader, although Sindel, his mate, is thought to be a sorceress of solid power. This group clashes often with the creatures of Darkhold, and no love is lost between the two sides.

The Savage Seven An adventuring band active in the North against giants and goblinkind, the Savage Seven have undertaken many commissions to assassinate this or that orc chieftain, half-orc spy, or giant ruler on behalf of interested parties in Waterdeep, or rivals of their targets who send word to that city; their agent therein is the lantern-maker Zorth Ulmaril of Presper Street. The Seven recently slew the giant Tyrus of the Peaks near Mirabar; before that they guarded a caravan to Luskan from repeated raiding attacks from bandits hired by a rival Luskan merchant. The Savage Seven are all human males, and are:

- Aumrazaum, 9th level magic-user, CN
- Rhiitel, 7th level magic-user, NG
- Tlazar, 8th level cleric of Tempus, CN
- Thiraphel, 7th level cleric of Tymora, CG
- Thiirus, 8th level fighter, CN
- Dzilfar, 7th level fighter, CN
- Silvar, 7th level thief, CN

The Swords of Leilon Based in the small coastal town of Leilon, on the High Road north of Waterdeep, this ragtag band of local toughs has done surprisingly well in a brief career of adventuring, plundering (and surviving) at least six of the Mage-Tombs in the mountains east of Leilon, slaughtering a colony of lizard-men in the nearby Mere of Dead Men (gaining some strange magical treasure thereby), and doing some caravan guarding for merchants in Neverwinter. Recently they lost some of their members in a bloody fight with

mage-led hobgoblins in Ironford, and are spoiling for revenge.

The Valiant Warriors One of the long-lived adventuring groups, this group has had a large and ever-changing roster over the years; based in Telflamm, it has done much to establish trade-routes and keep the wilder areas safe for humans in the lands north and east of the Inner Sea, as far as Rashemen's western borders and beyond Impiltur's northern borders into Damara. Along the way, the Valiant Warriors have tangled with many authorities in Impiltur (where they are no longer at all welcome) and with duergar in the mountains to the west of that kingdom, where they seized an entire underground city of the evil dwarves by the sword, looted it, and then left it empty. The group is spoken well of in regards to its heroic defense of a witch of Rashemen whom the band encountered beset by over forty ogres in the northern wastes, and its daring boarding of a pirate raider that had just left the harbour of Telflamm loaded with loot. Followers of Tymora to a man, the Warriors truly live life dangerously, following the reckless path or "the Lady's Way." The present roster of the group is male; four females in the original group retired over twenty winters ago to raise children and become respectable ladies of Telflamm, where they inhabit a sprawling palace-keep that the Warriors still use when they are in the city (rarely, these days).

In recent years the Warriors have lessened their wild ways slightly, using some of their loot to found a fleet of merchant vessels now plying the Inner Sea, to earn themselves (and the retired Warriors ladies, all of whom the entire group calls "Mother") some honest money. Of course, a few trips to the Pirate Isles, to ensure the safety of their cargoes, have been necessary...

The Warriors currently have 12 members, and are led by the 11th level fighter Valahar "Swordswinger" Tethojh. The four retired ladies are Raetheena, a 13th level magic-user,

Shaelreetar, 8th level fighter; Ultravva Thorntar, 9th level thief-acrobat; and Mairuu Lethsatha, 10th level fighter, and mother of two, Rauvaun and Sund by her husband Valahar.

GAMING INFORMATION: Most of the "dungeon-parties" the player-characters are involved in are Adventuring Companies, whether they are recognized or not. Certain regions, such as Cormyr, require the registration of such parties, their symbols, and their membership to authority. In many cases, accounts for an Adventuring Company may be established with merchants and traders. Finally, if the group has attained some measure of renown (or notoriety), this may entitle them to special treatment by those who curry the favor of the powerful and seek their help in other matters. For example, if the "Knights of The High Moors" are known for tithing a large amount of their treasure to the Temples of Gond, temples of the same faith in other cities will be well-disposed to members of that band, even if they had only recently joined.

More so than Merchant and Mercenary Companies, each Adventuring Company has its own methods of doing things, and will vary with the area, the situation, and the people involved. A few common situations that all Adventuring companies deal with are:

- **Leadership:** Many groups, such as the Valiant Warriors and The Hunt, have a set, stated leader, who speaks for the group in negotiations, and determines group actions. Others are run entirely on the idea of "one-man one-vote," and some go as far as declaring "one-level, one-vote" for making major actions.
- **Treasure:** One of the key reasons for adventuring companies in the first place is to gain magical and monetary treasures. The methods of splitting such treasures up differ from group to group, and include random choice, choice by level, equal shares, and allocation.



Some of the longer-lived groups set aside moneys gained for "emergency funds," in case of sudden death or disappearance of a member. Groups may split up treasure after each adventure, or maintain a common fund for continuing adventures.

- **Codes of Conduct:** Again, this will vary according to the alignment of the group, and may be decided by deferring to a leader, seeking the advice of a sage (a needless and wasteful expenditure of time, says Elminster), or a democratic vote. Often the loudest voice or the strongest swordarm prevails, but such groups rarely last beyond one or two winters.

AGLAROND (AHG-lah-rond)

AT A GLANCE: Aglarond is a small coastal nation on the Inner Sea, east of the Pirate Isles. It is bounded on the north and west by the Inner Sea, on the south by the Yuirwood, and to the East by the nation of Thay. It is one of the best-known of eastern states to inhabitants of the North, primarily due to the visibility of its ruler, the Simbul, and its repeated battles with the Red Wizards of Thay.

ELMINSTER'S NOTES: A small realm that keeps to itself, Aglarond exerts little influence in affairs of state beyond its borders. It is important in the overall strategic balance of the Inner Sea lands, however, simply because its continued existence prevents Thay from overwhelming the northern region. Aglarond's strength is its current ruler, a female archmage of fabled powers, known only as The Simbul. This is also the nation's greatest danger, for the neighboring Red Wizards of Thay do not take kindly to rivals, and it draws the attention of these beings to the small nation.

Aglarond lies on the northern side of a peninsula jutting out into the eastern end of the Inner Sea. It is a sparsely-inhabited, heavily-wooded realm of few farms and no large cities. Jagged pinnacles of rock stand at its tip, and run along the spine of its lands; to the east,

these fall away into vast and treacherous marshes that largely isolate The Simbul's realm from the mainland. Travel in Aglarond is by griffon, ship, or forest trails. It trades lumber, gems, and some copper for glass, iron, cloth goods, and food when freetrading vessels come to port. Aglarond, however, sends out no trading ships of its own.

Aglarond cannot boast a field army of any size, nor a navy, but within its woods The Simbul's foresters are expert and deadly troops, adept at firefighting and at using "coastboats" (long, canoe-like open boats handled with lateen sails, oars, and poles) to raid by night. These foresters are equally well-trained for traveling in the treetops and fighting amongst the foliage. The foresters are alert and grim; the menacing might of Thay is uncomfortably near, and Aglarond's blades are all too few. At the battles of Singing Sands (1194 DR) and Brokenheads (1197 DR), Aglarond's forces turned back invading hosts from Thay, but the cost was great. Skirmishes with raiders hoping to win glory for Thay, or mercenaries hired by Thay, are common.

Little is known of The Simbul's aims and true strength, but she appears to constantly roam the northern Realms, working to influence all manner of events, operating in disguise or from behind the scenes. Such actions are presumably to better Aglarond's safety, although The Simbul is said to be a member (or at least an ally) of the group known as the Harpers, whose aims are more widespread.

GAME INFORMATION: Aglarond coastboats have the following stats:

Hull Value: 1-6

Length: 10'-15'

Width: 2-4'

Movement from standstill position to normal speed: 2 rounds

Speed, Normal Sail: 3 mph

Maximum Sail: 5 mph

Normal Oar: 1 mph

Maximum Oar: 2 mph

AMN (AWW-mmm)

AT A GLANCE: Amn is the northernmost

of the "Southern Kingdoms" along the West Coast, and lies 200 miles south of Beregost on the Trade Way. Its borders are considered to be the Cloud Peaks to the North, the Forest of Tethyr to the south, the Snowflake mountains to the east, and the sea to the west. As a powerful merchant nation, however, the reach and influence of Amn is much greater.

ELMINSTER'S NOTES: The southern land of Amn is called the "Merchant-Kingdom," and its citizens range far and wide in the Realms, more widely than those of any other land, save perhaps the Rashemites.

Amn is ruled by a *Council of Six*. The Six are merchant kings who are masters of intrigue and manipulation, and have more wealth than they can ever spend. This cabal of like-minded men have held control of Amn for over twenty winters. During this rule, two members of the Council have died, and replacements have been selected from Amn's wealthy merchants by the surviving Council members.

Amn's rulers are shrewd, but more than one of the Council is fat, lazy and arrogant. Upon ascending to the Council, a merchant-king is known only by his or her title. Speaking, printing, or otherwise using the original name of a merchant-king in Amn is punishable by slow torture and death.

The pre-eminent member of the present Council is the Meisarch, a powerful Magic User, who is never without at least fifteen retainers/bodyguards. The remainder of the Council are more reclusive and almost never leave Amn itself. The other Council members are the Tessarch, the Namarch, the Itarch, the Pommarch, and the Dabaunarch.

Amn is the richest land on the Sword Coast, rivaling the city of Waterdeep itself. Arguably, Calimshan is richer, but the latter land is really a region of independent city-states. Amn and Waterdeep see themselves as the powerful rivals of the region (discounting the states of the Inner Sea in a fashion that would make a native of Cormyr or Thay bridle), and agents from both sides are



abroad, gathering information and disrupting the trade of its rival.

GAME INFORMATION: The Meisarch is a 9th level magic-user of chaotic neutral alignment. He has an 18/56 Strength and an 18 Intelligence, and is considered the craftiest of his group. His entourage of bodyguards are young men and women raised from birth to lay down their lives in his defense, and are all fighters of 6th level. In personality, the Meisarch is debauched, corrupt, and jaded, and the subject of his social life is better suited for discussion in a low-class tavern than in a scholarly work.

ANAUROCH (Ann-OAR-ock)

The Great Desert

AT A GLANCE: This barren wasteland dominates the north, a huge mass of steppeland, rocky wastes, and true desert that runs from the Uttermost North almost to the Lake of Dragons.

ELMINSTER'S NOTES: The Great Desert was not always so huge, and has grown remarkably in the recent millennia, driving wild men, goblins, and other evil creatures further south into the ands of men. Many human and elvish kingdoms were swallowed by the wastes, and their ruins remain buried beneath the sands. (See above for the extent of the desert in the Year of the

Tusk, 1200 years ago.)

The area of the Great Desert is in fact a collection of different types of deserts, and includes the hot sandy wastes similar to the Dust Desert of Raurin, rocky badlands with very sparse scrubs and no available water, basins filled with salt flats and prickly cacti, wind-swept sandstone mountains carved by wind into bizarre shapes, and polar steppes and icy wastes in the north which would rival those of Vaasa. In general, it is as inhospitable a place as can be found on the surface of Toril.

Science, such as it is, does not explain the reason for this advancing desert, and great magical or godlike powers may be involved. On the positive side, the encroaching desert has forced trade south through the bottleneck the wastes create, into the realms of Cormyr, Sembia, and the Dales, making these regions the wealthier for the loss of such great cities as Orolin.

ARABEL (AIR-ah-bell)

AT A GLANCE: Arabel is a mid-sized city of almost a thousand main buildings in eastern Cormyr, situated where The East Way meets Calantar's Way. Arabel is a fortified city, though has many posts for trading houses outside its walls.

ELMINSTER'S NOTES: Arabel is first and foremost a merchant city, famed

for its jewelry (principally that of the merchant House of Thond). A number of trading companies have major outposts here, and there is always a floating pool of mercenary talent to be hired at any time. The city is also the main shipping area for coal in Cormyr, gathering the coal from mines in the Gnoll Pass area. A map of Arabel may be found on page 25.

Arabel was for a brief time in recent memory the center of a swordsman's Empire. This swordsman was Gondegal, the "Lost King," who in the Year of the Dragon (1352 DR) attempted to carve a kingdom for himself, centered on Arabel and extending north to the Desertsedge Mountains, south and west of Wyvernwater and the farms outlying from Eveningstar, and east to Tilver's Gap and the mountain passes.

"Gondegal's reach was longer than his blade," men say—he could not hold any of his territory against the might of Cormyr, Sembia, Daggerdale, Tilverton, and several of the other dales—all of whom he drew blood and ire of in the making of his throne.

Gondegal ruled for less than a season; he reigned for scarcely eight days; the remainder of his rule being spent fighting here and there in the lands he claimed against one foe or another. His troops were largely mercenary, and his treasury of seized goods, was small and soon gone. One night Gondegal's force

Master map of ARABEL



ARABEL MAP KEY

1. Citadel (and jail)
2. Palace (court, assembly hall)
3. House Marliir (noble family)
4. The Weary Knight (inn of good quality)
5. *The Lady's House* (temple of Tymora)
6. The Dragon's Rest (guesthouse & barracks, owned by the crown for quartering of its guests)
7. The Whistling Wheel (inn)
8. The Traveler's Banner (inn)
9. The Lamps (hardware store)
10. "The Bazaar" (market area)
11. Eastgate
12. The Eastwatch Inn
13. The Iron Throne (merchant company) yards
14. Milzar's Yards (rental stockyards)
15. Thousandheads Trading Coster (merchant company) yards
16. Dragoneye Dealing Coster (merchant company) yards
17. Elfskull Inn
18. Calantar's Gate
19. Red Raven Mercenary Company HQ
20. The King's Trading Yards (crown-owned, but available for rental)
21. Trueshield Trading Priakos (merchant company) yards
22. The High Horn Gate
23. The Night Wolf Inn
24. Mother Lahamma's House (boarding house)
25. Raspral's Kiss (Festhall)
26. Six Coffers Market Priakos (Merchant Company) yards
27. Gelzunduth Warehouse
28. " " "
29. House of Gelzunduth (local merchant)
30. Rhalseer's (boarding house of good quality)
31. House of Kraliqh (local merchant)
32. House of Bhela (local merchant)
33. Well
34. House of Misrim (local merchant)
35. House Hiloar (local merchant)
36. Shassra's (boarding house of good quality)
37. Falcon's Rest (inn of good quality)
38. House of Nyaril (local merchant)
39. The Watchful Shield (rental bodyguards)
40. Dulbiir's (rental costumes & finery, escort service)
41. Mulkaer Lomdath, fine tailor
42. The Silver Tankard (tavern)
43. Mhaer Tzintin, Moneylender/-changer
44. Elghar's Fine Wines
45. Jhamma's Silks and Furs
46. Dhelthaen (butcher)
47. "The Strongwatch" (rental warehouse, heavily guarded)
48. The Pride of Arabel (inn of good quality)
49. Orbul's Fine Carving & Furniture
50. Khammath's Crystal (shop)
51. The Black Mask (tavern)
52. House of Thond (local merchant)
53. Hawk's Perch Trading House (pawnshop)
54. Szantel's Ropes, Cords, Chains, and Mesh
55. The Wary Warrior (weapons of all types)
56. The Two-Headed Lion (tavern)
57. The Striking Snake (tavern)
58. The Colled Whip (tavern)
59. The Gentle Smile (festhall of good quality)
60. The House of Baerlear (local merchant)
61. The Black Barrel (tavern)
62. Hundar's Fine Carpets, Perfumes, and Lanterns
63. Iardon's Hirelings (rental servants, escorts, loaders & lifters, mourners, message or errand runners)
64. Monument to Dhalmass, The Warrior King
65. The Silver Stallion tack shop
66. Green Phial medicines & physics shop and clinic
67. Mhaes's (festhall)
68. House of Thond rental warehouse
69. Six Coffers Market Priakos (merchant company) warehouse
70. The Bent Bow (tavern)
71. Laeduth's (boarding house)
72. The Red Sword (tavern)
73. Vaethym Olorar, rental Falconer
74. Saerdar's Silks and Flowers
75. The Hungry Man (restaurant)
76. The Chalice (fine brass & metalworks)
77. The Net of Pearls (gowns, jewelry, and lingerie)
78. Nelzara's (boarding house)
79. Buldo Cravan (butcher)
80. The Eyes and Ears of Arabel (messenger service, caravan-guard hiring service, fast delivery service within Arabel)
81. Kelsar's Fowl (live poultry & game birds)
82. Ssarra's (restaraunt)
83. The High Moon Inn
84. The Orange Banner Inn
85. The Lady's Tastes (fine clothing)
86. Soldiers Boots (tavern)
87. The Red Stirge (inn)
88. House Misrim Warehouse
89. The Velvet Couch (festhall)
90. The Burning Blade (tavern)
91. Nathscal's (rental) Warehouse
92. The Lavander Lion (festhall)
93. The Smoky Skull (tavern)
94. The Old Warrior (inn)
95. Zelond's (rental) Warehouse
96. Zelzar's (pawnshop & used goods)
97. Naneatha's (festhall)
98. The Dancing Dracolisk (tavern)
99. Thael Diirir's Parchment and Proclamations
100. The Roll Roast (inn)
101. Daglar Maermeet (armorer)
102. Orphast Ulbanath (scribe, cartographer, genealogist)
103. The Moonlit Touch (nightclub, festhall)
104. Quezzo's (rental) Warehouse
105. Dhalilma's (boardinghouse)
106. The Three Sisters (pawnshop, used & damaged clothes and goods)
107. Nulrouve Dornar, Potter
108. Fillaro's Overland Food (barrels of fish, etc., from the Sword Coast or Inner Sea)
109. The Blue Mace (inn)
110. House of Baerlear warehouse
111. House of Lheskar Bhalir (owner of the Dancing Dragon & the Dancing Dracolisk taverns, & fence of stolen goods)
112. The Dancing Dragon
113. The Open Casket (pawnshop, used goods, caravan liquidations, & fence of stolen goods)
114. Ghastar Ulvarinn, Stonecutter
115. Baalimr Selmarr, Capenter
116. Daznir Relharphin, Wheelwright
117. Cheth Zalbar, Purveyor of fine perfumes, soaps, lotions, dyes, and cosmetics
118. Bracerim Thabbold, Bedbuilder
119. The Lamp, Lantern, and Candle Shop of Nphreg Jhanos
120. Tamthir's Leather Shop: fine clothes made to order
121. Psammas Durviir (tailor)
122. Elhazir's Exotica (rare & unusual gifts & treasures)
123. "The Baths" (bath-house, wrestling gym, and beauty parlour)
124. Wayscross Inn
125. The Ivory Jack (tavern)
126. Phaesha's (boarding house)
127. Vondor's Shoes & Boots
128. The Feasting Board (eatery)
129. House Hiloar warehouse
130. The Lame Camel (tavern)
131. Blackhand Lhaol's smithy
132. House Misrim warehouse
133. House of Kraliqh warehouse
134. The Scarlet Spear (inn)
135. The Lazy Lizard (tavern)
136. The Watchful Lynx (inn)
137. Nyaril warehouse
138. House Misrim warehouse
139. The Swinging Gate (inn)
140. The Nine Fires (inn)
141. The Three Bars (inn)
142. The Tired Traveler (inn)
143. The Wink and Kiss (tavern)
144. Thousandheads Trading Coster (merchant company) warehouses
145. The 'Pork Market' (yards)
146. Dragoneye Dealing Coster (mechant company) warehouse
147. Ssantusas's (rental) Warehouse
148. Dhalgim's Yard (fuel: wood, charcoal, oils, kindling)
149. The Copper Cockatrice (hardware shop)
150. Irriphar's Inn
151. The Murdered Manticore (inn)



simply melted away before the advancing host of Cormyr and was gone.

The forces of King Azoun IV retook Arabel on the morn without wetting a blade; no man found Gondegal's body. He is known to have fled north and then east, via Teshwave, and then his fate becomes a matter of conflicting rumour and legend. Most believe he still lives, with a score or more loyal followers, keeping court in the wilds somewhere, a careful and ruthless bandit who takes care that none survive one of his attacks to carry tales anywhere. When entire caravans vanish at times, anywhere between the High Dale and far-off Impiltur, he is blamed in the taverns.

Gondegal is said to be a tall, grey-haired warrior of considerable personal skill and intelligence. His badge is a grey wolf's-head, face on, with red eyes. Caravan-guards often warn merchants to beef up the escort on a particular caravan, "else thy gold'll soon be gilding Gondegal's throne."

GAME INFORMATION: Gondegal is a fighter of 20th level and neutral alignment, and a specialist in combat with both long sword and two-handed broad sword. Whether he yet lives, the magic or treasure he carries, and who his allies might be are all unknown.

Arabel is currently ruled by Myrmeen Lhal, a ranger of good/neutral alignment and 12th level. Myrmeen's lordship tends to turn on the fact that she permits the traders and merchants to engage in whatever tactics they see fit, as long as no one is hurt and the crown is not endangered.

ARCHENDALE (ARK-hen-dale)

AT A GLANCE: This small, isolated rocky gorge carries the river Arkhen from the Thunder Peaks down to the sea at Selgaunt, producing a beautiful valley of ferns, lilies, mosses and clear pools. There are scattered farms and orchards along the valley floor, but no central market or square.

ELMINSTER'S NOTES: Archendale is

home to aggressive traders (see **SESSRENDALÉ**) who operate from Moonsea to Dragonmere and beyond. The Orchards provide rich fruit which commands a good price in Sembia. In addition, freshwater crabs, regarded as a delicacy in Archendale, live in the pools there.

Archendale is ruled by three officers known as Swords; a Black Sword, a Red Sword, and a Blue Sword. The Swords are deliberately mysterious, and usually speak through officers of the Archendale army.

Archendale society has been formed by a long and proud history, tainted by long-lasting grudges and many-layered intrigue. Its people tend to be haughty, even among other Dalesmen, short-tempered, and vain. It is considered a fine place to trade but a poor neighborhood to live in.

GAME INFORMATION: The Archendale army consists of six "rides" of 60 men per ride, for a total regular force of 360 men. These are mounted forces of men-at-arms, dressed in chain and carrying swords, lance, and composite bow. Each ride has a "ridemaster" of fifth level or higher. In addition, the traders of Archendale have used their wealth in the past to hire mercenary troops and spell-casters when the need arises.

The identities of the Swords are unknown, and may be any of the "ride-masters" or holders of some other position in the Dale. Inquiries into such matters meet a blank (and effete) stare from natives, and it is surmised that they themselves do not know the identities of the Swords.

ASBRAVN (Az-BRAH-ven)

AT A GLANCE: Asbravn is a small town of about 50 central buildings, nestled in a shallow delve, where roads from Hluthrar, Berdusk, and Iriaebor meet. It is patrolled by riders in red capes.

ELMINSTER'S NOTES: The town of Asbravn lies in the center of a thriving area of farms. These farms provide the nearby cities of Berdusk and Iriaebor

with food, and produce wool for local use and for export elsewhere in the Realms. The wool-mills proper are in Berdusk, but the gathering-place for most of the farmers is here in Asbravn, where several small costers ply a busy trade over the roads between the town and its neighboring cities. It is here that the large local farmer's market is held, and it is here that the *Riders with Red Cloaks* are based.

The Riders, named for their distinctive garb, are local volunteers commanded by experienced warriors, and are paid a beneficence by Iriaebor to cover their costs of operation. They supplement this stipend with any battle-loot they may take. In return, the Riders in Red Cloaks patrol the area around the town (particularly the mountain slopes to the east), fighting off bandits, orcs, bugbears, and predatory monsters to keep the farm-lands safe.

GAME INFORMATION: A typical Red Cloaks patrol numbers 12 first level fighters, led by a patrol leader of 3-4th level. They are mounted on medium horse, wield spear and long sword, and wear chain mail (plate for officers). There are such patrols in normal operation, but in times of danger that number may triple through recruitment, and the Red Cloaks may hire on additional magic-users and clerics. Standard stipend is 10 gold per level per week, plus a share equal to level of any treasure recovered (a 1st level will get 1 share, a 3rd level three shares, etc.).

ASHABENFORD—SEE MISTLEDALE

BALDUR'S GATE

AT A GLANCE: Baldur's Gate is located 50 miles up the Chionthar River from where that flow enters the Trackless Sea, at the southern reaches of the Sword Coast. It is situated on the northern shore of the river, astride the Trade Way from Amn to Waterdeep. Baldur's Deep consists of a "lower city" outside the stone walls, and an "upper city"



within those walls.

ELMINSTER'S NOTES: This important independent city is known as one of the most tolerant but quietly well-policed places in the western Realms, and is home to many adventurers and entrepreneurs as a result. It is ruled by the "Four Grand Dukes," though the title of "Duke" is an honorific taken upon ascending to the Council, and is given even if the candidate is female or of a race that uses other titles.

The city was originally completely walled, with gates to the North for the Trade Way and to the south leading to the docks. With the expansion of trade and the founding of Amn, trade has become very profitable in the relaxed climate of Baldur's Gate, and the city has grown as a result. The city has now burst its original bounds (about the size of Suzail in Cormyr) and is divided by its original wall into a "upper" and "lower" city. The "upper" city is both older and of a more permanent nature, and it is here that the nobles, rising merchants, and newly-wealthy adventuring companies rub shoulders.

GAME INFORMATION: The present Dukes of Baldur's Gate are:

Entar Silvershield, a 20th level cavalier,

Liia Jannath, a 16th level female magic-user of chaotic good alignment, Belt, a 17th level fighter, and

Eltan, a 20th level lawful neutral fighter. Eltan is commander of the Flaming Fist Mercenary Company, one of the most powerful such companies in the Realms, which is based in Baldur's Gate. Further information on the Flaming Fist may be found in the Mercenary Companies Section, and on Eltan in the Personalities of the Realms section in the DM's Sourcebook.

BARBARIANS

AT A GLANCE: There are many wild, unsettled reaches of the Forgotten Realms, in particular the great gaps that separate areas of civilization such as Waterdeep and Cormyr from each oth-

er. These lands are not empty, for in addition to monstrous creatures and inhuman tribes, often groups of humans make out their living in a comfortable, if primitive, fashion. These are the barbarians of the Realms.

ELMINSTER'S NOTES: The meaning of the word *barbarian* depends on the user. The definition above is the classic definition, but those of the older regions of the Realms, such as Mulhorand and Calimshan, consider all the land north of the Sea of Fallen Stars as wilderness and its inhabitants as barbarians.

Barbarian life varies from place to place, and situation to situation. Most barbarian tribes do not engage in trade, and tend to be hostile to outsiders in general and magic-users in particular. A rejection of the existence of the magical arts is a hallmark of the barbarian, as opposed to his table manners. Barbarians do adhere to the codes of their own tribes, and concentrate on survival as a primary goal. Both the barbarian and the ranger are fighters suited for life in the wild, though the ranger is more of a hunter and tracker in nature, and the barbarian is a long-term survivor.

GAME INFORMATION: Barbarians in the Forgotten Realms are as detailed in the *Unearthed Arcana* Tome. Barbarians may come from a number of areas in the Realms, and will have tertiary proficiencies according to their native territories. An individual running a Barbarian character should choose the "type" and home territory of his barbarian.

Horse Barbarians—Found north of the Moonsea, in the steppe-land and the area known as "the Ride." Such Barbarian tribes have the tertiary abilities of *animal handling*, *horsemanship*, and *long distance signaling*. Typical weapons are lance, short sword, and javelin.

Moor Barbarians—Found in the High Moors and that immediate area, and make their living without large beasts. These barbarian tribes have the tertiary abilities of *animal handling*, *long*

distance signaling, and *running*. Typical weapons are spear, ornate two-handed sword, and short bow.

Hill and Mountain Barbarians—Found in cave-man-like hovels in mountain chains removed from the cities, including the Far Hills and the Earthrust mountains. Their chief weapons are clubs and stone daggers, and their tertiary skills *sound imitation* and *snare building*.

Desert Barbarians—dervishes and nomads living along the Desert's Edge. Their tertiary skills include *horsemanship* and *running*, and their weapons are lasso, lance or spear, and long sword.

Forest Barbarians—Found in regions such as the Border Forest and the Woods north of the Troll Hills, and are fierce fighters from their battles with orcs and other local tribes. Their tertiary abilities include *animal handling*, *sound imitation*, and *snare building*. Their chief weapons are short bow, dagger, and short sword.

Island Barbarians—Found on the scattered small islands of the Sea of Swords and the Sea of Fallen Stars, eking out a passible existence by fishing and occasional raids. Their secondary skills include *small craft*, both *paddled* and *rowed*, and *snare building*, concentrating on nets.

BATTLEDALE

AT A GLANCE: The region of Battledale is a series of low hills and dales that lie between the Pool of Yeven and Haptooth Hill. There are a large number small and farms and homesteads in the area.

ELMINSTER'S NOTES: This region of oft-disputed ground is gently rolling farmland, open and a most suitable site for large battles (hence its name). Battledale has seen heavy use in all manner of conflicts, and still serves as the local site of the Shieldmeet.

Battledale has no official ruler or seat, though Essemra serves as a trading/



gathering/goods center for the Dale, and the leader of the Shieldmeet, War Chancellor Ilmeth, is sent as Battledale's representative to the Dales Council.

GAME INFORMATION: Battledale, despite its hostile name, maintains no standing army, and the title "War Chancellor" is hereditary. Ilmeth is a 12th level fighter, dark of beard and mood, who continually wonders at the strengths of the various factions in the region.

THE BATTLE OF THE BONES

AT A GLANCE: Travelers moving into the area will note a withered land with a few stunted scrub-trees. The soil has a dusty white pallor to it. As the site of the battle nears, outcroppings of bone jut from the soil, until finally the bones outnumber the rocks themselves and the adventurer is moving through a wasteland of remains.

ELMINSTER'S NOTES: On this site, in a shallow valley some two hundred winters ago, a titanic battle erupted between human forces and the various goblinoid races. The Goblin Nations, along with orcs, hobgoblins, and their allies, had overrun the North with the fall of the Early Kingdoms of men and the dwindling of the dwarven peoples. After almost a week of continuous fighting, the humans triumphed, but at horrendous cost; so numerous were the dead that even today their bones are said to cover the ground here to a depth of twelve inches. This region is avoided by most travelers because of the great numbers of undead creatures that are said to now be here. Those who do come this way, seeking a route along the edge of the Desert, speak of some power organizing the undead into patrols, and thereby controlling the area. No one has yet investigated these claims.

GAME INFORMATION: Encounters in the area of the Battle of the Bones extend thirty miles in all directions, and include the following types of undead creatures: skeletons (humanoid and

animal), zombies (human and monster), wights, wraiths, spectres. They may be found in mixed parties, with one more powerful undead leader (wight, wraith, or spectre) to be found for every 20 lesser undead). Lesser undead under the control of greater undead turn as the greater undead. Those undead in the Battle of Bones area itself use the *special* column for turning. The mysterious force behind the gathering undead may be of liche or skeletal warrior power at least, and if greater, may have several of these types as servants.

BEREGOST (BEAR-eh-gost)

AT A GLANCE: Beregost is a small town of about 40 central buildings, with several larger estates further from the town itself. The town is dominated by a large temple and its attendant buildings. To the east on the low rise overlooking the town is the shell of a ruined castle.

ELMINSTER'S NOTES: The small town of Beregost is first and foremost a trading center, a jumping-off point for expeditions into the Southern Kingdoms of Amn, Tethyr, and Calimshan. It is also the home of several notable individuals.

One of the foremost smiths in the Sword Coast area, Taerom "Thunderhammer" Fuiruim, has his estate and shop here. Beregost is also the abode of the wizard Thalantr, a wizard who specializes in magic of the Conjuraction/Summoning type. Finally, Beregost is the home of a large temple to Lathander, God of the Morning. The high priest of this temple is one Keldath Ormylyr, once a merchant of note whose ships plied their trade up and down the Sword Coast.

On a hill to the east of Beregost lay the burned ruins of a school of wizardry, founded some three hundred years ago by the mage Ulcaster, and destroyed eighty years later by Calishite mages, who had feared the school's collective power had come to rival their own. Interestingly enough, the Ulcasterian school was also a school of Conjurers and Summoners.

GAME INFORMATION: Taerom "Thunderhammer" Fuiruim is a Master Armorer, capable of forging full sets of plate armor, ornate weapons, and using rare and unique ores. He is neutral aligned, has 25 hp, and fights as a 1st level fighter in combat. He has experience in helping Thalantr create magical items.

Thalantr, 15th level magic-user, specializes in Conjuraction/Summoning spells. (+1 on all his saving throws, -1 on saving throws against his Conjuraction/Summoning attacks).

Keldath Ormylyr, Patriarch of the Church of Lathander, 16th level cleric.

Temple Staff:

3 8th level clerics

6 4th level clerics

9 2nd level clerics

18 1st level clerics

200 men-at-arms in Temple Complex
Keldath is regarded as the town's governor, though day-to-day operations are handled by a five-man town council.

BOARESKYR (Boar-reh-SKEER) BRIDGE

AT A GLANCE: The bridge is a massive structure crossing the Winding Water along the Trade way from Waterdeep to Scornubel. It is of grey stone, and wide enough to carry two wains side-by-side in either direction. On the southern side of the bridge is a large encampment of tents and wagons.

ELMINSTER'S NOTES: This bridge is named for a famous adventurer of the early days of human settlement in the North. Boareskyr (also called in these parts "The Great Boareskyr") built the first temporary bridge at this site in order to rush an army across it and assail an unsuspecting tribe of orcs (the orcs, a tribe called the Bloody Tusks, were wiped out by this maneuver). Since then, several other bridges have been erected on the site, the most recent being a massive bridge that spans the Winding Water in five arches of grey stone.



Boareskyr Bridge has no permanent settlement in normal terms, but there is almost always a city of tents and wagons here, where caravans stop to trade goods back and forth, and buy mounts, wagons, and necessary provisions and maintenance. "The Bridge" is the last organized post on the Trade Way from Scornubel to Waterdeep, until the travelers reach the way inn.

Law is a rough-and-ready matter in "the Bridge," but several powerful adventurers are often in the tent-city who respect and keep law and order: a fighter named Barim Stagwinter, a cleric of Tyr named Theskul Mirroreyeye, and Aluena Halacanter. The last is a magic-user and is thought by most to be a member of the harpers. Aluena spends much of her time training pegasi for use by humans as mounts.

GAME INFORMATION: "The Bridge" is a mobile settlement that is continually changing its make-up and personnel. There will be continual merchant caravans heading in both directions, to Waterdeep and Scornubel, every five days or so. Thousand-Head and Trueshield Trading Costers maintain semi-permanent areas for their traders, and wagons, but the majority of wagons are from independent wagoneers.

The closest thing to a permanent governing body are the three adventurers mentioned above:

Barrim Stagwinter—7th level fighter
Threskul Mirroreyeye—6th level cleric
Aluena Halacanter—9th level wizard

Barrim and Threskul tend to wander in and out of the tent-city, though one will always be about. Aluena maintains a small estate, called Heartwing, upstream, where she raises her pegasi. Her standard charge is 5000 gp for a mount, and she has candidates for purchase undergo a number of interviews and examinations to determine that they are capable and willing to handle one of her steeds. Her contract at time of sale includes a clause that if the pegasi is maltreated and returns to Heartwing, the money will not be refunded.

CALANTAR'S (CAH-lan-tare's) WAY

AT A GLANCE: The Way is a cartroad, running from Immersea to Arabel in Cormyr.

ELMINSTER'S NOTES: The Way has been named for he who surveyed and built it, over four hundred winters ago. It has been carefully tended by the merchants and soldiers who use it.

CALIMSHAN (CAL-im-shan)

AT A GLANCE: Located south of Tethyr, the rich lands of Calimshan are a hotbed of merchant dealings and double-dealings. Predating Waterdeep and the cities of Amn, the Calishites are one of the richest and most powerful nations on the western coast of Faerun.

ELMINSTER'S NOTES: The nation of Calimshan is really a collection of squabbling city-states, each such city ripped by its own internal merchant factions and power struggles. The largest of these states is Calimport, and it is here that a sequestered Pasha relaxes and debauches while his servants and bureaucratic underlings squabble about the kingdom.

By royal decree, all ships of Calimport's navy and merchant fleet fly the flag of Calimshan; a gold field with blue lines slanting across it. This, plus the nature of these traders to gloss over troubles at home, gives the illusion of a vibrant, unified nation.

Calimshan considers both Amn and Waterdeep its economic rivals, and is also involved in a continual series of clashes with "the Border Kingdoms" to its east, which are considered part of the Calishite sphere of influence only by those who must report to the Pasha.

CANDLEKEEP

AT A GLANCE: Candlekeep is a complex of clustered towers perched on a spur of volcanic rock overlooking the sea. It is reached by a single road. Lights burn in the windows of the keep at all times, and travelers approaching the struc-

ture can hear a low chanting.

ELMINSTER'S NOTES: This center of learning preserves the predictions of Alaundo the Seer, the singular sage whose prophecies have proved correct over the years. Upon his death, his citadel at Candlekeep became a haven of both veneration of his prophecies and the accumulation of all knowledge. The acolytes of the keep continually chant the remaining prophecies of Alaundo, which grow shorter over the centuries as they come true and are discarded. Candlekeep boasts one of the finest libraries in the Realms.

The fortified keep derives much of its income from finding and copying specific passages of information from the books of lore, magic, and philosophy preserved there for clients all over the Realms, and from issuing new manuscript books for sale in Waterdeep and Baldur's Gate. These new manuscripts are created by collecting certain passages from older texts together. The Scribes of Candlekeep also make additional copies of books brought to them, but there are others in the Realms provide this last service for less severe fees.

GAME INFORMATION: Fees for services at Candlekeep:

- Sage Advice is twice standard rates (page 33 of DMG), but all information is "In Major Field" for purposes of discovering information.
- Book copying is 100 gp per text, 10,000 gp per magical text (including spellbooks but excluding magical tomes such as the *Tome of Clear Thought*).
- Browsing is tolerated under specific rules:

1) the petitioner must be sent bearing the seal or sign of a recognized powerful mage

2) The petitioner must gift to the Keep a book of no less than 10,000 gp value

3) Such browsing is permitted for 9 days and nights. On the tenth morning, the petitioner is given the choice of leaving (he may return) or joining the order as an acolyte.



In browsing, the traveler may engage in research as if a sage himself, with knowledge in Special Category. for veracity, and at no further cost.

Magical books and other dangerous items are kept in the Inner Rooms. Only the Keeper (the order's head) and the Readers (his accomplished staff) may enter these rooms. Any information that may be found within these areas must be researched as for sages (No Browsing).

CALAUNT

AT A GLANCE: Calaunt is a medium-sized city on the eastern side of the Dragon Reach, where the River Vesper flows into that body of water in a wide delta.

CAVALIERS AND PALADINS

AT A GLANCE: Cavaliers and paladins are fighters of a "higher stripe" than the common warriors and fighters. Adhering to a cause or credo, these individuals are usually of high-class birth or minor nobility. Many see themselves as the obvious true leaders of men and nations, others merely as messengers and servants of higher powers.

ELMINSTER'S NOTES: If ever there were a group of people as a class suffering further under delusions, it has been lost on this writer. Cavaliers (and their related paladins) see the world in black and white, good and evil, us and them, with precious little space between them. Fortunately, those which adhere most closely to the tenets of their credos die out early, while those that understand give-and-take and cooperation among people of varying (or hostile) viewpoints often develop into leaders.

Cavaliers have as yet no "standard organization," but instead are found in Adventuring Companies, Mercenary Groups, and often operating alone. Cavaliers seek to emulate "the Flower of Knighthood" in thought and deed.

GAME INFORMATION: The Credo of

the cavalier in the Forgotten Realms is similar to that presented in *Unearthed Arcana*, with a few modifications.

The Knightly Virtues are generally considered to be:

Liberality	Honor
Good Faith	Glory
Courtesy	Unselfishness

Bravery
Pride in one's actions
Humility in one's deed (in particular for paladins)

Different Cavaliers may rate these in a different manner of importance.

The Chivalric code, adapted for the Forgotten Realms Campaign, is as follows.

- Noble Service cheerfully rendered
- Defense of any charge unto death
- Courage and Enterprise in obedience to rules and one's superiors
- Respect for all peers and equals
- Honor to those above one's station
- Earning respect and obedience from those below one's station through one's actions
- Military prowess in service to one's lord
- Courtesy to ladies for male cavaliers
- Courtesy to lords and honorable men for female cavaliers
- Battle is the test of honor and glory
- Personal glory in battle
- Death before dishonor

Cavaliers in the Realms are filled with the ideas of their own abilities, and are often the first to leap into battle. Player-character cavaliers have the choice of fighting directly or behaving in a craven fashion, with the note that such behavior may cost experience points. NPC Cavaliers will usually charge into the fray, though they will make an ability check against their Intelligence if faced with a difficult situation (i.e. Orcus drops in for lunch; the cavalier should be given a chance to reconsider before attacking with a butterknife).

Cavaliers often enter into service with Noble Lords in the Realms. Paladins may offer their allegiance to such

lords of Good and Lawful alignment, or to the various Good and Lawful faiths of the Realms. Either may operate as masterless swords, until they find a situation suited to their talents.

CHESENTA

AT A GLANCE: Situated on the far side of Sea of Fallen Stars, Chessenta is one of the elder nations of the South (see THE SOUTH). It is said to be a rich, fertile land filled with wild, drunkenly crazy men.

CITADEL OF THE RAVEN

AT A GLANCE: The Citadel of the Raven is a large, well-protected chain of interconnected fortresses on the western edge of the Dragonspine mountains, its multiple towers under the control of Zhentil Keep.

ELMINSTER'S NOTES: The Citadel of the Raven was an ruined series of fortresses from a long-forgotten kingdom, rebuilt by the combined forces of the Moonsea cities of Yulash, Zhentil Keep, Melvaunt, Thentia, Hillsfar, and Mulmanster. Staffed by combined forces of these cities (and by groups of adventurers as well), the fortress repulsed many major attacks by organized groups of ogres over the eighty-years of its existence.

A few winters back, through a combination of bribery, threats, and shows of force, Zhentil Keep has come into control of the Citadel, expelling all other forces (see KNIGHTS OF THE NORTH), and raising the banner of the Zhentarim in place of the Raven of the North.

GAME INFORMATION: The Citadel of the Raven is in reality a chain of fortresses connected by walled passageways and secret paths. The chain stretches for some ten miles, and can house a large number of troops.

The Citadel is currently the major military outpost of the forces of Zhentil Keep, as well as a prison for its political prisoners. The forces of the Citadel hold little political power within the organization of the Zhentarim, and a



posting here is regarded as a punishment for internal feuding. The citadel is armed by:

2000 Men-At-Arms suited in chain and wielding medium bows and swords

200 Horsemen, in plate armor and similar barding with lance and long sword

50 level 3 commanders

Lord Kandar Milinal (10th level fighter, commander of the army)

In addition, the Citadel is often the wintering ground for mercenaries in the employ of Zhentil Keep.

Several members of the Zhentarim Network may be present as well, and Sememmon the Wizard (12th level) makes his home here.

The battlements of the Citadel of the Raven face outwards, north and east, but are very strong to the west and south as well. Should the cities of the Moonsea fall to outside force, this is the bolt-hole planned by the Zhentarim and other evil creatures.

CLERICS

AT A GLANCE: Clerics are those individuals capable of directing energies deriving from particular entities known properly as Powers, though often referred to as deities or gods. All clerics belong to faiths which venerate these Powers and advocate their aims and goals.

ELMINSTER'S NOTES: The Realms tend to be in generally tolerant of all faiths, such that in larger cities their are "temple districts" of various faiths of dissimilar alignments and goals existing side-by-side. Faiths and temples maintain varying levels of influence in the local government, and only in a few cases is there a "state-religion." One such example is the island-nation of Lantan, whose strange inhabitants are almost all worshipers of Gond. Even so, there are shrines to other deities on Lantan, though they exist primarily to serve foreign visitors.

Clerics tend to be divided into two-groups within their faith, though mem-

bers of one group easily and often cross into the other group. "Hierarchy" clerics are those which are usually tied down to a specific location, such as a temple, shrine, or monastery, and work primarily to the good of that location and its community. "Mission" clerics are "at-large" agents entrusted to wander the length and breadth of the Realms spreading the basic tenents and beliefs of the organization. Many of the clerics found in Adventuring Parties, or working alongside merchant or in mercenary companies are "mission" clerics. Again, the line is fuzzy one, such that a cleric who has spent his life in the "hierarchy" may suddenly decide, for the good of his order, to engage in a quest for an artifact, and gather a group of like-minded adventurers, and set off as a "mission" cleric. Similarly, a cleric who has spent her life in adventuring companies, tithing a large part of her earnings to setting up shrines for the Powers, may determine to retire (or semi-retire) to a temple to use the experience gained to teach others, and enter the hierarchy in that fashion.

Most faiths are fairly loose with such restrictions, only requiring that a cleric seeking to leave his or her hierarchy get the approval of a superior (or of the Power being venerated, if the cleric is of Patriarch/Matriarch level) before joining or leaving the hierarchy.

In a similar fashion, there is no required "dress" or raiment for a cleric outside of the raiment required for ceremonies. In general, clerics dress in the colors of their order (which are usually those of their holy symbol) and wear some clearly-obvious symbol of their faith on the person. A cleric of Tymora will tend towards greys, and wear a silver disk either on a neck-chain or in a setting on the forehead, while a worshiper of Tempus will wear helms (or metal skullcaps) and display his symbol (the blood-red sword on the crimson field) on his or her shield.

GAME INFORMATION: Clerics in the Forgotten Realms are as presented in the *Player's Handbook*, with those limi-

tations as to armor and weapons which may be used. While certain restrictions may be lifted in particular cases at a future date, the cleric of the Forgotten Realms is limited to plate mail and weapons which do not draw blood.

CLOAK WOOD

AT A GLANCE: This wood, north of Candlekeep, is ancient and thickly overgrown with elms, beeches, felsul, and hiexel trees.

ELMINSTER'S NOTES: The Cloak Wood is an old, thickly grown forest marking the southern end of the Sword Coast. Just south of Baldur's Gate, the Cloak wood is a perilous place, and home to quicklings, satyrs, stirges, kampfult, and other less common monsters. This high number of creatures has turned the wood into a battleground between rival races. The sages of Candlekeep have sufficient evidence to indicate at least one *gate* exists in the wood, but the exact numbers and/or destination of these *gates* is unknown. They may lead to other parts of the Realms, to an Alternate Material Plane where such creatures are common, or to the Beastlands (Happy Hunting Grounds). Few who have investigated the matter have returned to report on it.

CORM ORP

AT A GLANCE: The village of Corm Orp is a flea-speck on the road between Hluthrar and Hill's Edge, with about 15 permanent buildings. The low hills to the east of the town are dotted with halfling burrows, dominated by a goodly-sized structure emblazoned with the symbol of a butterfly.

ELMINSTER'S NOTES: This tiny village is known for its large resident population of halflings, who live amicably with the few human inhabitants of the place, despite the fact that the village's Lord, Dundast Hultel, is human, as is the village militia. The latter fact is one that most native halflings, preferring to see some else fight their battles, are quite comfortable with.



Halfling priests of rank dwell in Corm Orp, making the area a common well-known gathering-spot for the race. Many halflings converge on the hamlet each Shieldmeet to do business with their fellows, trade native goods, and trade tales.

Corm Orp's notable export (other than halflings) is a type of stout pottery. Made of simple red clay in large, usable forms, the pottery of Corm Orp is in common use throughout the Realms for everyday functions, and is highly thought of.

GAME INFORMATION: Corm Orp's Lord is Dundast Hulrel, a 4th level human fighter of LN alignment. He is friendly and tolerant of the little folk who infest his town, and in particular encourages the gathering at Shieldmeet as a way to bring more visitors (and more money) into the area. His militia numbers 30 members, all 1st level fighters. Their armor is chain mail, and their weapons are swords and short bows. The militia are identified by strips of green-colored cloth worn on the right arm and left thigh (the latter for better identification by the halfling population).

A large (by halfling standards) temple to the deity Sheela Peryroyl has been constructed in the hills overlooking Corm Orp. Its Matriarch is Allyia Macanester, originally of Evenstar. Allyia is a 10th level cleric with an incredible 20 Wisdom, and is much venerated and loved by her followers. She is served in the temple by:

- 4 6th level clerics
- 8 3rd level clerics and
- 16 1st level clerics.

Most noted of the potters is the shop of Ilvn Makepeace, whose work is regarded as superior even alongside the sturdy pots the area is famous for. Makepeace's shop uses a staff of a half-dozen halfling apprentices. His work sells for 1-5 sp per piece, which is ten times that of normal pottery.

CORMYR (Core:MEER)

AT A GLANCE: One of the handful of proper nations in the North, Cormyr straddles the land between the Dragonmere and Anauroch in the north east region of the Sea of Fallen Stars. It was at one time heavily wooded, but is now a region of small forests and organized farms.

ELMINSTER'S NOTES: Cormyr, also called the *Forest-Country*, is a rich kingdom; its southern, eastern and north-western areas have many farms, offering abundant yield for trade. The central area of the kingdom are still wooded; these woods, carefully husbanded by the forces of the King, still yield good timber, and have plentiful game (which all may hunt, if they hunt alone). Cormyr is also strategically located on overland trade routes from the cities of the Moonsea to the north-east; the Dalelands to the east; the Inner Sea (on which it has two major ports, Suzail and Marsember); and the lands to the west, northwest, and south—particularly the rich city-states and kingdoms of the Sword Coast.

Cormyr is a wet land, receiving abundant rain in summer and spring, and abundant snow in winter; it has long, cold winters, and short but hot summers. Much of spring and fall is temperate and moist, and as a result Cormyr's farms and forests are green and rich in both yield and splendor. Mists are common along the seacoast, and on the High Moors, extending in to the pass at High Horn, and the gorge north of Eveningstar.

Cormyr is a hereditary monarchy; the present King is Azoun IV, an effete but regal middle-aged man of sophisticated tastes and keen wits, son of the famed warrior-king Rhigaerd II. Azoun rules from his hilltop palace in Suzail and in the "Royal Court" of interconnected public buildings below it, and is rarely if even seen in the forest towns (he is rumored to travel in disguise when he must leave Suzail). Azoun's banner is the Purple Dragon (a purple dragon on a black field); it is borne

often by a strong standing army under the command of the Lord High Marshal of the Kingdom, Duke Bhereu.

Cormyr dates its years from the founding of House Obarskyr, 1332 years ago. For the bulk of this time, Cormyr was little more than a single city (Suzail) and a few fortified outposts, and at times the King was forced into ruling from those outposts as opposed to ruling from his throne. The current king is the fourth of his name and the 71st of his line.

The land has been officially "at peace" for many years, since Rhigaerd overthrew the Border Raiders. Its force have taken part in actions in nearby regions, and the nation has recently mustered its forces to face Gondegal (for more on Gondegal, see under ARABEL). In addition, patrols often skirmish with bandits on the roads in the north and west, and are at present battling orcs and other creatures north and east of Cormyr, in Tilver's Gap and Daggerdale. Both of these areas are threatened by evil raiders, who will menace Cormyr itself if they ever overrun Tilverton and Daggerdale. Cormyr has been building a fortress, Castle Crag, for the last decade, to defend against any such attack.

The King rules by means of Lords, one in each town, and by the fealty of the rich "merchant lords." The merchant lords are too numerous to mention (at any one time, perhaps twenty are of prominence), and change with the shifts of fortune, but the local Lords who are beneath the officers mentioned above, under the granting of charters are as follows. (Towns are listed in order of size and importance. Each town of Cormyr has its own entry.)

ARABEL

Local Lord: Myrmenn Lhal
Herald: Westar of the Gates

DHEDLUK

Local Lord: Thiombur
Herald: Ildul

ESPAR

Local Lord: Hezom

Herald: "Yellow Hand" Yespar
EVENINGSTAR

Local Lord: Tessaril Winter
Herald: Tzin Tzumner

HIGH HORN

Local Lord: Lord Commander Thursk Dembarron

Herald: Dhag Greybeard

HILP

Local Lord: Doon Dzavar
Herald: Delzantar

IMMERSEA

Local Lord: Samtavan Sulacar
Herald: Culspiiir

MARSEMBER

Local Lord: Ildool
Herald: Scoril

SUZAIL

Local Lord: Sthavar, Lord Magister of the City of Suzail

Herald: Xrorn Hackhand

TYRLUK

Local Lord: Suldag "the Boar"
Herald: "Tooth" Nzal Tursa

WAYMOOT

Local Lord: Filfar Woodbrand (also called "Trollkiller")

Herald: Dhag Greybeard
WHELOON

Local Lord: Sarp Redbeard
Herald: Estspirit

Each local lord defends the local farms, dispenses the King's justice, keeps the peace, serves as "the King's eyes and ears," and collects tithes for the King and for himself (1 sp/head/year). Each Lord is allowed up to forty men-at-arms, plus up to six guides/captains (typically rangers). These may serve as the town guard. Volunteer town guardsmen are known as "the Watch," and may, upon the judgment of the Lord, be exempted from the tax if their service has been valuable. The Lord is also requested to stable and maintain a fit, fast horse of the best quality for the use of the King's Messengers (who ride fast and far, requiring them to change mounts at every stop). Each Lord must have a right-hand man, who serves as a clerk/record-keeper, and is a trained Herald. (Heralds are listed with their respective masters above).

The King taxes lightly (in addition to the "tithe" collected by the local lord, there is a "royal tax" of 1 gp per head annually, 5 gp for wealthy landowners), and makes the law by his decrees in the Court of the Crown. To enforce the Royal Word, there are three caravels (two at Suzail and one at Marsembler), a standing garrison of 100 archers and 300 men-at-arms in High Horn, and 100 palace guardsmen in Suzail. There is also an standing army of over five hundred mounted men-at-arms and longbowmen, led in battle by thirty or so knights of the Court, and bolstered by a council of widely-feared "war wizards," who are known for their black-and-purple robes.

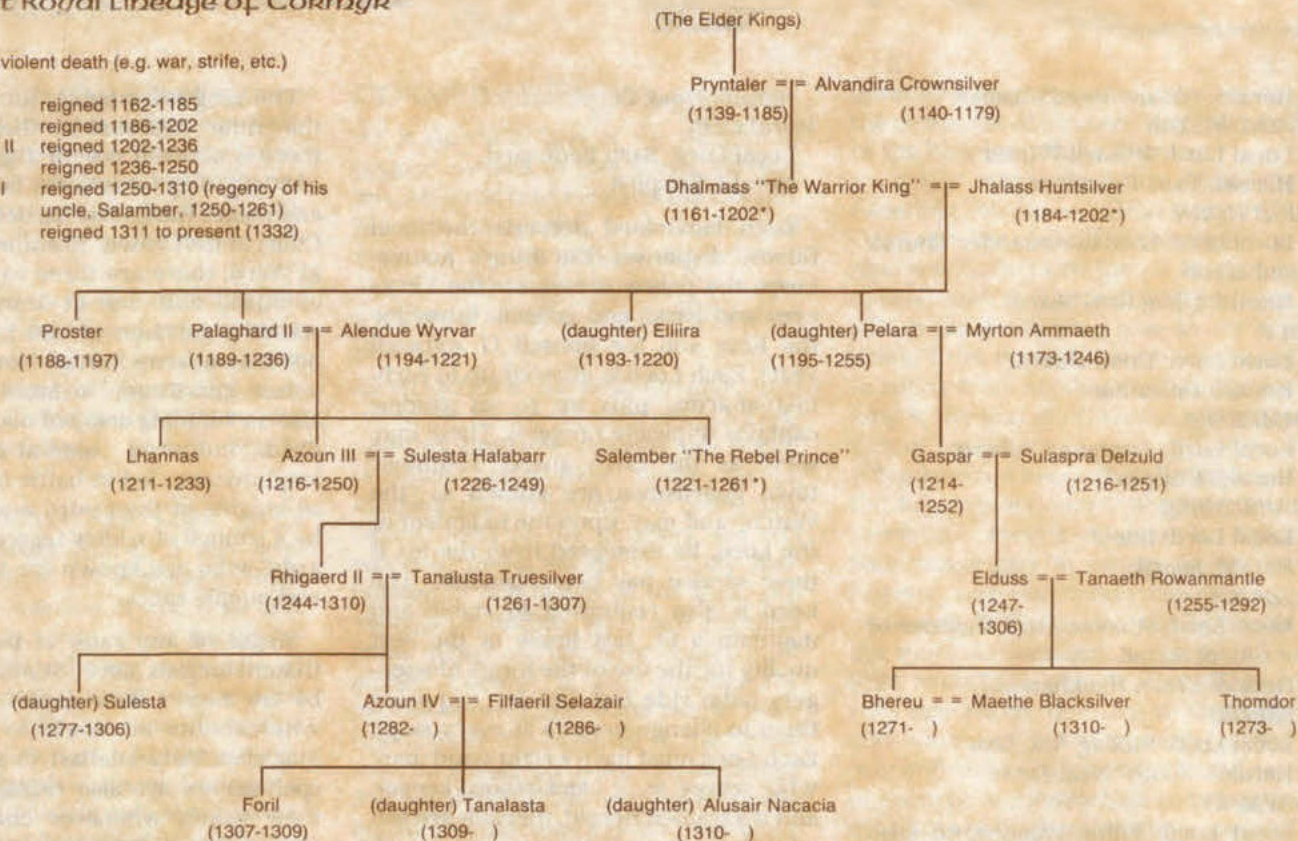
Mages of any rank of power, from thaumaturgists (level 5) and up, must by law report their names, sigils, and whereabouts of abode to the Royal Magician, Vangerdahast, in Suzail. Such spell-casters are also required to give their names whenever challenged in Cormyr by soldiers of the King or offi-



Recent Royal Lineage of Cormyr

* denotes violent death (e.g. war, strife, etc.)

Pryntaler	reigned 1162-1185
Dhalmass	reigned 1186-1202
Palaghard II	reigned 1202-1236
Azoun III	reigned 1236-1250
Rhigaerd II	reigned 1250-1310 (regency of his uncle, Salamber, 1250-1261)
Azoun IV	reigned 1311 to present (1332)



cers of the Court, upon pain of magical destruction at the hands of the Royal Magician or the Council of Mages (the aforementioned "war wizards"). The military history of Cormyr is one of guerilla ambushes and running skirmishes, rather than "setpiece" battles, and the Court is thus very sensitive to the presence of armed men within the kingdom. "Lawless freeswords" cannot operate within Cormyr. Mercenaries (that is, all armed men not in service with the King) cannot gather, while armed, in groups of more than five in any place save public markets or inns and taverns (and in the latter, it is customary to surrender all weapons to a custodian behind the bar). Violators face immediate disarmament, forfeiture of goods, and imprisonment at the hands of the local Watch or soldiers of the King. The exceptions to this decree are; when such fighters are operating under hire; under contract to someone authorized to hire them (nobility, or chartered merchants) as caravan or ware house guards, or as bodyguards;

or by permission of the King. Save in times of war, permission of the King is granted only in the form of a royal charter.

Such charters can be obtained only from the Lord Commander at High Horn, the Warden of the Eastern Marches in Arabel (Baron Thomdor), or the Chancellor or Lord High Marshal at the Royal Court in Suzail. The King can of course grant one at any time, anywhere. Such charters customarily cost a thousand pieces of gold, a further tax of three hundred gold pieces a year (payable upon the anniversary of the issuance of the original charter, late penalty of twenty gold pieces per day thereafter, up to ten days later. Any further delay results in automatic suspension of the charter, and a warrant for the arrest and detention of any such mercenaries operating within the boundaries of Cormyr thereafter), and can be revoked without warning at any time.

Charters are customarily given to a "company of adventurers." Such a company may not number more than thirty

persons at any one time. All members of the chartered company must wear the arms or badge of their company at all times when armed in Cormyr. Finally the names of the members of any such company must be on file in Suzail, any changes in rosters being reported once a month to the aforementioned officers in High Horn, Suzail, Arabel, or the High Constable of the King's Garrison at Wymoot.

Customs of Cormyr: The nation of Cormyr has a number of recognized customs, which the traveler should recognize when operating in the nation. These customs include:

- Commoners of both sexes bow their heads to royalty.
- Burials are followed by wakes.
- It is unlucky and an offense to the gods to kill a cat, for cats are the eyes and messengers of gods. It is good to keep a cat, but a sin to clip its tail, ears, or fur, or hamper its ability to produce kittens. A cat may not be kept in a cage.



- Women interested in finding a mate wear purple scarves at hip and/or throat.
- Adventurers who go in peace, but armed, wear peacestrings about their swordhilts (to prevent quick unsheathings). These strings are colored and tasselled cords, and it is an art to tie them in ornate knots. The best of such knots look complicated, but may be undone with a single jerk to free the weapon.

DAGGERDALE

AT A GLANCE: Daggerdale is a true dale, or stream valley bounded by mountains on the west and rocky hills on the east, and is a farming and hunting community that has largely kept to itself in the past.

ELMINSTER'S NOTES: Daggerdale is a closed community, a reclusive settlement that makes the natives of Archen-dale look friendly and outgoing. No inns, hostels, or taverns exist in the land, nor are the people willing to offer the space in their barns to weary travelers. The reason for this lack of hospitality is not known, but as in the case of many of the Dales, most likely harks back to some long-forgotten incident or slight.

Daggerdale sends a different representative to the Dales Council each year, but all seem to be stamped with the same unfriendly mold. At one point, Ilmeth of Battledale hazarded the guess that Daggerdale only attended the Council to make sure the other Dales were not ganging up on her. Like similar comments about Daggerdale, this comment was not well-received by the representative.

DAGGERFORD

AT A GLANCE: Situated in the flood-plains of the Delimbiyr River, Daggerford is a small, walled, community of 40 stone buildings, dominated by the small castle of the "Duke" of Daggerford. The town is situated on the south side of the

ford.

ELMINSTER'S NOTES: Daggerford is a sparsely inhabited but strategic junction where the Trade Way (the main route from Waterdeep to the South) crosses the Delimbiyr River (which is also known as the River Shining). Daggerford gained its name in from a reputed incident of 400 years ago: A merchant traveling through this region searching for a safe crossing sent his son ahead of the family wagons to look for a safe passage across the Shining. The boy found the ford in the dark, but was set upon by a raiding party of lizard men. Defending himself with his sole weapon, an old dagger, the lad slew six of the creatures before aid arrived from the wagons and drove the creatures off. The story spread along the merchant-ways over the years, so that the ford, and later the town that grew up on its banks was known as Daggerford. This may just be local legend, though there may be a grain of truth in the old tale. The current so-called Duke of Daggerford claims to be a descendant of this merchant lad.

For more information on Daggerford and the areas of the Realms that surround it, see N5, *Under Illefarn*.

DAERLUN (Dare-LOON)

AT A GLANCE: Daerlun is a large city in Sembia, closest to the nation of Cormyr and benefitting the greatest from trade with that nation. See SEMBIA.

THE DALELANDS

AT A GLANCE: The region known as the Dalelands is defined as the non-forested regions inhabited my man north of Sembia and Cormyr and South of the River Tesh and the town of Voonlar. This region includes a wide scattering of different communities, all primarily rural in nature, who share (generally) common interests and ideals. In addition, the Dalelands are the home of many powerful individuals or groups which find the independence of the natives in keeping with their own

beliefs.

ELMINSTER'S NOTES: The founding of the Dalelands long preceeded the founding of any of the existing Dales by hundreds of years, and the phrase known as "Dalereckoning" is actually a commemoration of mankind being given permission to settle in the lands north and west of the Inner Sea.

In those ancient days, when Suzail and Chondathan which is now Saerloon were mere coastal trading posts, the Elves who ruled this forest entertained a request from settlers from the East, from lands such as Impiltur and Damara. This request was not to settle the Elvish forest, but to farm and settle its borders, in particular the rich delves and dales along the rivers Arkhen and Ashaba. The Elven Court granted that request, in return for aid from these new dale-landers against outside aggression. In commemoration of that pact man and elf raised the Standing Stone which is now seen where the road from Mistedale reaches the road from Essemبرا to Hillsfar. It is from the raising of this Stone that Dalereckoning is taken.

From the pact made, the Dalesmen would only settle those regions which were unforested or unclaimed by the elves. As the Elven Woods receded under the axe-falls of further invaders and settlers, old Dales perished and new ones came into being along the borders of the woods. Men, both good and bad, have raised petty nations in the dalelands since, though any one dale that turned against the pact would have to deal with the others.

Each of the Dales is a large swath of farms and fields, with a few scattered settlements and usually one central marketplace, capital, or dale center. These centers are often but not always named after the Dale they are in, adding to the confusion as to what is a Dalelands territory. The Dales are not city-states, for their largest groupings of population rate as towns at best, nor are they true nations in the way of Cormyr, Sembia, or even the shattered



states of Damara. They occupy a grey middle-ground, and are nothing more, or less, than Dales.

The Dales are self-governed, but form a loose Council that meets each year at Midwinter in a different town of the Dales. This Dales Council is no stronger than the strength of its members, yet has been followed with (generally) good faith over the past hundred winters. At the best of times, the Dales Council is a group of tough-minded, independent argumentative individuals who would lay down their lives rather than see another Dalesman threatened.

A list of the members of the Dales Council and their rulers or representatives follows. No two dales have the exact same form of government, or even titles for their rulers. Several merely send a representative for the people of that dale, others have a hereditary or military leader; some pass from one adventuring bravo to another, and some, in the manner of Amn and more civilized states, hide the identity of their leaders behind a title. The Dales are list-

ed alphabetically, for any attempt to declare one Dale greater, larger, or more important than another is an invitation to an argument. Each Dale has its own individual entry.

Archendale

The Three Swords

Battledale

War Chancellor Ilmeth

Daggerdale

Varies; each year a different representative (called Councilman, Councilwoman, or Councilelf) is sent.

Deepingdale

Theremen Ulath, Lord of

Highmoon

Featherdale

Representative Kirshoff

Harrowdale

Seven Burghers of Harrowdale, led by Reindorf Sandbeard

High Dale

High Constable Irreph Mulmarr

Mistledale

High Councillor Haresk Malorn

Scardale

Occupied by other Dalelands

forces.

Shadowdale

Mourngrym, Lord of the Dale
Tasseldale

Elizzaria, Grand Mairshar
Teshendale

Elder Jaoth Hulnhurn (Teshendale was destroyed some forty winters ago, yet it remains listed as a member of the Dales Council, and a chair is set aside at each meeting for the missing Elder Jaoth).

Each dale has slightly different laws, customs, and military forms. Many rely on the work of charismatic heroes and adventuring companies for aid in times of trouble, and a large number of these individuals use the region as a base. This attraction to adventurers is further increased by the large number of pre-elvish ruins in the area, and the recent departure of the Moon Elves of the Elven Court for Evermeet, leaving the woods open.

The Dales have most recently been involved in a war with one of their own



members. The area of Scardale, under the command of Lashan Aumersair, launched a number of swift attacks, conquering a number of the surrounding Dales before a coalition of forces from the other Dales, Sembia, Cormyr, and Zhentil Keep crushed the invaders.

DAMARA (Dah-MARR-ah)

AT A GLANCE: Damara is a region north of Impiltur and east of the Moonsea, which consists of a large number of petty kingdoms and small rural communities similar to the Dales.

ELMINSTER'S NOTES: Until the most recent generation of men, Damara was a nation of the power and importance of Impiltur or Sembia. It maintained strong trade relations with other nations of the Moonsea and Inner Sea, and its trade banner and bloodstone trade bars were found throughout the Realms.

In recent memory, however, Damara was invaded by a force from Vaasa, its northern neighbor (see VAASA). The war between these two nations lasted for ten years, until the Witch-king of Vaasa defeated King Virdin of Damara at the Ford of Goliad, sweeping the last portions of organized resistance from its path and slaying the cream of the Damaran nobility.

The Vaasan invaders captured and still rule the northern portions of this realm, while the southern portions of what was once the Kingdom of Damara have been broken into small baronies and isolated, quarrelling communities. The distances between these communities have over the passing years grown less civilized and more dangerous.

The land of Damara today is cold, empty, and poor. With its once-proud cities sacked and its merchant class chased to more hospitable climes, there is little communication between the various baronies, and each remains distrustful of the others.

The people of Damara are similar to those of the Dales in appearance and attitude. It is though that the Damarans and Dalesmen spring from the same

western-wandering peoples.

The faiths of the Damarans are similar to those throughout the realms, though they pay special attention to Ilmater, god of endurance and suffering, and in particular venerate the memory of a long-dead patriarch of that faith, St. Sollers the Twice-Martyred. The symbol of this sect of Ilmater's faith is either the bloodstained rack or Soller's own symbol, the yellow rose.

GAME INFORMATION: When Damara was at its height, its merchants would use trade bars made of chalcedony, a deep-green stone, flecked with sparks of red jasper, which gave the gems the name bloodstones. These bloodstone trade bars were made in 25 gp measures, and the fact they were used in common trade reflected the huge amount of this stone that could be taken out of the Galena Mountains through scattered mines.

Such trade bars, marked with the crest of a Damaran noble house on one side and the year (in Damaran Reckoning) on the other, are rarely used in the Realms today, as most merchants recognize it as "cursed money," bringing on the user the same misfortunes as befell Damara. Hoards of bloodstone trade bars may be found in parts of the Realms, as part of more ancient treasures.

DARKHOLD

AT A GLANCE: The Darkhold is a high-spired keep of black stone that rises from a bare rocky spur on the side of the mountain known as "the Grey Watcher" (also called locally "the Grey Watcher of the Morning"). Small figures move along its battlements, giving an idea of the massive size of the Keep.

ELMINSTER'S NOTES: The stone of this ancient tower is not of local origin, and has been fused together in some unknown fashion into a single piece. Legend says that the tower was constructed by elementals commanded by a fell sorcerer in the waning day of

Netheril (See THE LONELY MOOR). It is also said that the sorcerer, now a lich, still inhabits the secret ways and chambers beneath the keep.

The keep itself can house at least a thousand men-at-arms, though its present garrison numbers less than half that. The tunnels and storage cairns lace the mountainside beneath the keep, and a number of escape tunnels have been bored through the living rock by various owners. The keep has belonged to a number of organizations, wizards, and companies, and was most recently a bandit-hold before being "appropriated" by its present owners.

The fortress of Darkhold is part of the Black Network of the Zhentarim, and is presently the westernmost established refuge of that organization and their allies. Patrols from Darkhold roam the Far Hills north to Yellow Snake Pass and Skull Gorge and South to Asbravn, often sparring with the Red Cloaks of Asbravn and the Corm Orp militia. Caravans controlled or guarded by Zhentarim forces make this place a regular stop when traveling to and from the Sword Coast, and representative of Darkhold can be found in merchant trains from northern Mirabar to southern Calimshan, and east to Zhentil Keep itself.

GAME INFORMATION: Darkhold is currently the base for 400 men-at-arms, under the command of two fifth level fighters from Zhentil Keep, Beldrar and Hlestin. The Keep commander is thought to be the 12th level mage, Sememmon of the Zhentarim.

A Darkhold patrols normally numbers 20 troops led by a second level fighter. They are normally dressed in banded mail, carry crossbows and long swords. Those within ten miles of the keep will be foot patrols, while those beyond that range will be mounted on medium horse, and in addition carry lances.

DEEPINGDALE

AT A GLANCE: Deepingdale is a wide, deeply carved valley blessed with an



abundance of game and timber. Like many Dale communities, it is scattered in many homesteads, but considers its "capital" to be the town of Highmoon at the head of the valley.

ELMINSTER'S NOTES: Deepingdale maintains excellent relationships with the elves of the area, and in these days of the Passing of the Elven Court, many individual elves and half-elves call this dale their home, and over half of the population is elvish or half-elvish. As a haven for wildlife, the inhabitants also count the druids and treants as friends as well.

Deepingdale's relationships with humans have been less than good, and in the past the region and Archendale have almost come to blows over small matters. For this reason, Deepingdale maintains a well-trained bow-force of elves as well as a well-drilled militia.

GAME INFORMATION: About half of Deepingdale's population (9000 or so total) are in the militia reserves, and have in their possession leather armor, sword, and spear. If a call goes out (a horn-call from High Moon relayed down the valley by special posts), the militia units will gather at predetermined spots before marching on the city.

In addition, Deepingdale maintains a company of 70 2nd level elvish fighters who are weapon specialists in long bow. These elves have remained despite the disbanding of the Elvish Court, and consider Deepingdale their home.

The ruler of Deepingdale is Thermen Ulath, Lord of Highmoon. Thermen is a half-elven fighter of 4th level.

DHEDLUK (DED-luke)

AT A GLANCE: Dhedluk is a small town of a hundred buildings surrounded by a wooden stockade with a single (known) gate, situated just north and west of the meeting of roads from Waymoot, Eveningstar, and Immersea, in the country of Cormyr.

ELMINSTER'S NOTES: Dhedluk is a small community in the heart of the

King's Forest (the forest is also called Cormyr's Woods by some). The famous adventurer, Thiombar the fighter, runs an inn, *The Blushing Maiden*, at the center of town. Thiombar is the appointed local lord of Dhedluk, and is said to "know everyone in Cormyr."

GAME INFORMATION: Thiombar, an 8th level fighter, is indeed a master of the skill of putting the correct people in touch with each other, and his inn is often a stopping point for those seeking a particular individual of certain skill or ability. There is a 50% chance that Thiombar knows of someone who might help a player-character, though his fee is usually no less than 200 gp per level of the individual he is helping or referring to (whichever is higher). Thiombar will *never* aid in situations where someone within the court is threatened, and in that case, will usually tip the authorities off.

Thiombar's attitude towards the position of Lord of Dhedluk is one of doing the crown a favor, and the retired fighter would be as happy just to hoist drinks. The crown, on the other hand, is pleased to have such a source of information at their disposal.

DRAGONS

AT A GLANCE: The most dangerous creatures of the Known Realms, a Dragon in full fury may level an entire city, and even one at play may destroy a party of brave knights. These creatures vary in size and capabilities, but are generally huge winged reptiles that can spit fire, acid, cold, or other fell creations.

ELMINSTER'S NOTES: Dragons in the earliest days were the rulers of Faerun between the Inner Sea and Sword Coast, and though they are now few and far between, their power remains great. With the coming of Elves and Men, the Dragons retreated to the north, yet on occasion, some giant of the race will come from the north or arouse itself from its decades-long sleep in some forgotten dale and terrorize

those it encounters.

A recent event gives the true idea of the power of the dragons. Two winters ago, many dragons of great size flew south and west from the glaciers beyond Thar, attacking many abodes of men. The damages from this single flight of less than a hundred dragons includes:

- The city of Phlan was smashed into smoking ruin and abandoned.
- At the Citadel of the Raven two of three attacking dragons, as well as over nine thousand warriors perished.
- Mighty Zhentil Keep was heavily damaged by dragons who raged through the streets like great scaled cats, ere they were slain.
- Shadowdale and parts of the Elven Woods were set ablaze. The dragon was slain by the Witch Sylune, though the battle claimed her life as well.
- Yulash was utterly destroyed; being reduced to shattered, scorched stone (it has since been rebuilt by Zhentil Keep).
- The largest worm of all attacked the city of Hillsfar, and was slain by the mages of the city; its vast bulk fell into the harbor and lay half-submerged for many nights, like some grotesque island, until the mages blasted and burned it away.
- A large dragon was slain over Arabel by catapults and archers, and crashed into the road east of its gates.
- The mages of Suzail's Royal Court, led by Vangerdahast drove away a great green dragon there by means of their arts. It flew south over the sea and was not seen again.

This sudden attack is widely held to be the work of the Cult of the Dragons, a mysterious group of men said to have devised strange magical arts that give them mastery over evil dragonkind. Other sages believe it to be some sort of ritual or cyclic behavior on the part of



evil dragons, rather than a concerted attack.

GAME INFORMATION: Individuals running characters in the Forgotten Realms are warned that the Dragons of the Forgotten Realms are more dangerous and deadly than those of most AD&D® game campaigns. The DM has further information on the care and feeding of dragons in his book.

DRAGONSPEAR CASTLE

AT A GLANCE: Dragonspear Castle is a sprawling ruin situated on a trio of low hillocks to the east of the Trade Way. It appears desolate and abandoned.

ELMINSTER'S NOTES: This vast, ruined sprawl of high walls and toppled spires visible from the Trade Way is little more than a hundred years of age. It was originally the home of Daeros Dragonspear, who built the stronghold at the height of his adventuring career. Daeros was slain some sixty winters ago in battle with the forces of the evil wizard Casalia. Dragonspear castle was soon afterwards beset by other evil spell-casters and brigands seeking to gold and treasure within. Daeros' company of skilled warriors repelled a number of these attacks, but in the end the entire company was slain or driven away, and the citadel was plundered.

The ruined fortress fell empty for a time, and thereafter served as temporary home to small groups of bandits or outcast mages. These would prosper for a few years raiding the caravans of the Trade Way until driven out themselves by mercenary companies from Waterdeep, or by Khelben and his colleagues-at-magery.

In recent years, some evil agent allied with the orcs, trolls, and bugbears of the High Moor succeeded in opening a gate to the Nine Hells within the castle. Strengthened by a growing army of devilkind, the combined forces of the High Moors tribes devastated the area from The Way Inn to Boarskyr Bridge, such that today that part of the Trade Way is not considered safe territory.

In the face of the Diabolic incursion, armies were raised in Waterdeep and elsewhere to clear the Trade Way and destroy the evil at Dragonspear. The attempt to empty the castle met with heavy resistance, and the battle continued for almost two years before the castle was again cleared. Most of the structure was burned in the process, leaving an empty shell on the moors.

The wreckage of Dragonspear Castle is considered desolate, though priests of Tempus have set up a small shrine within the castle walls, in hopes of keeping evil creatures from using it as a base again. Few inhabitants of the Sword Coast will camp near the Castle by choice, and rumors persist of excavations that predate Daeros' fortress, and of a still-operational gate.

DRUIDS

AT A GLANCE: A sub-grouping of clerics which tends to worship outside of the standard Temple-complexes are the druids, who wander the land, or are organized into loosely-affiliated "circles" throughout the Realms. These druid-circles tend to fill the same requirements as hierarchies within the clerical faiths, but are much smaller and there is still less definition about which activities fall under which headings.

ELMINSTER'S NOTES: In the northern Realms from the Sword Coast to Impiltur, druids in lightly settled areas have tended to gather in small groups, often with rangers and other allies, for mutual protection, defense of key areas or resources, and in order to accomplish their common goals more easily. These groups, usually consisting of a dozen or less druids and twenty or less others, vary widely in prominence and working relationships; in some, the druids live together in a woodland grove, and in others, they are widely scattered, with other group members serving as go-betweens; in some groups the druids and rangers deal as equals; and in others the druids are revered by the others who work with them. The

groups are known as "Circles;" the term serves to illustrate the unending cycles of natural processes, and to emphasize that no one creature is intrinsically superior to another.

In the Dalelands, recent warfare has destroyed that last two known and long-established circles; the Circle of Shadowdale and the Battledale Seven, although a few individuals from each of the groups have survived. The Circle of Shadowdale's one-time roster is given with the census of Shadowdale. In numbers and power, it is typical of these groups. Many circles still exist elsewhere in the Realms, in wooded areas, and these may be of great local importance, often working with non-human woodland beings to maintain wilderness areas and keep the peace in their territories.

In the Realms at large, these circles make up a network of communication and aid among those who venerate Chauntea and similar Powers. In general, the Druids of the realms seek balance between man and nature, at the expense of neither.

The druids, while relatively weak in the Dalelands at the moment, have several major areas of power, including the Border Forest, the forest of Guthmere, and in particular the Moonshae Isles. In the last, the druids are worshipers of a possible aspect of Chauntea known as the Earthmother, and are the native faith in the area. The conflict between these druids and the faiths of the invading settlers is more extreme than in normally found in the realms, but is as much the result of the conflicting cultures on those islands as on differences in faith.

GAME INFORMATION: Druids of the same circle may worship different deities, though in general, druids of the same circle tend to worship the same god. Common Powers venerated by the Druids are Eldath, Silvanus, Chauntea (in places) and the Elemental Lords, in particular Grumbar and Kossuth (earth and flame, respectively).

Player-character druids do not begin



the game as members of a Circle, but may form such circles if they find other druids and either accept them or are accepted into their ranks.

Great and Grand Druids are singular beings, and there is only a single such individual for a five-hundred-mile area about the abode of such an individual. Each is entrusted to the organization and protection of the Circles and other druidic shrines within that domain. The precise borders of a Great Druid's domain are nebulous at best.

On location of high-level druids: When a druid reaches sufficient level to challenge another druid of his or her position, a sign will be sent by the Power the druid worships indicating the location of the druid sought, unless the first druid knows the second druid's location already.

DURLAG'S TOWER

AT A GLANCE: South of the Wood of Sharp Teeth a plug of hard rock juts from the plains. Atop this pinnacle is a single, massive tower. It is in good repair, but seems unoccupied.

ELMINSTER'S NOTES: This local landmark is the isolated keep of a dwarven hero of old. Durlag "Trollkiller," son of Bolhur, massed treasure in legendary proportions and stored it here and in a few other choice locations. This treasure was protected by all manner of magical wards and mechanical traps, the latter of his own devising.

The tower itself, built entirely of volcanic stone and in fair condition given the amount of time and neglect involved, lies atop a volcanic plug that dominates the surrounding lands. Durlag, aided by hired dwarves, is said to have hollowed out the mountain for the rock that made up his tower, and used the space created to hide further treasure. Durlag is now long dead, and many have come seeking his treasure over the decades, with varying degrees of success. Within the last twoscore of years, a new power of fell majesty has taken up residence within the remains of the tower, and uses the defenses cre-

ated by Durlag to keep both itself and the treasure safe.

DWARVES AND THE SHARDS OF THE DWARVEN KINGDOMS

AT A GLANCE: The Dwarves of the Forgotten Realms are a short, stocky people who seem to be a part of the earth itself, ranging in shade and hue from a rich earth-red to a granite-stone grey. Dour and with a strong distrust towards magic beyond that which a magical axe can lend, they tend to be a withdrawn, sullen people.

ELMINSTER'S NOTES: Like the elves, the Dwarves are a people whose numbers have been dwindling. In their case, the overall population has been declining since the days when the dragons controlled the lands of Cormyr, and the Sunrise Mountains still spouted flames and steam.

The reason for this decline is twofold: For ages the Dwarves have engaged in wars bordering on the genocidal, fighting against other races, such as orcs and goblins, who sought out the same caverns and mines the dwarves considered their homes. In those ancient days a live orc was competition both for treasure and for living space, and dwarven armies fought and died to protect and expand their realms. Unlike the goblin races, however, the Dwarves were slow to recover their losses, and in time their numbers have diminished so that in another millennium the Dwarf may join the Duergahydra in extinction in the Realms.

This sense of racial loss hits Dwarves deeply, and they tend to be melancholy and defeatist, yet just as often throwing themselves into their work, be it crafting blades or seeking adventure. The last vocation is quite popular with the few younger Dwarves of the Realms, as the thinking is that if Fate has dealt a poor hand to the race, the best one can do is perform great deeds, so that the race is remembered in wondrous tales if not children.

As an additional sense of their loss

and danger as a race, most Dwarves remain secretive about their homelands, and the small kingdoms of the Dwarves are known about only in a general fashion. For example, the Dwarves of the Far Hills travel to Easting for trade, yet no one knows if they are one community or several, and how they are ruled. More common are those dwarves who identify their home as some long-abandoned or enemy-occupied hold, such as the Dwarves that were of Hammer Hall, or the Iron House, who had been driven out of the Mines of Tethyamar.

Another type of Dwarf that has been on the increase is the Dwarf that seeks the company of men in its towns and





cities. Most adventuring Dwarves come from this background, and are conversant in human styles and customs without abandoning their own heritage. It has been hazarded (but not voiced around Dwarves) that the beings enjoy being around other creatures more short-lived than they.

Dwarves come in a wide variety of hair, skin, and eye colors, regardless of their origin. The "sub-races" of hill, mountain, and city Dwarves are fairly artificial, and more a matter of taste, closer to those humans who like the sea and those who prefer the high country. Both Dwarvish males and females have beards, though the females usually (but not always) shave.

Dwarves remain deeply tied to their roots and their sense of family and nobility. Dwarven nobles have declined in number with their race, and so are treated with respect by all, despite any long-running feuds that may develop between the Dwarvish kings.

Finally, deep beneath the surface of the Earth dwell a race of twisted Dwarf-like creatures called the Duergar. Surface world Dwarves view these creatures with a hatred that exceeds that of the elves for the drow.

As the race of dwarves dwindles in the North, there is talk of a great dwarvish kingdom far to the south, beyond the Vilhon Reach. A mighty chasm greater than Cormyr in size is supposedly rent in the ground, and located on the rim of that chasm are the towers of the city of Eartheart, and within the walls of that chasm are carved the huge Dwarven nation of Underholme. These southern Dwarves are said to be very different than their northern cousins; prouder, more haughty, and more energetic.

GAME INFORMATION: Most but not all adventuring Dwarves tend to be young and natives to Dwarven communities in or near human communities, and this contact overcomes the natural dwarven insularity. A Dwarven player-character seeking a purely-Dwarven background may select one from the

Dwarven communities mentioned in this book.

Player-character dwarves are not required to act in the manner detailed above. The above comments apply to the majority of the race, and in every race, even a dying one, there are individuals who go beyond standard restrictions.

EASTING

AT A GLANCE: Situated east of Iriaebor, the town of Easting is a small community of less than 40 buildings within the town proper.

ELMINSTER'S NOTES: Easting is a small town east of Iriaebor (hence its name), and typical of such small communities. Three things set it apart from other similar communities:

Easting's small size and location near the Far Hills make it a meeting spot for dwarven merchants working out of hidden delves in the Far Hills. Their smithy-work is above the human average, and individuals wishing to contact such craftsmen or dwarven communities usually start in Easting.

Easting is the home of Rulthaven the sage, whose area of expertise lies in the study of plants and their uses, including herbs and poisons. Rulthaven is a "true" neutral, and is frequented both by clerics of good and representatives of Darkhold.

Finally, *Easting is the home of at least four noted horse-breeders*, whose stables do a brisk trade in remounting travelers journey from the Sword Coast to the Inner Sea. Their prices remain competitive.

ELTUREL (ELL-tur-ELL)

AT A GLANCE: Situated on a bluff overlooking the River Chionthar, Elturel is divided between a lower city, called The Dock District, and an upper city, called the High District. In size and general capabilities it is similar to its rival, Scornubel, upriver.

ELMINSTER'S NOTES: This agricultural and trade center is known for its strong, well-equipped mounted troops, "the HellRiders," who patrol and provide caravan escort from Waterdeep to Iriaebor.

GAME INFORMATION: The HellRiders are a closeknit organization that are extremely loyal to their leaders and to each other, and take their name from the story that a company of Riders had in the past ridden into Avernus, first of the layers of the Nine Hells. The Hellriders are of levels 1-6, usually fighters, with a mixture of clerics thrown in, and led by Marshal of 6th level. They ride in plate mail of crimson and white, marked with an upturned crescent. One-tenth of all the earnings of the HellRiders go to the coffers of Elturel.

Elturel is governed by High Rider Lord Dhelt, former leader of the HellRiders. Elturel is a 12th level cavalier, and shares the protective nature of his men. Bold, proud, and ruthless, he has been seeking ways to unseat Scornubel as the major trading town on the Trade Way between Waterdeep and Iriaebor.

ELVES AND THE ELVEN NATIONS

AT A GLANCE: The Elves are one of the major races of the Forgotten Realms, and ruled large sections after the time of the Dragons and before the coming of men. Now the majority of these long-lived beings have retreated from the onslaught of mankind, seeking quieter forests, and their numbers in the Realms are a fraction of those even a thousand years ago.

ELMINSTER'S NOTES: The Elves of the Forgotten Realms are of human height, but much more slender. Their fingers and hands are half-again as long as men, and delicately tapered, and their bones are light and surprisingly sturdy. Elven faces are thinner and more serene, and Elven ears, as ears in half a hundred Known Worlds, are pointed.

There are five known Elven sub-races in the Forgotten Realms, and four of



them live in relative harmony. Cross-breeding is possible between the sub-races, but in the case of the Elves, the child will either take after the male or female parent's race (there are no drow/moon Elf mongrels, and the child of such an unlikely union would either have all the traits of a dark Elf, or of a moon Elf).

The sub-races are:

Gold Elves are also called sunrise Elves or high Elves, and have bronze skins and hair of copper, black, or blonde. Their eyes are golden, silver, or black. Gold Elves tend to be recognized as the most civilized of the elven sub-races and the most aloof from mankind. The majority of the native Elves of Evermeet are gold elves, though they are led by a moon Elf royal family (see EVERMEET).

Moon Elves are also called silver or grey Elves, and are much paler, with faces of bleached white tinged with blue. Moon Elves usually have hair of silver-white, black, or blue, though all reported colors normally found in men and Elves may be found in this race. Their eyes are blue, or green, and have gold flecks. They tend to tolerate men the most of the Elven sub-races, and the majority of adventuring elves and half-Elves are of moon elf heritage.

Wild Elves are called green Elves, forest Elves, and wood Elves, and are reclusive and distrusting of non-Elves, in particular humankind. Wild Elves of the Forgotten Realms tend to be copperish in hue, with tinctures of green, their hair tends towards browns, and blacks with occasional blondes and copper-colored natives, and their eyes green, brown, or hazel. They tend to be the least organized of the Elven peoples, and while there is no Elven nation made up entirely of wild Elves, there are wild Elves in every other elven nation and on Evermeet.

Sea Elves, also called water Elves, are further divided into two further divisions: those of the Great Sea (including all salt-water domains such as the Shining Sea and Sea of Swords), and those of the Sea of Fallen Stars. Great Sea Elves

are radiant in different shades of deep greens, with irregular patches of brown striped through their bodies. Fallen Star Sea Elves are various shades of blue, with white patches and stripes. Both have the full variety of eye and hair color found in all the Elven peoples, and have webbed feet and hands, and the ability to breathe water.

Dark Elves, also called drow or night Elves, are the most sinister and evil of the Elven race, as if this sub-race seems to balance the tranquility and goodness of their cousins with unrepentant maliciousness and evil. Drow have black skin that resembles nothing so much as polished obsidian, and eyes and hair of stark white. The variation of the other Elven sub-races is missing here. Most of this fell race have been driven under, and are shunned by the other Elven sub-races.

The Elves call their own race Tel'Quessir, which translates as "the People." Strangers, in particular non-Elven strangers, are generally placed under the category "N'Tel'Quess," or "Not-People." Most Elves treat the not-people with respect and politeness, as a host would a stumbling child, though the drow fiercely enslave any who are not of their race, and consider the other Elven subraces "N'Tel'Quess."

The Elves are generally ruled by noble houses, which have held control of their nations for generations (and given the nature and long life of Elves, the rule of a wise king may exceed the history of a human nation). The Elven rule is autocratic and absolute, and it is the theology and philosophy of these elves which prevent abuse of such complete power. The monarchs of the Elven Court make pronouncements rarely, preferring to remain outside the normal course of their subjects' lives. Once such a decision is made, whether to declare war or retreat to Evermeet, it is followed by the bulk of the population.

The oddest phenomenon of Elvish life (to human observers) is the Retreat, which is viewed as a lemming-like drive to sail beyond the sea. In the case of the Elves of the Forgotten Realms, the reason

is not some biological drive, but rather the decision of the leaders of the Elven nations to withdraw to less hostile lands. Such a decision is made after years (many generations) of thought and meditation, and once made, is irrevocable. In the case of the recently-voided Elven Court, the decision to retreat was made some 500 years after deliberation began, so that while for humans the disappearance of the Elven Court is regarded as a sudden vacuum in the heart of the Realms, for the Elven Court itself it was as inevitable (and as important) as a merchant moving his shop further down the street to increase the distance from a competitor.

The Elves in retreat always make for Evermeet, and there whatever nobles led the retreat swear their fealty to Queen Amlaruil, who is that domain's monarch. Long ago the Elven nation of Evermeet made the decision to fight those men who came to her shores, and as a result is both the strongest power of the sea, and a haven of the other Elves in retreat.

Those Elves on the Sword Coast and with easy access to the sea make the passage to Evermeet by boat, protected by the Navy of the Queen. How those further inland cross is not known, for none see their passage out of the world of men. The everyday Elven folk know not the method, for after they retired one evening, their leaders and mages worked great spells or appeased the gods, for they awoke in their new homes.

The former Elven nations of the Realms include Illefarn, where Waterdeep now rises from the seacoast; Askaver, which is now called the Wood of Sharp Teeth; and the Elven Court, which once ruled Cormanthyr, the forest country that ran from Cormyr to the Moonsea. Current Elven nations include Evermeet in its seaward seclusion and Evereska, which has just set up a colony in the Greycloak Hills. In addition, there are scattered groups of Elves found throughout the realms, including wild Elves, groups without noble rulers, the dark Elves, those who have found Evermeet not to their tastes and



departed, and adventurers.

GAME INFORMATION: The Elves are in retreat in the North, but this *does not* preclude the play of Elven characters. Such Elves are adventurers, and as such exempt from the dictates of their noble rulers. These Elves will be aware that the nobles of their race may move their nations away from humanity (some say by stopping time itself), but not the method.

Elven player-characters are usually moon Elves, though there are wild and gold Elves as well. Play of sea Elves and dark Elves is not recommended, save by agreement with the DM.

ESPAR

AT A GLANCE: Situated in the rich farmland north of Waymoot, Espar is a scattering of six score of stone buildings without central plan or defense.

ELMINSTER'S NOTES: Espar is a quiet Cormyrian farming town, whose local smithy is reknowned for its swords.

GAME INFORMATION: Espar's lord is Hezom, a 9th level cleric of Helm on leave from his church to fill this position for the crown.

ESSEMBRA (Ess-SEM-brah)—see BATTLEDALÉ

EVENINGSTAR

AT A GLANCE: Eveningstar is an unfortified town of fifty or so main structures, situated where the main road crosses the Starwater, in Cormyr.

ELMINSTER'S NOTES: Eveningstar is a crossroads village, and home to skilled craftsmen who produce wine, parchment, and wool for the weavers in Suzail and Daerlun. Eveningstar is a market for the small but good farms in the vicinity, with a good inn, *The Lonesome Tankard*.

GAME INFORMATION: Eveningstar's lord is Tessaril Winter, a 10th level fighter who is both quick and efficient in her duties to the crown.

EVERESKA (Eh-ver-EH-ska)

AT A GLANCE: Evereska is a rich and fabled valley nestled in unbreachable mountains, tucked against the borders of Anauroch. It is one of the last of the Elven Nations in the north.

ELMINSTER'S NOTES: With the Elven Court deserted and its inhabitants passing out of the Realms, Evereska is the last large concentration of silver elves in the North, possibly in the Realms themselves.

Evereska (which means "fortress home" in the elvish tongue) is a high valley surrounded by mountains, its only entrances either well-guarded and difficult ascents, or secretive tunnels known to few. All good elven folk are welcome to this vale, and elven lore and wisdom are held in high esteem and cherished down through the centuries.

This vale has been a refuge of the elven peoples for over seven thousand years, and has never fallen to any outside attack. It is said to be guarded by the Greater Power Corellon Larethian himself, when that Power is in the Forgotten Realms. Several times in its long history, the mountain fortress has been attacked by goblins and orc armies, but these armies have been eradicated by screaming magical bolts from the sky.

GAME INFORMATION: The High Valley of Evereska is removed from the common world by its altitude, and this may be why this region remains strongly elvish while most of the rest of the Elven Nations have gone into retreat. Constant guards and watchposts lace the mountains surrounding the domain, so that travelers seeking Evereska are usually discovered by the elvish watchmen first, before they get within five miles of the vale.

Those who seek to fly above the range have a similar problem, for the elves of Evereska maintain several wings of giant eagles, which are used as mounts for the slenderer members of the race. Those who seek to enter by magic (from another plane, or by *teleport*) will find all such magical methods



Elf



foiled (perhaps some gift from Corellon).

The best method of entering Evereska is as an elf or in the company of elves, in an open and honest method. Of the vale itself, its resources are rich and abundant, dwarfing the meager resource of the wastes beyond its mountain walls. Temples of all the elvish deities may be found within, with Patriarchs of superior-level, as well as a "college" of elven and select half-elven mages who make their specialty the Ethereal and Astral Planes.

EVERMEET

AT A GLANCE: Evermeet is a large island several thousand miles to the west of the Moonshae Isles, and of similar size to those islands. Despite its great distance, the island of Evermeet is well-known to most of the knowledgeable of the Realms as the final home of the Elven Nations.

ELMINSTER'S NOTES: Evermeet is the island kingdom of the elves, which lies west across the stormy seas, beyond the lands of men. It is a happy realm, of deep, wondrous forests and much laughter, where the golden elves, under the leadership of Moon Elven Royal House, live in rich splendor. The art, the music, the magical research: all are far above what is seen elsewhere, even in Waterdeep the Splendid. All elves save the Drow and half-elven are welcome there, and many sea-elves live in the surrounding waters.

To guard this wondrous realm against men, particularly the aggressive raiders from Ruathym and the Pirate Isles, Evermeet has the mightiest navy of this hemisphere, the most numerous and well-armed in the known Realms. Based in the fortress of Sumbrar, with smaller outposts at Elion and Nimlith, the vessels of Evermeet's fleets patrol from the Wave Rocks to the Gull Rocks and "the Teeth," in a wide circle of ocean.

Boats are built and repaired at Siiluth and call at only a few ports in the lands of men: Eskember, the Moonshae Isles, Neverwinter, and Waterdeep. In the

past, the ships of Evermeet have fought many battles with Ruathym, the reavers of the Nelanthir *Pirate Isles*, and Calimshan, hurling back all attempts to seize the island or its treasures.

Many of the Elven Nations from the Realms have sought safe haven in Evermeet, and this navy has aided in ensuring those nations which made their home on the Sword Coast safe passage to the island. How Elven Nations far inland have made their way to Evermeet has not yet been revealed, for while the Elven Court has vanished from Cormanthor, there was no record of mass migration of the elves.

GAME INFORMATION: The Realm of Evermeet is ruled by a royal house of moon elves, and the royal family includes six princes and seven princesses, all masters of the various permitted classes of fighter, cleric, and mage. The nation is ruled by Queen Amlaruil, who has ruled alone since the death of her husband King Zaor thirty winters ago.

Elvish ships come in two types; fast, light catamarans and larger, more conventional warships. The former is often carried by the latter to be sent out as messengers or scouts, but both are armed and their crews of the finest quality.

An Evermeet catamaran/scout is a double-hulled ship with three main sails, having the following statistics:

Hull Value: 5-8

Length: 30'

Width: 5 feet per hull, overall 5-10 feet

Speed, Normal Sail: 7 mph

Maximum Sail: 10 mph

Normal Oar: 1 mph

Max Oar: 1½ mph

Armaments: Small ballistae at each bow

Crew of 10, usually includes a spell-caster

Evermeet warship: as for standard warship, though their design permits reaching normal speed in six rounds as opposed to one turn. Armament varies, but includes several ballistae, a cata-

pult, and facilities to propel Greek fire at a range of 240 yards (the last is a secret mixture of the royal house). An elvish warship can have a crew of 80-100 men, led by captains and officers who are dual-classed (fighter/magic-user or fighter/cleric). In addition, warships carry 10-40 marines (see below).

Elvish warships usually travel in threes, and carry three catamarans each. They will attack and sink ships which they encounter beyond the Wave Rocks, those which attack elvish merchantmen or refugees, or those of elvish make which are manner by non-elves. In addition, most elvish warships carry contingents of sea elf marines which may scuttle the opposition from below, or board its enemies.

ELVERSULT (EL-ver-suhlt)

AT A GLANCE: Elversult is a small trading community located where the Overmoor Trail meets the Trader's Road, in the lands South of Cormyr. It is a common place for shipments heading for Cormyr to be separated from those heading west for the Sword Coast. From Elversult such packages are routed either along the winding road north to High Horn, or to the lake ports of Ilipur and Pros.

FEATHERDALE

AT A GLANCE: This dale is not physically a dale at all, but rather the fertile banks of the river Ashaba, from Blackfeather Bridge to Feather Falls. Its rolling farmlands produce much of the staple food of the dales.

ELMINSTER'S NOTES: Featherdale has no ruler and no army, and is still recovering from its brief sojourn under the thumb of Scardale. Its farmers are at heart independent of outsiders and self-sufficient, going to Tasseldale for "city" goods. The Dale sends a freely elected representative to the Council, and that representative has a seven-year term. The current representative is the second in the line of Kirshoff to serve in that capacity in the past generation.



FIELDS OF THE DEAD

AT A GLANCE: These open, rolling lands between the Winding Water and the River Chionthar are an area of head farming, and, along the banks of Chionthar, crops.

ELMINSTER'S NOTES: Despite the peaceful appearances, it was no less than 500 winters ago this region was a favorite battleground for those interests contesting control of the lands north of Calimshan (this was before the founding of Amn). With continual bloodshed over centuries of war-seasons, the land was littered with the cairns of the dead and the booty of the fallen. Even today, bones litter the field and plows turn up skeletons in rusting armor, or the occasional magic blade or metal tubes containing a scroll or treasure map.

FIGHTERS

AT A GLANCE: The good sword-arm of the Realms are those individuals trained in the use of weaponry and tactics, and they may be found, in various forms, throughout the Realms.

ELMINSTER'S NOTES: The services of trained fighters, warriors, rangers, and barbarians are in constant demand in the Forgotten Realms, owing to the large number of hostile creatures (including men) to be found in the world.

Fighters and their sub-groupings tend to gravitate to certain positions and responsibilities, including:

- Local Militias, including police patrols, sentries, watchmen, and in times of hostilities as foot troops in battle. Such positions are usually low-paying and hold little status, as in the battlefield such troops are often used to soften enemy attacks with "acceptable losses."
- Mercenary Companies which engage in fighting for a price. These pay better, but have the disadvantage that local rulers/employers usually give the Mercenary Com-

panies the most difficult positions or tasks, as they have earned it.

- Trade Guards have the advantage of good benefits and travel with the disadvantage that the fighter must fight not only to protect his own life but the property of others. Some of the smaller traders offer high wages but deduct any losses from those wages.
- Raiders are the other side of the coin, and include acts of banditry and piracy. The disadvantage of this life-style is that the fighter does not normally operate in civilized areas and may be hunted down by more law-abiding groups.
- Bodyguards and other protection opportunities offer low pay at relatively little risk.
- Leadership possibilities are available at high level for fighter-types, as their abilities are generally understood by the populace (as opposed to magic-users and clerics) allowing a measure of trust.
- Adventuring Companies offer the highest return in advancement and moneys, as well as allowing the warrior a great degree of independence. The disadvantage of these operations is the great deal of personal risk the fighter is placed in and the essential need of cooperation with others.
- Gladiators and professional fighters are a rare occurrence in the North, though some debauched regions do set up such matches, usually between slaves or prisoners against monsters. The older realms to the south, including Amn, Calimshan, and Unther, have established gladiatorial guilds.

GAME INFORMATION: Fighters may be found in every part of the Realms, though the tools of their trades vary according to area and wealth.

All the weapons and armor listed in *Player's Handbook* and *Unearthed Arcana* are available in "the North"—the region of the Forgotten Realms detailed in the enclosed maps. Those

weapons which cost more than 50 gp and armor costing more than 500 gp can only be readily found in cities, or in those towns that have smiths of sufficient ability to make armor.

Further information on the role of the fighter in the Realms is delineated in the *DM's Sourcebook of the Realms*.

THE FORGOTTEN FOREST

AT A GLANCE: This forest is a rich, mature woods filled with oak, walnut, and shadowtop trees. The foliage is thick so that the interior is cast in deep shadow.

ELMINSTER'S NOTES: This forest is the remains of a larger wood that has diminished over the years with the spread of Anauroch. It is a mysterious, deeply overgrown wood of huge trees, and travelers who have skirted its edges have reported seeing sprites, korred, and unicorns within its depth. The Forgotten Forest is said to have the largest population of treants in The North, ruled by one known as Fuorn. In addition to the treants, the Heiropphant Druid Pheszeltan makes his home somewhere in the depths of this land. Travelers through the forest is discouraged, and those in the area are highly encouraged to build their fires only using wood from deadfalls.

GAME INFORMATION: Fuorn has abilities as a treant of double the largest hit die (24), and inflicts 5-30 points of damage on a blow.

Pheszeltan is a 16th level druid who makes his home in the forest, but often wanders, up to 300 miles away, in examining the land and its inhabitants. Using his abilities to alter his appearance, Pheszeltan can sometimes be found in cities mixing with the people.

GLACIER OF THE WHITE WORM

AT A GLANCE: The Glacier of the White Worm is a single, isolated river of ice located some 400 miles south of the Great Glacier itself, weaving among the



highest peaks of the Earthspur Mountains. It flows off a high cliff east of Mulmaster into the Moonsea on one side, and into Lake Icecrown on the other.

ELMINSTER'S NOTES: This glacier is home to a wide variety of polar creatures, giving rise to the idea that it was once a part of the larger sheet of ice to the north. It is farther south than even its altitude would justify, and some dweomerwork may be involved. The area takes its name from the pale albino remorhazes that inhabit the region.

GLISTER

AT A GLANCE: Glister is a small town situated at the gateway between Thar

and Vaasa. Well-defended by hills on three sides, the community is a rough-and-ready trading post, willing to deal with ogre tribesmen and nomads as well as traders from the Moonsea.

THE GOBLIN RACES

AT A GLANCE: The Goblin Races include all creatures such as Kobolds, Goblins, Orcs, and Hobgoblins. Some sages extend the definition to Ogres, Bugbears, Trolls, and Half-orcs. In general, these are uncivilized bands of sentient creatures that prey on other beings, raiding and pillaging when they can, stealing quietly when they can't.

ELMINSTER'S NOTES: The Goblin Races have existed in the Realms as long as the elves, for elvish histories have mention of the various creatures as brutish invaders harassing the borders of their realms. The Goblin Races were involved in race-killing wars with dwarves over their mountain peaks, and with men over the lowlands. Usually the Goblin Races have been repulsed or crushed, but there are many dwarven halls in Orcish hands.

The Goblin Races are generally under-organized and under-equipped, and would have been wiped out several times over were it not for a rapid breeding cycle and a high self-preservation instinct. Faced with overwhelming odds, most Goblin Races will waver and retreat, and for this the tag "cowardly" is usually added to their other names.

The Goblin Races tend to be cruel, evil, and malicious, aping mankind in dress and title, but with a slant towards harm as opposed to help. The greatest Orcish citadels of the Desertmouth Mountains have are governed by a King and Royal Court in a rough travesty of Cormyr. Similarly, those Goblins living beyond the range of the Lords of Waterdeep tend to have lords who rule from disguise in the manner of the Lords of Waterdeep.

There are members of this race, including some Half-orcs, that brave the well-deserved hostile attitude of the rest of the world in order to seek to

make an honest or good living, but these are exceptions to the general character of these savage creatures.

GNOMES

AT A GLANCE: The Gnomes are a small, friendly race of humanoid creatures common in most regions of the realms. They are smaller and less-stocky than dwarves, and are thought distant relatives (though only Gnomish men have beards).

ELMINSTER'S NOTES: The faces of Gnomes, regardless of age, are lined with centuries of smiles and frowns, so it appears that these creatures are carved from wood. Their natural coloring, from light ash and maple to that of varnished and buffed oak increases the tendency to think of Gnomes as a woods-folk, when they are thought of at all.

The Gnomes are called the Forgotten Folk of the Forgotten Realms, for despite the fact they seem an everyday sight in major cities, and have good-sized communities of their own, they seem unbothered by the world and similarly only rarely become involved with it. Gnomes have no history beyond the memory of the eldest clan-member and the songs of legend. They have never developed their own written tongue, rather acquiring the languages around them for everyday use. Unlike the elves they have no millennial heritage and unlike the dwarves no deathknell tomorrow. As a result, they tend to take life as it comes, one day at a time.

Gnomes are among the most common-sense beings of a world filled with all manner of magical things. Their natural tendency towards illusion-craft, instead of making them more crafty, has given them a wisdom to look beyond the fancy trappings of speech and appearance to find out what is really there. Gnomes value their families first, then whatever other relatives they encounter, then other gnomes, then the world, in that order.

GAME INFORMATION: The above





description is for Gnomes in general, and need not apply to individual player-characters as a law that "ALL GNOMES ARE WISE." Individuals vary within a race, and it is as possible to find an impulsive Gnome as it is to find a trustworthy halfling.

GREYCLOAK HILLS

AT A GLANCE: These hills are high, rolling ridges of earth covered by weedy grasses and occasional patches of small trees.

ELMINSTER'S NOTES: The Greycloaks are a small group of high, isolated hills, north of Evereska, and are considered an outpost of that elven homeland, settled less than thirty years ago by a contingent of elves and half-elves.

The normal grey garb of these elvish settlers is what has given the hills their current name. They were previously referred to as the Tomb Hills, for the region held (and still contains) the final resting places of long-dead warrior-kings, and was (but is no longer) haunted by banshees. Adventuring companies up to a few decades ago made forays into the area to loot these old tombs, but with the current settlement of elves under The Evereska Charter, such activities have ceased (or at least become more discreet).

The elves and half-elves of the Greycloaks are of silver blood, though there are a few wild (copper) elves among them. They are friendly with the group known as the Harpers, but wary of the Zhentarim and their allies, and extended patrols from Darkhold have been spotted in the area.

The elves of the Greycloak Hills are said to make musical instruments for trade with men, though they work quietly through certain merchants in the town of Hill's Edge to the south. The settlement is said to be ruled by an elven Lord (7th level fighter/ 11th level magic-user) named Erlan Duirsar, who is said by the women of Hill's Edge to be both very tall and handsome.

The reason for the Greycloak settlement is unknown, and puzzling consid-

ering the general withdrawal of the Elven Peoples from the Realms. Only the ruling elves know the full reasons, but it has surmised that there is *something* in the Greycloaks that the elves of Evereska wish not to fall into the hands of others.

HALFAXE TRAIL

AT A GLANCE: Halfaxe Trail is an overgrown footpath which runs through the heart of the Elven Woods, from Harrowdale to the road running from Hillsfar to the Standing Stone.

ELMINSTER'S NOTES: An early Lord of Harrowdale, in the days of the Black-sails (pirates), grew weary of losing trade outside his harbors, and resolved to strengthen the importance and wealth of his dale by linking up with the overland road from Moonsea south to Cormyr and the Inner Sea. His chief obstacle in this goal was the Elven-woods.

Despite the elves' claim, the Lord, Halvan the Dark, hired a dwarven engineer, Durl Halfaxe, to cut him a road to the trade road. Halfaxe Trail was the work of the dwarf and an army of men; they burned and cut a mile-wide slash through the trees to guard against elven ambushes. The elves raised an army, but were overmatched by men's weapons and stronger magic, and the Trail was put through.

Greedily, Halfaxe commanded his men to cut on, into the forest west of the road where he knew the ruins of Myth Drannor lay. There he foresaw unearthing riches to keep him all his days. There the elves raised up old and powerful magic slumbering in the ruins and slew the engineer utterly. Not a man or dwarf returned to the party, nor were there bodies to send back.

The Trail has since grown in until it is but a footpath, close-guarded by the elves; none pass save by their will. It is surprisingly well-used, for the elves are wise traders and not unfriendly to men. Whether the trail remains open in these days following the disappearance of the Elven Court remains to be seen.

THE HALF-ELVEN PEOPLES

AT A GLANCE: Half-elves are a mixture of man and elf, and occupy the middle ground between the two. They are stockier than elves and lack the pointed ears, though they still have slender and finely-chiseled facial-features of the elven faces. It is possible for a Half-elf to "pass" as man or elf for brief periods, but usually such duplicity is discovered.

ELMINSTER'S NOTES: Half-elves are not a true race, but rather the product of the union of man and elf, and as such have no national or racial heritage other than that of the area they have been brought up in. A Half-elf that had been raised in the Elven Court thinks like an elf; one from Aglarond thinks as a man, for the elven people have been long bred into the general population.

Half-elves appear as men, tending to be slenderer than most but not matching the thinness of the elves themselves. Half-elves tend to take on some of the features of their Elvish sub-race:

- Moon Half-elves tend to be pale with just a touch of blue around the ears and at the chin.
- Gold Half-elves tend to be bronzed of skin.
- Wild Half-elves are very rare and tend to have bronzed skin touched with green.
- Sea Half-elves tend to be a blend of the fleshtones of human and elven parent. A child of a Lantan merchant and a Great Sea Elf will appear a like green.
- Drow Half-elves are very rare and tend to be dusky-colored with white hair.

Half-elves may mate and breed, but will always produce the offspring of the other parent (a Half-elf/elf pairing will produce elven children, while a Half-elf/human pairing will result in human children). Second generation Half-elves only result if two Half-elves marry (as is the case in Aglarond).

GAME INFORMATION: Half-elf player-characters have the limitations and advantages as set down for the Half-elf



Goblinoid

in the *Players Handbook* and *DMG*, regardless of the sub-race of the elven parent. A drow Half-elf, in other words, would *not* gain all the drowish abilities, and would be considered N'Tel'Quiss by his people as well.

HALFLINGS

AT A GLANCE: Halflings are the smallest of the major races, and to see their communities outside some major (and minor) cities, the most numerous (and growing). They tend to resemble small street urchins, wise beyond their years. The Halfling of the *Forgotten Realms* have a light covering of hairy down all over their bodies, which is most noticeable on the backs of their hands and tops of their bare feet. Often their faces are bare, though there are more than a few full-bearded halflings as well.

ELMINSTER'S NOTES: The Halfling people have a saying: "First there were Dragons, then Dwarves, then Elves, then Men. Then it's our turn!" This attitude that all will turn out to their benefit (and be served up to them on a silver platter) is typical of the Halfling mindset; cocksure, confident, and with more than a streak of larceny.

A Halfling's appearance, similar to that of a small human child, belies the fact that this is a race with the same basic needs as any other. They live in many of the same areas as mankind, and may be considered a competitor. Yet as opposed to being hostile, Halflings have a smug, far-sighted attitude that these lumbering giants will eventually leave, destroy themselves, or give themselves up, and that which remains will be theirs.

This is not to say that halflings as a race or individuals are evil, for they would do nothing to harm another unless harm had been inflicted on them. But the tendency to take advantage is strong. Many a human thieves' guild has as its master-thief a small child-like creature who can sneak into and out of areas that larger folk cannot manage.

Halflings are delighted by the concept

of money, which they consider a human invention which redeems the race. They enjoy gathering bunches of it, but unlike the dwarves and their ancient hordes, they see no point in keeping it, rather frittering it away on gifts, parties, and purchases. Money is a way of keeping score on how well you are doing against the lumbering men.

Halflings come in all shades and with the same variety of hair and eye color as men. They tend to respect their families as groups you do not steal from (though borrowing is permitted), and show a strong loyalty to friends and those who have stood up for them. There seem to be no racial sub-groups of Halflings, though to the far south there is said to be a nation of the creatures, called Lurien, whose inhabitants have pointy ears. Considering the fact that most of the other dominant races of the Inner Sea have come originally from the South, the idea of a Halfling Nation is disturbing in the least.

HAMMER HALL and the HALLS OF THE HAMMER

AT A GLANCE: The Halls of the Hammer are an abandoned stockade located downstream from the gates of an ancient dwarven settlement, equally abandoned.

ELMINSTER'S NOTES: The Halls of the Hammer are an abandoned dwarf-hold west of Mt. Hilm, generally ignored and in neglect. Hammer Hall is an isolated homestead, consisting of a house and stables, and surrounded by a stout wooden palisade, built by a company of adventurers. As is common for adventuring companies working for long periods in a particular area, the "Men of Hammer Hall" used the stockade as a place to retire to between sorties into the dwarf-hold.

After exploring the ruins for several seasons, the adventurers are said to have set off for the north, and have not been heard of since. The fate of their treasure, and the treasure that may remain in Hammer Hall, is unknown.



This area is a true wilderness, traveled by men but seldom settled, and the question remains open.

THE HARPERS

AT A GLANCE: The Harpers are a mysterious organization of high-level adventurers, in particular bards and rangers, which operates in the North. The exact aims of this group are unknown, as are their numbers and full identities, though there are several noted members.

ELMINSTER'S NOTES: The following is taken from the Druid Briadorn of the Circle of Shadowdale, quoted by the ranger Florin Falconhand thusly:

"Rangers and bards of great power are rare, Florin. Aside from the famous few; the bard Mintiper, for example, or the rangers Thulraven and Estulphore; most are members of that mysterious group known as the Harpers.

"Storm Silverhand may be one of them, but I wish you luck finding out...I tell you this now because all of us, and of the bards, must consider and respect whatever aims the Harpers have: they strike down or turn aside activities that do not fit with their wants, and so your own causes will be advanced or damaged accordingly.

"They seem to operate only in the North, and there is little else I can tell you of them. If you see the device of a silver moon and a silver harp, you face a Harper."

The aims and activities of the Harpers remain mysterious, but they are known to work for the causes of good, and to oppose the Zhentarim and the more aggressive trading kingdoms (such as Amn) who cut trade-routes into wilderland areas, and fell trees and mine precious things with little regard for local nonhuman inhabitants. They also work to maintain peace between human kingdoms (recently opposing

Scardale as a threat to that peace, for instance), and to thwart at every turn the burgeoning goblin races in the North.

Known Harper members include Alustriel, High Lady of Silverymoon; the archmage Khelben "Blackstaff" Arunsun of Waterdeep; the ranger Dove, now bride of Florin; the late witch Sylune; the bard Storm Silverhand; the late ranger Ascore of Elventree; and the adventurer Sharanralee. Known allies include Elminster the Sage; The Simbul, ruler of Aglarond; and Mournngrym, Lord of Shadowdale.

HARROWDALE

AT A GLANCE: Harrowdale is a farming dale of gentle slopes and old, well-worn roads cut deep into the land, reaching from the Dragon Reach to the forest along Halfaxe Trail.

ELMINSTER'S NOTES: The northernmost of the coastal dales, Harrowdale's survival has in the past depended upon good relations with the elves. Much of the food it produces went to elvish markets, and the elvish court supported it, along with Mistedale, Deepingdale, and Shadowdale because its ideals blended with their own.

Harrowdale was overrun by Scardale's forces in the recent war, and it was the appeals of the Dale's Council of Seven Burghers that resulted in mobilization of the northern countries against that threat.

The people of Harrowdale escaped the war relatively unscathed, and have already returned to their simple, pleasant lives. Harrowdalesmen are often portrayed as a bit slow and provincial by the other dales, but they are content in their lives and, with the abandonment of the Elvish Court, are seeking new markets for their products.

THE HAUNTED HALLS

AT A GLANCE: Hidden within a steep-sided gorge north of Eveningstar, the Haunted Halls is a keep built into the



Half-Elf



cliffwall itself. Its main gates lie twisted and rusted to one side.

ELMINSTER'S NOTES: The Haunted Halls were a long-standing bandit-hold, cleaned out most recently during the reign of King Azoun III and unoccupied since. It has been raided several times since by adventuring companies, but rumors persist that the Halls hold rich treasure.

THE HIGH DALE

AT A GLANCE: The community of High Dale lies north of Sembia, along the caravan trail from Saerb to Thunderstone on the Wyvernwater, and is a pass

between Hooknose Crag on the south and the Thunder Peaks to the north.

ELMINSTER'S NOTES: The High Dale is a dale of terraced farms (which raise and produce sheep, turnips, potatoes, and hay).

High Dale is ruled by the High Constable, currently one Irreph Mulmar, who is a member of the Dale Council. The councilors are elected once a year, and the High Constable is one of their number chosen by the councilors themselves. The High Constable has six constables under his control, who command the army and command and train the militia.

GAME INFORMATION: The High Dale maintains a standing militia of 50 fighters, armed with sword and spear, but in times of crisis could muster most of the vale population. In addition, the High Dale is home to the Pegasus Archery Company, a mercenary company of horse archers, 75 in number, mounted on light horse and armed with short composite bow.

Irreph Mulmar, the high constable, is a 12th level ranger, and his constables in command of the militia and archers are fighters of levels 7-10.

HIGH HORN

AT A GLANCE: The High Horn is a great grim fortress of high curving walls and frowning towers, and is the center of Cormyr's military operations.

ELMINSTER'S NOTES: The great towers of the High Horn were once essential, but are now no longer so heavily used. It is still the strongest defensive position in the realm of Cormyr. It guards the road to the West, and a strategically important mountain pass, and was built to protect against the "Border Raiders" (bandits) and the lizard men of the marshes (although these latter have not proved troublesome since it was built). High Horn has a guest enclave, where travelers can stay, but is strictly a military community.

GAME INFORMATION: There is a stand-

ing garrison of 400 men at High Horn at any time; 100 archers and 300 men-at-arms, led by one 4th level fighter for every 10 men, and under the overall control of the Lord Commander of High Horn. The position of Lord Commander is appointed annually by the King, and is currently Thursk Dembarron, a 15th level cavalier.

The High Horn is also the wintering quarters of half the Cormyrian army, and has extensive facilities to host both man and beast through a season-long siege.

Finally, there is an outpost of the Cormyr War Wizards making its base at this keep. There will always be at least three magic-users of 6th level present at any one time, and a 50% chance of a spell-caster of levels 7-12 in residence at any time.

THE HIGH MOOR

AT A GLANCE: The High Moor is a vast, rocky wasteland rising to a gorge-scarred plateau cloaked in grass and scrub trees.

ELMINSTER'S NOTES: The Moor is often shrouded in mist, and is the home to many trolls and bugbears, as well as goblin races. The monstrous inhabitants often raid the roads, so that merchants often collect in large caravans and hire additional guards, and The Way Inn (q.v.) maintains a permanent force of well-armed defenders. The soil of the Moor is too thin for farming and its rock (mostly granite) too poor in valuable ores to support permanent settlements; the barbarian humans found in these lands depend on herding sheep and goats and overland trading for their livelihoods.

HIGHMOON—see DEEPINGDALE HILL OF LOST SOULS

AT A GLANCE: Once in the years before even the elves lived in the north, this was an extinct volcano, but has with the passage of the winters become little more than a hill with a cup-like peak. Its





sides are covered with soft, shiny grass, and only the occasional outcropping of hardened lava or a scattering of obsidian chips belies its true origin.

ELMINSTER'S NOTES: The slopes of this grass-cloaked peak were home to an armed camp at the time of the Battle of the Bones (q.v.) and it was here that the armies of men raised their standards and tended their wounded. In more recent times, the peak has been used by rogue spell-casters as a meeting-place, and by the Heiropphant Druid Pheszeltan (see FORGOTTEN FOREST) to work mighty weather magics. Today the Hill is empty, save for the Haunts (spirits of the fallen men) and tribes of goblin races.

Somewhere on the Hill of Lost Souls is the tomb of Thelarn "Swifthammer," son of Mongoth. This dwarven adventurer is said to lie entombed with a *hammer of thunderbolts* and a weapon called *Skysplitter*, an intelligent war axe that has the ability to *call lightning*, as well as much gold. The Tomb of Thelarn has not been uncovered, and at least one group of adventurers, the Men of the Blue Blade, have met their end at the hands of orc bands while looking for it.

HILLSFAR

AT A GLANCE: Located on the Southern Shore of the Moonsea, Hillsfar is one of the petty states vying for control in that area with Zhentil Keep. Like many of the Cities of the Moonsea, Hillsfar is a series of ringed walls reaching from the coast to the city proper, with access to the central keep restricted only to those individuals currently approved by the current government.

ELMINSTER'S NOTES: Hillsfar, formerly the most open city on the Moonsea, has recently changed markedly in outlook, a change directly linked to the disappearance of the elves. Formerly the "meeting-ground" between the elves and humankind for trade and diplomatic dealings, Hillsfar is today an ambitious, well-armed city-state, chal-

lenging Zhentil Keep for economic supremacy in the region, and now visibly ready to meet any resultant military threat.

Hillsfar was until recently ruled by a council of men, half-elves, and representatives of the Elven Court. The Council was corrupt and soon collapsed when troubled times came to the region: the elven members resigned and left with the Elven Court, and all of the humans and most of the half-elves were in the pay of various foreign powers; Zhentil Keep, Mulmaster, Scardale, Sembia, the drow, and the Cult of the Dragon (some were paid by two or more of these groups).

The Council was overthrown last winter, and the city is now governed by Maalthiir, First Lord of Hillsfar, a merchant-mage who is said to be shrewd, ruthless, and independent of Sembia, Mulmaster, Zhentil Keep, Cormyr, and other power groups in the area. He has no known allies (or enemies) as yet. Rumor has it that he has plans to annex Elventree and spread down the coast, eventually opening a port on the Inner Sea. His mercenary guards, already nicknamed "The Red Plumes," have a squad in Scardale, and patrol south toward Essembra. Maalthiir has assured Sembian envoys that he intends to establish a guardpost at The Standing Stone eventually with the latter force, nothing more.

GAME INFORMATION: The new government of Maalthiir is a great unknown in the Moonsea area, and his aims are unknown but can be assumed to be expansionist. However, in noting that first glances may be misleading, what follows is a passage written by the Sage Elminster in response to an adventurer's inquiry as to the previous, now-revealed as corrupt, government:

"Hillsfar is a free city, governed by a loose, democratic Council of Merchants. All members must base their businesses within the city, and have one vote each. The Council is called together each Greengrass, each Shieldmeet, and in times of emergency. The Council

in turn elects and advises a Court of Elders, who control the Watch and serve as magistrates. These Elders hold office for life, and have one vote each on any decision of the Council. An Elder's vote can be overturned by a majority vote of the Court of Elders. The Council numbered 306 when last convened; the Elders have always been 14 strong. Of these 14, four are men of fame and distinction (heroes and sages), seven are half-elves, and three are elves. They are as follows.

"The representatives of the Elven Court: Tiarshus, Elephon, and Sylvar

"The Half-elves: Duarros, Milzhen, Niunen Hlintos, Torst Brathen, Hirpanen, Krios, and Hlathem

"The human heroes: Elske, Ammakar, Hlammech Bevuldor, and Ormech

"Little can be said of their characters and interests. The sage Elminster has dealt with Tiarshus and Elephon and notes them as old and noble elf-lords. Rumor says that Niunen and Torst are bards, that Ammakar is a young but white-haired, cruel magic user, and Ormech is a cleric of Tempus."

While Elminster's entry stresses that this is secondhand information, and not verified facts, it does go to show the limitations of even mighty sages in the face of human nature and greed.

The Red Plumes are various mercenary companies, carrying their own company insignia and dress but wearing the red-plumed helms provided by Maalthiir to show their allegiance. They vary in attitude and ability as most mercenary companies (see MERCENARIES).

HILL'S EDGE

AT A GLANCE: Hill's Edge is a small but prosperous community along one of the less-traveled routes between Irieabor and Waterdeep, at the foot of the Far Hills.

ELMINSTER'S NOTES: This is a no-questions asked town where raiders are as common as traders. Situated near the western entrance of Yellow Snake Pass, the town sees a lot of trade



and agents of the Zhentarim and their forces at Darkhold.

HILP

AT A GLANCE: Hilp is a small town of southern Cormyr. It is unfortified, and surrounded by rolling farms and grazing lands.

ELMINSTER'S NOTES: This sleepy village between Immersea and Suzail is named for the warrior who founded it long ago by slaying or driving out all the trolls that infested the area. It is the local farmers' market and has a large coopers' and wagonmakers' business.

GAME INFORMATION: The local lord of Hilp is a former merchant named Doon Dzavar. Doon is not a native to Cormyr, but has worked hard in his brief tenure to earn both the approval of the people of Hilp and the crown.

HLINTAR (Heh-LIN-tar)

AT A GLANCE: Hlinter is a small cross-roads town situated a days hard ride from both Calaunt and Tantris, to the East of the Dragon Reach.

HLUTHVAR (Heh-LUTH-var)

AT A GLANCE: This town of a hundred buildings is set at the foot of the Far Hills, and surrounded by a wall of stone ten feet high. Three gates pierce the wall, and wall-tops are patrolled. The town is circular, and its largest building is a temple near the center of town.

ELMINSTER'S NOTES: Hluthvar was named for a locally born warrior hero who fought and died at the Battle of the Bones. Located at the foot of the Far Hills, the town is within sight of Darkhold (q.v.) and is armed against it, and its patrols are not welcome here.

Hluthvar is a medium-sized town surrounded by a ten-foot high wall of stone, which surrounds the city in a rough circle. The streets of the city radiate from the central open market like the spokes of a wheel, with the largest street being the north-south road that follows the Trade Route. At the

north end of the circle stands a temple to Helm and a large livery stable, at the southern end a wagonwain's shop and the local inn, *The Watchful Eye*.

GAME INFORMATION: The town is dominated by the temple of Helm, whose high priest is a 13th level Patriarch named Maurandyr. The town's militia consists of 70 2nd-level fighters of both sexes, in plate mail with swords and crossbows, and is organized by the temple.

HUDDAGH (HUHD-agh)

AT A GLANCE: A small town in Sembia. It is the site of several deep, never-failing wells of pure mineral water used by a number of local faiths as an ingredient for their *holy water*. It is also the home of a number of reknown potters and jewelers. See SEMBIA.

IMMERSEA

AT A GLANCE: Perched on the western edge of the Wyvernwater, Immersea is an unfortified town of about a hundred structures, with several large manors to the south and west of the city.

ELMINSTER'S NOTES: Immersea is a way-town on the road, a stopover and watering-place for the horses and livestock, as it is right on the Wyvernwater. A large inn, *The Five Fine Fish*, produces its own potent and justly-famed ale here.

The manor to the south and west is called Redstone for its color, and is ancestral home of the Wyvernsbur family, a group of petty nobles. The castle is also the current abode of Samtavan Sudacar, the local lord appointed by the King. Samtavan is neither local (he is a native of Suzail) nor a Lord, and his main occupation is to stay out of the way while his Herald handles the important business of the area.

Immersea is also home to the "Mist-Fishers," who go out in the morning mists to catch fish in the Wyvernwater with long draglines and scoop-nets. A map of Immersea may be found on page 53.

GAME INFORMATION: Samtavan Sudacar had a brief career as an adventurer before settling down to a life of court politics, and is a 3rd level fighter. His alignment is lawful neutral.

IMPILTUR (IM-pill-tur)

AT A GLANCE: Impiltur is a nation of united city states rising in the area between the Earthfast mountains and the bay called Eastingreach, south of Damara on the shores of the Sea of Falling Stars.

ELMINSTER'S NOTES: Impiltur was formed two hundred and sixty winters ago, when the independent cities of Lyrabar, Hlammach, Dimpur and Sarshel were united by Imphras, war-captain of Lyrabar, to face the menace of hobgoblin hordes advancing from the Giant-spire Mountains, from whence they had only raided sporadically before.

Impiltur today is a war-ready realm, still on the frontier of "civilized" lands, but largely at peace. It is friendly with its neighbors Telflamm, Rashemen, Aglarond, and the scattered states of Damara, and does not meddle in affairs beyond its borders.

Impiltur is still a land of opportunity for the daring and the hard-working; rich new copper, silver, and iron lodes have been found north of Lyrabar and near the High Pass, and trade is increasing in the area, reaching out to Rashemen, Sembia, Procampur, and Bloodstone Pass.

The arms of Impiltur are a crossed sword and wand on a dun banner, bordered in scarlet.

GAME INFORMATION: Most of Impiltur's immediate neighbors are friendly and open to the nation and its citizens. One is not, and another is questionable.

Lothchas the bandit-lord operates in the Desertspire Mountains and the Ice Gorge to the west, where the hobgoblins lived ere their strength was broken. Lothchas is a 15th level lord with a small but powerful group of followers (numbering about 50 total, but includ-

IMMERSEA KEY

1. Redstone (Wyverns spur family house)
2. Wyverns spur farms (minor nobles)
3. High Towers (Cormaeril family house)
4. Cormaeril farms (minor nobles)
5. Szalan's Shipyard
6. Statue: "Azoun Triumphant" (Azoun III with sword raised aloft, on rearing stallion, bandits trampled underfoot)
7. The Market
8. Liuth's farm
9. Danae's farm
10. Tathcho's farm
11. Nillil's farm
12. Gulphet's farm
13. The "High Common"
14. Nazan's farm
15. The Five Fine Fish (tavern)
16. "The Mist Runner" (tavern)
17. Fish-cleaning Shed
18. Halaband's Inn
19. The Immer Inn
20. Slaughterhouse: Alzael's
21. Smithy
22. Stables (rental) run by Dzulas
23. Mrastos Warehouse (rental)
24. " " "
25. Nelzol's (hardware shop)
26. Chasiasse's Fine Clothing
27. Maela's (boarding house)
28. Nulabh's (boarding house)





ing all non-good character classes and not including any less than 9th level). Those trespassing on his lands are robbed and slaughtered, and not even the descendants of Imphras II can turn him out.

The other neighbor is questionable; to the north and east in the Great Dale and the woods north of where Narfell once flourished, dwells the Nentyarch, a mysterious mage of great power who rules grim men and strange beasts, living in peace, unless the wood is entered by those he has not invited; such uninvited guests simply vanish.

Sambryl is a magic-user of 17th level and chaotic-good alignment, who understands the need for her appearance at leadership but finds it boring and tedious at best, unpleasant and insulting at worst.

The Lords of Imphras II are the true protectors of the realms, and number twelve; their levels are unknown but not less than 11th, and their alignment almost always lawful and good. Their names are:

Kyrlraun (a 20th level paladin), Imbra, Lashilaun, Limbrar, Soargilm, Haelimbrar, Sambrar, Rilimbraun, Imbraun, Silmgar, Silaunbrar, and Rilaunyr.

IRIAEBOR (Ear-ee-AY-bore)

AT A GLANCE: The many-towered city of Iriaebor occupies a sprawling ridge above the south fork of the River Chionthar. It is the farthest that barges can be pulled up the river, and this, combined with the fact that the city is the end-point of roads coming out of Cormyr and the Inner Sea, makes Iriaebor one of the most populous and economically powerful cities in the region.

ELMINSTER'S NOTES: Iriaebor is called the "Overland City," and it is here that many caravans form up for the overland journey to Scornubel, or to be ferried downriver before making the trek across The High Moor.

The bluff the city is built on is impressive and an adequate defense against most attackers, but space is at a premi-

um on the relatively flat top, so that Iriaebor has more towers than any other city of its size. Indeed, the various merchant houses indulge in shameless competition to exceed the others, with occasional collapses as a particular spell needed for construction elapses, or shoddy materials are used.

The plains surrounding Iriaebor make the city a center for breeders of fine mounts and draft beasts. In addition to towers, the city's craftsmen are known for construction of kegs and barges (which are of better quality than most of the towers).

GAME INFORMATION: The Ruler of Iriaebor is Bron, who was an adventurer (cleric of Eldath of 12th level) catapulted into the position in the heat of a shooting war between merchant families. Bron feels Iriaebor has the resources to become another Waterdeep in strength and power, if only he can keep the feuding Merchant families from engaging in economic sabotage, tower-building, and cut-throat dealings. He has to date failed in his attempts to even slow down the feuds.

THE IRON HOUSE

AT A GLANCE: The Iron House is the royal court of the best-known dwarvish kingdom, the Mines of Tethyamid north of the Lost Vale. It is now in exile.

ELMINSTER'S NOTES: The Iron House is the royal family of the dwarves who once ruled the rich mines of Tethyamid, and are now in hiding, driven out by devil-led orcs and hobgoblins, aided by the Zhentarim. The Iron House is headed by Ghellin, the King-in-Exile. Dwarves in the Inner Sea lands speak of, and work toward, the day when "the King shall take his throne again." Ghellin has corresponded with Doust of Shadowdale via the now-departed elves of the Elven Court, but his current whereabouts and the size of his present dwarven community is unknown. For further information see DWARVES.

KARA-TUR (Kah-rah-TOUR)

AT A GLANCE: Situated at the far end of the continent of Faerun, far beyond Rashemen and legendary Semphar, lies a mystical and magical land known as Kara-Tur. It is a region very different from the Known Lands of the Realms, but only the hints of whispers of legends have come across that land to this.

ELMINSTER'S NOTES: Many are the stories and few are the facts known of this land at the far side of the world, and many stories that cannot be fit elsewhere are said to come "from Kara-Tur when the world was still new". A handful of the stories are similar to this:

- It is a magical land where men can walk through walls and upon water, and where multi-headed warriors contend to defend their lords.
- It is a savage land where western outsiders, called Gaygin, are worshipped as gods and then sacrificed in cruel fashions.
- It is a calm land, and the great hub around which the entire universe revolves around is planted at its heart, in the Land of Sholung.
- It is an evil land, where men are slaves to immortal dragons that breathe steam, and spirits that are not undead wander forests of carved jade.

Other tales are similar, but no hard information exists on the matter.

GAME INFORMATION: The land described as Kara-Tur is located at the far end of the continent of the lands described here. For those interested in adventuring in Kara-Tur, the book *Oriental Adventures* and its modules are highly recommended.

KNIGHTS OF THE NORTH

AT A GLANCE: The Knights of the North are a band of adventurers with a deeply-held hatred of Zhentil Keep and the Zhentarim. They range in the Moonsea area, but are sometimes found as far east as Impiltur and Damara, and as far west as Cormyr.



ELMINSTER'S NOTES: The Citadel of the Raven (q.v.) was originally a commonly-held fortress that protected all of the Moonsea cities from beast-men attacks, and was recently taken over by Zhentil Keep. Originally staffed by troops from all of the Moonsea cities and bolstered by adventurers from all over the Realms, paid collectively by the Moonsea cities, the Citadel of the Raven acquired a sense of community and an aristocracy of sorts over its eighty-odd winters of independence. Then Zhentil Keep openly took control of the Citadel, the banner of the watchful Raven of the North was torn down, and all persons of influence in the Citadel were expelled.

Those outcasts who survived the nasty skirmishes that accompanied their expulsion wandered east and north, and escaped the immediate reach of Zhentil Keep. They took the name "Knights of the North," and have roamed the area ever since. Initially a band of forty-odd adventurers, the Knights have encountered both fearsome monsters and harsh weather in their travels, as well as deadly encounters with the Zhentarim and other inhabitants of the Inner Sea northlands.

The Knights of the North remain an implacable foe of Zhentil Keep and the Zhentarim. Ambushed caravans and murdered Zhentil Keep envoys or agents sometimes sport one or more of the devices of the Knights, often with comments such as "One for the Raven," "Keeping score? We are" or "Justice for another."

GAME INFORMATION: The numbers of the original Knights have been reduced over the passing winters; they are currently sixteen strong, as follows.

- 7th level cavalier Esterelve
- 12th level magic-user Ildil
- 10th level fighter Jhesentel Fyretalen, noted as having weapon specialization in long bow and bastard sword
- 9th level cleric of Tymora Heldel Thasstan
- 11th level magic-user "Zeldar"

(Zhuirentel Laughingwater, a Moon elven female)

- 9 male human fighters, levels 4 or less

This group realizes it can never gain control of the Citadel, but it will never miss a chance to thwart or harm the Zhentarim, either.

THE KNIGHTS OF THE SHIELD

AT A GLANCE: A secretive group active in Amn, Tethyr, Baldur's Gate and Waterdeep, the Knights of the Shield are a group of nobility and merchants working to influence the politics of the Sword Coast to their own advantage.

ELMINSTER'S NOTES: The Lords of Waterdeep are known to have foiled plans of this group on several occasions in the past, and there is a persistent rumor that the Knights of the Shield have, or are trying to acquire, representatives among the ranks of the Lords of Waterdeep. Another persistent rumor (especially among the elves, from whom it spread to some adventurers and sages in this North) is that some disguised arch-devil (whose name varies according to the rumor-monger) heads or influences this group. The first rumor is probably true, for the Knights of the Shield are trying to get members into the Lordship of Waterdeep (although it is unknown and doubtful that they have the allegiance of any of the present membership), the second is an open question.

The aims, real power, and precise activities of this group are unknown. It is not known where this group came into being, who heads it, or what holds it together. Investigations of such matters are, of course, perilous.

The group's members, agents, or allies include or have included the following individuals.

Lord Bormul of Amn

Lord Hhune of Tethyr

the merchant Kestor of Baldur's Gate
the merchant Morntel of Amn (deceased)

the Lady and merchant Thione of

Waterdeep

the caravan-master Pырathur of Iriaebor

the adventurer Tuth of Baldur's Gate

KULTA (KUHL-tah)

AT A GLANCE: A small community in Sembia, known for its horse-breeding ranches. See SEMBIA.

LANTAN

AT A GLANCE: Lantan is a southern nation some thousand miles south of the Moonshae Isles, known for its merchant traders, which are found up and down the Sword Coast.

ELMINSTER'S NOTES: The trading kingdom of Lantan is widely known for its maroon-sailed, lateen-rigged ships, which ply the crystal and deep green waters of the southern seas of the Realms. It is a land of lush jungle and rock pinnacles, atop which perch the turretted aerial homes of the Lantanna. These homes are often joined to neighboring abodes by spidery, railless bridgespans. The Lantanna carry on energetic independent sea-trading in order to make enough money to enrich their homes with splendid ornamentation and new ideas or inventions, the experimentation with and implementation of which the Lantanna area constantly encouraging.

Lantan is peopled by contented folk who worship Gond Wondermaker, Power of Artificers. The Lantanna prefer to avoid conflict, viewing combat as wasteful and expensive, but the isles of Lantan and Suj are rumored to be protected by "secret weapons" developed by Lantanese artisans. Further, encounters with the trading vessels of Lantan have in the past revealed "fire-throwers" similar to those of Evermeet, floating explosive nets, and other surprises "consecrated to Gond."

Both islands of the nation, Lantan and Suj, are ruled from the capital of Sambar by the Ayrorch, a Council of Twelve, whose members serve for life and themselves select replacements to



their ranks. The head of the Ayrorch, the "Ayrar," speaks for the council in Lantan; another member of the Council, the "Lantar," is its traveling envoy to other lands. Neither position is traditionally given by seniority or as a reward for service or merit; the Ayrorch seems to sort out its duties on a pragmatic basis, those with a talent or liking for certain tasks undertaking them.

Lantanna as a race favor shades of yellow in their clothing, and have large green or black eyes, copper-colored hair, and skin the color of parchment or old ivory. They wear loose robes and large sun-hats when at home on their islands, and anything practical when on ship or trading ashore elsewhere. Lantanna often barter, but among themselves use coins, particularly electrum and platinum, as currency. The current known Ayrorch of Lantan is:

Ayrar: Thagr

Lantan: Bloenin

Santar (an ancient Lantan word meaning "others"): Bhaemul, Thonn, Meskal, Ghundal, Ormthess, Kuthil, Ramatar, Lothna, Ulmreen, and Theshna

Lantanna dislike traveling far inland, but they do have widely-roving agents who keep tabs on inland events and on caravan companies, mainly based in Amn and Waterdeep, authorized to trade for, and with the goods of, Lantan. These agents are believed responsible for the slaying of the merchant Arghul, who had a rather unscrupulous reputation for self-serving treachery. Arghul was a prominent merchant of Amn and of Westgate, and thought to be a member of the Zhentarim, and Lantanna are thought to be heartily disliked by that organization as a result.

GAMING INFORMATION: Unless an expedition to Lantan is planned, the Lantanna most likely to be encountered are merchants or agents. The Lantanna abroad tend to use native help wherever possible, so that only the leaders are Lantanese.

The typical Lantanese merchant is

also a cleric of Gond of levels 5-10, and usually is accompanied by a group of bodyguards (sometimes Lantanna, often local) that numbers 3-12. Such merchants prefer a light touch to their dealings as opposed to brute force, though when such force is necessary, they will hire adventurers.

The Lantar is Bloenin, a 24th level cleric of Gond who delights in the interaction of systems, in particular human systems such as governments, politics, and economics. Those fortunate enough to encounter the man will find him reserved and almost alien in his dealings, as if wheels were physically turning behind his green eyes.

Lantar ships have the same basic abilities as small and large merchants, but style of rigging and blood-rust color sails. Their "fire throwers" have the effects of a fireball of 4 HD and 5' in diameter, with a range of 120 yards. The exploding nets inflict 1-2 points of hull damage and 2-12 points of damage to those in contact when they explode, and are usually dropped behind when a Lantan merchant is fleeing from a raider.

Lantan merchants carry trade bars of electrum and platinum, usually in the standard twenty-five gold piece denominations, and marked with the symbol of Gond. This money is considered universal tender, but it has caused a number of fights when presented beneath the noses of individuals from Zhentil Keep.

Finally, the people of Lantan have a mania for invention and devices. An Artificer, alchemist, or inventor who comes up with a new device will soon have a very persuasive Lantanna (or his agents) on his doorstep, making inquiries. It is known that Lantan gained knowledge of the printing press from the magical southern nation of Halruaa, and it is hinted that this acquisition was neither legal nor proper.

THE LAUGHING HOLLOW

AT A GLANCE: The Laughing Hollow is a constriction in the flow of the River Shining, bordered by cliffs on either side.

Plant and animal life is plentiful on the valley floor, and the walls bear traces of having once been worked for stone.

ELMINSTER'S NOTES: Located upriver from Daggerford, the hollow is an ancient dwarven quarry, now overgrown and green with the passage of centuries. The area is considered a fey and treacherous place by mortals, but is the home to tribes of wild (copper) elves, pixies, and other fairy creatures. The quarry was once the home to the Dwarves of the Fallen Kingdom, and rumors persist as to the ancient treasure that may be found here.

THE LIVING CITY

AT A GLANCE: Built over the ruins of ancient Sarbreen, The Living City is known by many names. It is a large and prosperous trading center on the Dragon Reach, where the Fire River flows between two large hills and into the Reach.

THE LONELY MOOR

AT A GLANCE: This region on the borders of Anauroch is not as great a wasteland as the desert, but it is similar in its desolation. It is a dying, empty land of scrub and dust.

ELMINSTER'S NOTES: Named for its isolation from civilized areas, this stretch of moorland is wilderness territory, populated by leucrotta and worse monsters. This region is yet traveled heavily by men, for the Zhentarim and others seeking to avoid the normal channels of traffic skirt this land en route to the northern town of Llorkh.

The Lonely Moor was once the western edge of a kingdom that stretched roughly Evereska north to the Nether Mountains. This kingdom was known as Netheril, and was said to have been ruled by mages; little is known of the former realm today save that many items of magic were fashioned there, and legends say that the Great Desert advanced across its lands despite the effort of its mages. The northern ruins of Dekanter is the only known surviv-



ing ruin of the kingdom's cities, and that is little more than a set of tumbled stones and crumbling pillars. Some say that Dekanter holds the entrance to a vast land beneath Faerun, but none have admitted to finding such an entrance in recent years.

GAME INFORMATION: Zhentarim (and other) caravans found within these realms will be light on the number of wagons and heavy on the number of guards. Only 1-6 wagons will be found in such a caravan, but guards will number 10 mounted guards per wagon. There is 5% chance that some magical item will be found in such a wagon caravan.

THE LORDS' ALLIANCE

AT A GLANCE: This group is also known variously as "The Council of Lords," "the Lords' Council," and "the trade barons," and was formed to oppose the Zhentarim and their agents. It is a lawful and essentially good alliance of the rulers of the cities of Waterdeep, Mirabar, Neverwinter, Silverymoon, Baldur's Gate, Elturel, Berdusk, Iriaebor, and Sundabar. It is not to be confused with the Lords of Waterdeep (see **WATERDEEP**), though members of the latter belong to the former.

The Alliance communicates by official envoys, the trained pigeons of Piergeiron the Golden of Waterdeep, and the magical arts of Khelben "Blackstaff" Arunsun, and has co-ordinated military operations against Zhentarim annexation of an exclusive overland trade route.

The coastal city of Luskan, north of Neverwinter, is not a member of this group, as it receives most of its goods by sea, and places a fierce value on its independence that precludes any alliances. The kingdoms of Amn and Calimshan are indifferent to the alliance, or side secretly with the Zhentarim for economic reasons—while there is trade-strife in the North, the overland routes within their own borders will be enriched.

MAGIC-USERS (Including Illusionists)

AT A GLANCE: In many races, and predominantly in humanity, certain individuals have the ability to channel the ambient magical energies of the world to produce a desired effect. This ability is called magic, or "the art," in the Forgotten Realms, and there are a larger number of practitioners of it.

ELMINSTER'S NOTES: There are all manner of spell-casters in the Forgotten Realms, and though universities and magical schools are on the rise, the majority of spell-casters learn their skills in the time-honored fashion; by apprenticeship to a higher-level mage. After years of what seem to the student to be arduous and unpleasant tasks, the tutoring mage will begin instructions in the easiest cantrips, then later moving on to the first spell books. Upon learning the basics, the young spell-caster usually journeys out to gain some real-life experience with his craft. Some go no further in their development, seeking other safer pursuits, and some perish in their adventures. Those that survive return to their former masters, or to others of greater skill, to learn greater magics, and to share what they themselves have discovered.

The universities and schools of magic are this simple procedure written large, with many such wizards and sages with various specialties. These are a novel thing in the North, becoming popular only in the past ten winters, though they are more common (and, it is added, more expensive) in the South. Outside the town of Beregost is an old school of magic, now ruined, which pre-dates such activity in the North.

Universities, as they now stand, teach general magical knowledge, and are found in the larger cities, such as Waterdeep, or operating out of a string of private homes, such as in Cormyr, and can produce a would-be mage candidate in a few years. Schools of Magic are similar, save they tend to concentrate on particular disciplines, such as

illusion, necromantic magic, or alterations. Today, the bulk of powerful mages were trained by a single hand, but a growing percentage of the new magic-users in the world are coming from such universities and schools of magic.

Practitioners of the Art of Magic are found in most walks of life, and there are former mages among the merchant class and courtiers. Many make their living at magic, either as court wizards, adventurers, or sages (the last being the least well-paid or recognized). Often they devote long periods of time to producing magical items. When they adventure, they are looking both for money to fund their researches, for magical items to understand and comprehend, and for books to expand the scope of their learning.

Magic-users develop a "signature rune" which they use to identify their belongings, sign as their name, and mark or warn others. As a mage gains in power, more individuals recognize the rune and connect it with a mighty mage, not to be trifled with. Since some runes are connected with magical spells, this enforces the tendency of ordinary people to shy away from such magically-marked items. A few of the well-known mage-runes are found on this page. There is no set penalty for violating another mage's signature rune or using it without their permission. Powerful magic-users tend to punish such activity themselves to discourage further use.

GAME INFORMATION: Magic-users and Illusionists in the Forgotten Realms are as delineated in the *Player's Handbook* and *Unearthed Arcana*. Their origins are similar whether they are university-schooled or the product of a lone wizard's tutoring. If the character comes from a background of a large city, he may choose; otherwise it is 90% likely that the new magic-user was instructed by a lone wizard (the remaining 10% means origin in a particular location, such as the Moonshaes, and training at a magical academy).



Mages' Sigils



Sylane of Shadowdale



Vangerdahast of Cormyr



The Simbul



Aerbront of Daerlan



Aldeguth of Mulhessen



Azala of Teziir



Azagartha Nimane of Highmoon

A magic-user can gain additional magic-user spells from another mage of sufficient level, as delineated in the *DMG*. Where a spell is learned does not usually determine its abilities.

Magic-users relearn their spells from spell-books, and usually maintain two sets: a traveling set for use in the wilderness, and a large, more complete set in the area of home base. Such books are very important, and there are many specialized books which were once magic-user's tomes that are highly valued for the original spells therein. Such books, are handled in the *DM's Sourcebook to the Realms*.

Finally, a mage's signature rune may be developed by a mage at any time, though it should not be altered once created (to avoid confusion). This rune is used in all spells which require writing (including *symbol* spells), and in non-magical terms to indicate property or for messages. In a world where the majority of the people speak, but do not read, a common language, such runes are important to instruct the unknowing and to warn the cautious.

MANKIND

AT A GLANCE: The most populous and strongest of the major races of the Forgotten Realms, Man is considered the dominant race in this region of Faerun.

ELMINSTER'S NOTES: The race of Man in Faerun comes in all shapes, sizes, and colors, with individuals approaching the height of the halflings, the stockiness of the dwarf, and the slenderness of the elf. Their skin color ranges from the pale, almost translucent Lantans to the dusky dark-eyed natives of Unther, with all shades in between. The concept of sub-races in mankind does not exist, as all nationalities can interbreed without difficulty, and their children, unlike the elves, will have traits of either or both parents, so that after a time any removed group of humans has its own identity which may change in a few generations with the introduction of new settlers or invaders.

Mankind is also one of the most aggressive of the major races, approaching the goblins in ferocity and the dwarves in their single-minded drive when aroused to battle. At any time in the North, some group of humans, often with non-human allies, is fighting some other group. The dwarves think it is because human lives are so short it does not matter, while the elves tend to think it is because humanity has not yet figured out how to communicate properly.

Mankind has a spoken and written language that is accepted as Realm-speak and Tradetongue even between non-humans. They have developed the idea of money from beyond the dwarvish conception of raw ore accumulated into a maze of different systems and coinage. They have generated art and literature and commentary by the tonload, and raised the practice of slaughtering a foe to an art form and a science.

Mankind's attitudes range from the beatific to the diabolic, and its numbers include clerics of good faiths, pirates, traders, kings, beggars, slaves (in the south), mages, heroes, cowards, fishermen, and mercenaries. Their abilities are limitless, and the question arises that when this race finally gets all the quirks out of their systems and gets moving, will there be any room left for the other races of the Realms?

MARSEMBER (Mar-SEM-burr)

AT A GLANCE: Marsember is the second-largest city of Cormyr, and, like the capital at Suzail, is a seaport on the Dragonmere. Marsember is built on a series of small islands, with each island crossed and recrossed by a number of canals.

ELMINSTER'S NOTES: Marsember is the City of Spices, and is so named because four rival trading families based here have shipped spices to and from lands far across the Inner Sea for decades, drawing much of the trade in condiments for the region here.

Because of the large numbers of small



fishing boats that work out of its harbor (or anchor in the mouth of the Whe-loon, but bring their catches here for sale), Marsember is the kingdom's busiest port.

Marsember is infamous for its intricate network of sewer-like, narrow, winding canals, which run throughout the entire city. Spans of stone connect the upper floors of close buildings, and light skiff are poled through the streets. Flat, hard ground is at a premium in Marsember, so that only the courts of the wealthy and the places of government have large plazas laid out above the high water mark.

GAME INFORMATION: The light skiffs used in the canals of Marsember should be treated as rafts, though their dimensions are 8-10' long and 2-4' feet wide.

Marsember is ruled in the name of the King by Ildool, a grasping political hack who retains his job is part by bemoaning how terrible it is, so that no others covet his post. Rumors fly that Ildool skims his tithes to the crown, but all accounting to date has been proper. Ildool is a 7th level cavalier of neutral alignment.

MARSH OF CHELIMBER (Sheh-LIM-ber)

AT A GLANCE: The marsh of Chelimer is 1000 square miles of low ground at the headwaters of the Winding Water. It is a misty, overgrown bog broken by small hillocks. There are a large number of ruins in the marsh.

ELMINSTER'S NOTES: This vast swamp is known to be inhabited by lizard-men and other creatures hostile to men. The lizard-men are said to be led by a giant-sized specimen named Kront, and their forces patrol the marches, armed with what usable weapons they salvage from their victims. How the marsh came to be is recorded as follows:

"In the early days of Waterdeep, before the forests to the west of this domain had been stripped, their wood sent down the Winding Water to fashion the great ships of Orlumbar, the

land that is now marsh was ruled by Chelimer the Proud. Chelimer was both rich and decadent, and spent his days in these western woods hunting wild boar and in drunken feasts in his great hall. When it is said that Chelimer was rich, it is usually added that he was rich beyond most kings in terms of gold, in beautiful tapestries, and in gold. Yet he distained these things in favor of the thrills provided by the flask and blood of the dying boar.

"In those days the Winding Water welled up from the heart of a rocky crag to the south and east of Chelimer's Keep. One spring towards the end of Chelimer's reign, a mage built his tower on that crag, using elemental help and taking but a few days. Chelimer's astonishment was matched by his anger, and he took up arms to sweep this intruder from his lands. The Wizard of the Crag (for he gave no other name) turned Chelimer's warriors to stone and sent balls of fire into the Prince's keep. At a loss, Chelimer summoned an archmage from Iriaebor, one Taskor "the Terrible" who specialized in solving magical problems for a fee (in other words, "wizard-killing").

"Taskor and the Wizard of the Crag contested on Midsummer's Eve, each raising mighty magics and countering with spells and elemental forces, and their battle wrecked great destruction. The crag was destroyed, and both Taskor and the Wizard vanished in the fight (and have never been seen in the Realms since). The water elementals the Wizard kept in his tower ran amok, laying waste to a large section of the Prince's land, flooding his keep, and slaying Chelimer himself.

Such is said to be the creation of the Marsh which bears the name of Prince Chelimer. The site of his keep, called in local tale the Keep of the Drowned Prince, can no longer be discerned, for many trees and overgrown hillocks now rise from the marsh's water, and Chelimer's time was long ago. It is said that Chelimer still lives by some arcane fashion, and guards the riches in his sunken keep from those who seek

Mages' Sigils



Baskor of Suzail



Durlan of Selgaunt



Elminster of Shadowdale



Gondal of Baldar's Gate



Gondeth of Westgate



Khelben "Blackstaff"
Arunsun of Waterdeep



Tandar of Waterdeep



Tersonm of Westgate



to "despoil them."

MASKYR'S (MAH-skeer's) EYE

AT A GLANCE: Maskyr's Eye is a village of 20 main buildings located at the foot of the Giantspike mountains, beneath the shadow of the Glacier of the White Worm.

ELMINSTER'S NOTES: This small community is known primarily for its farming and horse-breeding, and, at present, has no extremely high-level denizens in residence. The vale the community takes its name from the Archmage Maskyr.

MELVAUNT (MELL-vont)

AT A GLANCE: Melvaunt is a large and multiple-walled community north of the Moonsea, on the southern borders of the lands of Thar.

ELMINSTER'S NOTES: Melvaunt is a cold, austere place, and its populace tends to be both ruthless and unfriendly. It has lost much of its influence over the years, culminating in its losing a naval war with Zhentil Keep. It is currently in the grip of a civil war, with rival families battling for control of the town.

MERCENARY COMPANIES

AT A GLANCE: There are a large number of private groups unaligned to king or crown, who fight solely for gold and possible loot. These groups, the Mercenary Companies, are a common gathering point for exceptional individuals who may change the course of the history of the Realms.

ELMINSTER'S NOTES: Many mercenary companies, large and small, exist in the Realms, and are constantly appearing and disappearing with the passage of the seasons, so that no complete roster is possible. Listed below are some of the more prominent outfits active in the North, the Inner Sea lands, and the long trade route between them.

Mercenary companies are long-established and famous institutions in the uneasy Forgotten Realms. Perhaps the most famous companies, now disbanded, were the "Moonlight Men" and the later "Midnight Men," which still exists as a shadowy brotherhood rather than a fighting force. Both groups lasted for but a generation, though their exploits and battles are known from Waterdeep to Thay. Some groups have maintained a hereditary tradition, and in very rare cases (such as House Obarskyr in Cormyr) formed the basis of nations and dynasties.

Humans are not the only group which maintains mercenary forces. There are four ogre mercenary bands: the Shard, the Blue Sigil, the Shieldbreakers, and the Teeth. There is also a company of trolls mercenaries, The Claw, said to be under the control of either powerful spell-casters or illithids (mind-flayers). A few of the current human companies are discussed below, with game notes on each company. General game information on hiring mercenaries follows this entry.

Blacktalons Mercenary Company
Based in Iriaebor, the Blacktalons do most of their business on the trade-routes east and west of that city, either as a large and well-armed guard for a valuable caravan, or as hired raiders of caravans guarded by someone else. There are those who whisper that the Blacktalons sometimes attack caravans "for free," just to make those who didn't hire them as guards wish they had. The Blacktalons are led by Turgosz "Tenhammer" Khosann, and are headquartered in a small citadel built against the inside southeast wall of the city. The Blacktalons are generally on good terms with the city; their occasional hijinks are ignored due to their timely aid as city defenders in times of trouble.

GAME INFORMATION: There are 110-120 men-at-arms in the Blacktalons group, fairly typical for a small mercenary operation. What sets the Blacktalons apart is that 80 of these number are fighters of levels 2-4. Their leader,

"Tenhammer" Khosann, is a 9th level fighter.

Bloodaxe Mercenary Company
Based in Sundabar, the Bloodaxes were founded some forty winters ago, originally as a Dwarvish organization. An outcast group of dwarves known as the "transgressors," for their crimes or acts not in the teaching of Moradin Soulforger, were cast out of Adbarrim (that area of dwarven subterranean lands beneath citadel Adbar, in the North) and began hiring out as fighting-men to whoever in the North would pay them. In the fulfillment of such commissions the Bloodaxes fought several bandit-bands, an army of orcs under Eldoul, father of the present King Graul, Lord of the Northern Orcs, and overland raiders from Luskan. In these contests (most of which they were not expected to win), many of the original dwarven warriors were slain, and replacements were recruited in Baldur's Gate, Westgate, and the Vilhon Reach by the dwarven adventurer Deldagg Huldgrym. Deldagg led the Bloodaxe Company until his death (of blacklung fever) in 1306 DR.

The current leader of the Company, and Deldagg's direct successor, is the human Velkor "of the Valiant Arm" Minairr. The Bloodaxes are mounted spearmen, slingers, and axe-men, but they usually dismount to do battle. Their veterans presently number 60 (of which half a dozen or less are dwarves); they can muster an additional 15 or 20 if necessary.

GAME INFORMATION: The Bloodaxes number 80 individuals of level 2, of which less than a dozen are now dwarves. Their leader Velkor is an 11th level fighter.

The Flaming Fist
One of the largest of the mercenary companies currently active, the Flaming Fist is usually based in Baldur's Gate, where its commander Eltan is a Duke (see BALDUR'S GATE). The Fist has a good record of achievements, particularly when operating against other mercenary companies,



such as the non-human bands.

The Fist numbers some 2000(!) strong, and requires the resources of a city (the city of Baldur's Gate) to keep it in supply when it is not actively on duty. It is the best organized of the companies, including scouts, support, transportation, and other areas that most companies leave to their employer. The Fist is expensive even by mercenary standards, due to its numbers and due to the fact that NONE of its front-line troops are of less than 5th level. This makes The Fist a incredible weapon on the battlefield, but only to be afforded by nations or the very, very wealthy (and very, very angry).

GAME INFORMATION: The Flaming Fist, the most powerful mercenary organization in the Known Realms, is fully detailed in the *DM's Sourcebook to the Realms*. Players intending to take over the world should be made aware of the existence of such organizations.

Mindulgulp Mercenary Company Based in Priapurl, the Mindulgulphs are perhaps the most unique hireswords in the Realms; they are a band of seasoned warriors of all races, including some not normally thought of as intelligent, such as cave fishers and mimics. The leader of this band of misfits is the extremely charismatic Gayrlana, "Lady Bloodsword," who in addition to her beauty is a tactical genius, exploiting the varied natural talents of her troops to the full. Gayrlana is famous for slaying Thongh Mirr, a Red Wizard of Thay, in the streets of Teziirr in single combat. She explained this feat with the words, "the blade is faster than the Art," and those words have become a popular saying in the Realms today.

The Mindulgulphs can field 70 mounted, armored men-at-arms, but their total strength, "weird" monsters included, is thought to be around 180. Gayrlana's stronghold is a pinnacle-top castle called Mindulgulp, in the hills above Priapurl; it is reputed to be guarded constantly by many of the Company "monsters." The Company offices in Priapurl itself are next to the

Dark Arch Inn.

GAME INFORMATION: Gayrlana is a level 10 fighter with 18 charisma and, if the DM chooses to use psionic abilities, the psionic discipline of *telepathy*. She has weapons specialization in both long sword and *whipsting*. The latter is a very slender sword from the southern lands beyond Unther, which inflicts 1-6 points of damage (regardless of size), and may be used as a whip as well.

The exact make-up of Lady Bloodsword's band is unknown, and reports change over time with old creatures leaving (or being eaten) and new creatures joining.

The Order of the Blue Boar Based in Castel Spulzeer (in Amn), this Order is a group restricted in membership to experienced, veteran fighters of some wealth, each of whom must be approved by the "Boar's Heads," or governing council of seven warriors. The council maintains a membership roll of "Swords" (approved members), each of whom they can expel at will for unprofessional conduct. Members can elect to participate or not to participate in any Order activities (if there are too many applicants for a small-fee job, membership seniority is used to decide who'll take part). Each participating member takes a share of the fee, and can take part alone or involve any assistants/agents (other beings who are not members, including mages, fighting-men, and even trained beasts) they wish, although they are responsible for the deeds, payment, and care of the hirelings. Some members crippled by age, disease, or battle-wounds, can no longer ride to battle, and are always represented by their hirelings, who, if their service meets the council's standards, may well themselves later become members. The collective experience of the Order's members has earned it the reputation of being wary, cunning, and alert in its endeavors-for-hire, even though its method of sharing fees generally means that comparatively few weapon-bearers take the field when the Order is hired. The active membership

of the Order is known only to the Heads, although most Order members in any given area know each other, but its total is thought to be around 400 at full muster. Many adventurers belong to the Order, however, and may be unavailable for particular tasks due to their own ongoing activities (or recovery from such). The Order's badge is a blue boar's head with open mouth and tusks, facing the dexter (right), usually depicted on a red, russet, or silvery metal field.

GAME INFORMATION: The levels and abilities of the Order vary with its members, which range from 3rd to 10th level, but tend to average about 6th. The Council determines numbers, leaders, and levels to be assigned to a particular mission, and those seeking their aid must apply in person (or by servant) to their Amnish headquarters. These "Boar's Heads" are all fighters, and all lawful-neutral. They are:

Thantan Rhyrdyl, 12th level
Sinnom Thul, 9th level
Ghont Tavvas, 10th level
Gaurundur Thasz, 10th level
Bromdurr Tathen, 11th level
Dustar Klathor, 11th level
Ristamar Rhaal, 10th level.

GAME INFORMATION: Mercenary Bands in general are expensive, all the moreso if they are any good. A typical man-at-arms in the prominent outfits described here earns 1 sp/day (plus 5 cp if the employer cannot supply food and drink); a 5th level or higher fighter earns 1 gp/day plus, usually, bonuses for specific achievements, and a share of any treasure or loot gained. Smaller operations, and those less known, may be negotiated downwards, but given large forces, most city-states can afford only a small part of a large force.

In addition to the "standard" price above, several other points are usually negotiable.

- Split of plunder, if any is to be gained. Mercenaries involved in siegework, a long and painful task, will always bargain for a chunk of the besieged city or castle.



- **Risk.** Dangerous situations (over and above walking onto a battlefield in the middle of war) may require additional incentives. Such situations include: fighting foes led by powerful beings from other planes, fighting nations with set magical schools (such as the war wizards of Cormyr), and attacking factions noted for long memories and vengeance.
- **Transportation.** A mercenary company is responsible for its own transportation. If a hirer wishes to make sure the mercenary company arrives at the set date at the set time, a "travel allowance" may be set aside. While such moneys are refundable, usually that allotment is always used in moving the organization into place.
- **Duration.** Costs per day is taken from when the terms are settled or the company leaves its quarters until either the battle, season, or term of employment is over. Duration should be initially set, and mercenaries have quit the field after routing an enemy if that enemy has taken up fortified positions and a long (unnegotiated) siege is established.
- **Codes of Honor.** These vary from group to group, and include such matters as sparing the innocents and unarmed, the taking of prisoners and whether the company or the hirer has control of those prisoners, and the sparing of other defeated/surrendered mercenary companies. Mercenary companies will by and large prefer to surrender to others of their breed than nations, for the former will only demand money or service, while the latter has a nasty tendency to imprison and slay those on the losing side.
- **"Gifting"**—a practice more common in the North than in the Inner Sea area, it is regarded as an scam by the hirer. The employing nation or city may sweeten the pot by offering the mercenary captains

titles, additional gold, or magical items, which may aid them in their battles. It is common throughout the Realms, but most used in the reaches north of Waterdeep, where the proper gift to a mercenary captain may lower the overall price by 10%, while an improper one may drive the captain into the hands of another.

- **Treachery—Mercenary** Captains who turn on their employers often find themselves out of work and reduced to banditry, so the general rule is to conduct oneself in a honorable fashion. Similarly, an employer who betrays a mercenary group through action or failure to live up to contract will not only find it hard to hire more mercenaries, but will find agents of that mercenary group hunting for him to make a lesson to other such treasonous lords.

MERCHANT COMPANIES

AT A GLANCE: The life-blood of the kingdoms of the Realms is in trade, and it is through trade that many of the nations have come to be. The key to this trade is the various merchant companies, which carry, protect, and store goods.

ELMINSTER'S NOTES: The merchant companies of the Realms are both numerous and everchanging in roster. Below are the six prominent concerns presently seen on the roads in the Inner Sea lands (and on the overland trade route to the Sword Coast). Other caravan companies of note are described in the entry on Scornubel, as that city is a stopover-place for a large number of trading concerns.

Most trade travels in caravans for safety, throughout the Realms, and the great majority of caravans are run by independent caravan masters, who often display no badge or colors at all. A few caravans are sponsored or directly manned by a city or country, and usually bear the sigils of that place. The caravans of Amn are so marked, as are

those of the Zhentarim, using the sigils of Zhentil Keep.

Large companies (such as the ones below) created by the permanent amalgamation of smaller caravan companies, usually in several geographical areas, so that the new company controls a route or strategic area, are known as "Priakos." Alliances of small, independent companies into a caravan traveling group for safety are known as "Costers."

These major non-national traders are:

The Six Coffers Market Priakos Named for the six wealthy merchants who sponsored it, this Priakos is run by Thelwe Baruinheld of Berdusk, and has "bases" in that city, in Waterdeep, in Silverymoon, in Priapurl, and in Selgaunt. It is large, efficient, and prosperous, but only four of the six original partners still live (the survivors are Ultramm of Selgaunt, Syntel of Iriaebor, Maftan of Waterdeep, and Szwentil of Marsember).

Trueshield Trading Priakos Based in Telpir, this professional organization builds its own wagons and equips and trains its own guards, and does both of these things very well. Few bandits tangle with its caravans; even orcs leave them alone on most trips. Its rates are expensive, but it almost always delivers, so money has been pouring into its coffers for the eight seasons it has been in business. The Master Merchant of the Trueshields, Dzentraven Thiomtul, is credited with the idea of sealed "destination wagons" into which the goods of many small shippers intended for a common destination are packed together, rather than the traditional packed-by-weight and -bulk assorted "peddlar" wagonpacking method.

Dragoneye Dealing Coster Based in Cimbar, with way-bases in Iriaebor and Elturel, this is the oldest of the costers. It was begun by two merchant brothers who were tired of shipping things overland to avoid the Inner Sea pirates only to lose them to



bandits on the long land-routes west of Westgate, and reluctant to pay incredibly stiff fees to the merchant houses of Westgate to have their cargoes accompany the well-guarded caravans of the latter. The brothers, Iltravan and Chethar, still run the Coster, but they have taken in two lesser partners: the Mhalogh of Mor-dulkin (a minor noble), and Bezenttar of Suzail.

The Seven Suns Trading Coster The name of this group refers to the widely-separated partners who formed this group, converting their own small merchant companies into regional bases, providing horses, draft oxen, wagons, and hiring local guards. The seven partners are Jhas-so of Baldur's Gate (formerly of Jhas-so's Wagons, a famous fast-haul freight outfit that operated up and down the Sword Coast when wars, pirates, or weather hampered off-shore shipping); Shield of Everlud; Pomphur of Almraiven; Chond of Calaunt; Alvund of Ormpetarr; Dzun of Sheirtalar; and Nammna of Milvarune. This Coster usually provides the leanest guards and the worst wagons, and is inclined to be slow and often bandit-struck as a result; but it also undercuts its competitors on most routes.

Thousandheads Trading Coster Run by the former adventurer Bharavan Bhaerkantos from his stronghold east of Riatavin, this Coster operates only on a single route: from Waterdeep to Hillsfar, via Scornubel, Berdusk, Iriaebor, Priapurl, Arabel, and Essembra. Its name refers to the "thousands" of small one-to twelve-wagon outfits that benefit from this Coster; Bharavan recruits "retired" adventurers to guard his caravans, and offers cut rates to small merchants. His guards are tough, hard-nosed, and tireless; they have instructions to go after and kill any caravan raider, so few casual raiders tangle with Thousandheads caravans twice. Bharavan is remembered for putting

his gold pieces where his tongue wags on his instructions to slay raiders: he once spent two hot summer months hunting down and butchering every single member of an orc band, the Poison Fang tribe, that was repeatedly harrying his caravans east of Iriaebor, and impaling the bodies of the orcs on stakes along the trade-route, with the Thousandheads trailglyph branded on each one. Some of the stakes can still be seen to this day, although their grisly messages are long gone, save for a skull and a bone or two.

In addition to these "Major Lines," there are a number of other trading organizations. The Merchants' League, based in Baldur's Gate, is an organization that promotes merchant safety through good roads, road patrols and defensible waytowers, and strong, well-run and well-guarded caravans. The League is a rival to both the Merchant-Kings of Amn and the newly-formed Iron Throne, and runs many caravans under guard for small independent caravan masters, for very reasonable fees. Prominent members of the League are Irlentree, Zori Miyar, and Aldeth Sashenstar. All are successful merchants themselves, who reside in Baldur's Gate. The League is an organization in decline, however; the rise of the various costers is replacing its functions and sapping its traditional support.

MINTARN

AT A GLANCE: Mintarn is medium-sized island 400 miles south-west of Waterdeep, and is known as a safe haven for those in flight from the authorities.

ELMINSTER'S NOTES: This beautiful tree-cloaked island is a free port on the Sword Coast where no questions are asked and no folk are turned away. The island is a refuge for fugitives from justice, pirates, war refugees, mercenaries, and others who want to transact business (shady or otherwise), buy

Merchant Signs

The Seven Suns Trading Coster



Banner



Trailglyph

Thousandheads Trading Coster



Banner



Trailglyph

Dragoneye Dealing Coster



Banner



Trailglyph

Traeshield Trading Priakos



Banner



Trailglyph

The Six Coppers Market Priakos



Banner



Trailglyph

The Iron Throne



Banner



Trailglyph



arms, or enjoy themselves, away from the watchful eyes of foreign rulers and more proper authorities. The wine-taverns and fest-halls are legendary up and down the Sword Coast for both their services and their danger.

Mintarn has a large harbor and main city (the capital, Mintarn, on its southern coast, and a smaller harbor and town on the east coast.

GAME INFORMATION: Mintarn is ruled by a self-styled "Tyrant" named Tarnheel Embuirhan. Tyrant Tarnheel is a LN fighter of 15th level, and is aided by two comrades of like alignment, Bharandas Zhan (12th level magic-user), and Szentarr Ravin (10th level illusionist). His "Tyranny," despite his title, is known to be open-minded, open-eyed, and open-handed, and lets Mintarn tend to itself in most of its day-to-day dealings. Tarnheels does keep order (brutally if the occasion calls for it), keeps individuals from using force to gain their ends on his island, and acts to prevent pirates, other realms, or other scalawags from gaining control of Mintarn.

MISTLEDALE

AT A GLANCE: Mistedale is a wide clearing of farmland on the road from Tilver's Gap to The Standing Stone. Its largest community is Ashabenford, where that river crosses the Dale, and save for that community, the region is dotted with small farms and stockades.

ELMINSTER'S NOTES: This quiet agricultural community was named for the mist which rises at morn and eve from the river to fill it. It has no lord, but rather a Council of six, the High Councilor bearing a black rod, and commanding the "Riders," mounted militia who keep the peace in the dale and along the trade road from the Standing Stone in the east to the edge of Tilver's Gap in the west. The current High Councilor is Haresk Malorn, a quiet, middle-aged merchant of reputed great wisdom.

GAME INFORMATION: The "Riders of

Misteldale" number twenty, and are known for their lacquered black plate armor and black helms emblazoned with the white horses that are the Dale's insignia. The membership of the Riders varies over the years, but its members are always fighters, rangers, cavaliers (and on occasion a paladin) of levels 3 to 6. They may be armed with magical weaponry.

Heresk Malorn is High Councilor of Mistedale, and fights as a 0-level fighter. His black rod of office is rumored to be a *rod of rulership*, and is used in dire situations to protect the vale.

MOONSEA

AT A GLANCE: The Moonsea is a large fresh-water sea, connected to the Dragon Reach and the Inner Sea by the River Lis. It is dominated by the cities of Mulmaster, Melvaunt, Hillsfar, and Zhentil Keep.

ELMINSTER'S NOTES: A number of civilizations have risen and fallen over the years in the Moonsea region, and the cities of Mulmaster, Zhentil Keep, and others are built on their ruins. The Sea itself is relatively shallow. In the center of the Moonsea is a set of underwater ruins called Sunken Keep, or the Bell in the Depths. The origin of these ruins is unknown.

MOONSHAE (MOON-shay) ISLANDS

AT A GLANCE: The Moonshae Islands are a large collection of islands well to the west of the Sword Coast, and ruled by a collection of more than a dozen small kingdoms. Those kingdoms in the southern parts of the island are held by the Ffolk; farmers and fishermen who were the original human inhabitants of the islands. The kingdoms of the northern regions of the Moonshaes are held by the descendants of Northmen raiders.

The Moonshaes are blanketed with many forests of oak, hickory, birch, yew, and pines. Much of the land is mountainous and rocky, or low, flat

bog. The coastlines are primarily rocky, and brutal winter storms sweep the islands during the winter months.

ELMINSTER'S NOTES: The Northmen invaders of the Moonshae Islands are descendants of the same stock as the men of Luskan and Ruathym, further north. Their depredations of the land are gradually taking more and more lands away from the more peaceful Ffolk. Often, the raids will simply consist of attacks to capture livestock or slaves, though occasionally, the raiders will land on a fertile coast and claim it as their own.

The kingdoms of the Northmen are run by warlords—strong and brutal men who have won their posts through a combination of might and cunning. The kingdoms will generate food through agriculture and farming only to a subsistence level for that particular kingdom. The Northmen feel that it is far more honorable to pillage and plunder for a living than to till the soil or fish the sea.

No single king of the Northmen rules the others, though the larger an army or fleet that a king can muster, the more influence he holds in the Northmen councils. Thelgaar Ironhand, Grun-narch the Red, and Raag Hammerstaad are among the more powerful current kings of the Northmen.

The lands of the Ffolk are also broken into many small kingdoms. Unlike the Northmen, however, all of the kings of the Ffolk owe fealty to the High King, who resides in his massive fortress at Caer Callidyrr, on the island of Allaron.

The Ffolk concentrate much more heavily than the Northmen on peaceful pursuits, such as farming, fishing, hunting, and trading. The lands they hold tend to be more hospitable than the domains of the Northmen, and consequently provide a wealth of agricultural produce, but also serve as an ever-present invitation to the raiders' greed.

The sturdy trading vessels of the Ffolk travel throughout the Moonshaes and along the Sword Coast, and are famous for their capacity to weather



the roughest seas. They are slow, unmaneuverable boats, however, and thus fall easily when attacked by the longships of the Northmen.

The largest of the Moonshae Islands, Gwynneth, contains a small region still inhabited by the islands' original residents. This region is a broad valley, with a huge and cold lake in the center called Myrloch. The entire region is referred to as Myrloch Vale, and rumors among both the Northmen and the Ffolk speak of the enchanted nature of the place. Here dwell small bands of reclusive dwarves and firbolg giants.

Myrloch Vale is a place of enchantment and beauty. Certain creatures, especially favored by the Earthmother, live there. These include a unicorn, faerie dragons, and a pack of wolfdogs, said to slumber for decades, only awakening when the goddess calls them for some important task.

Also rumored to live somewhere within Myrloch Vale is a small group of demi-humans known as the Llewyr: an elvish people whose population has shrunk dramatically with the coming of the humans to the Moonshaes. The Llewyr have the physical appearance of slender gold elves, but their ways and attitudes are more in line with the wild elves.

All of the dominant native races of the Moonshaes, including the Ffolk and excluding the Northmen, worship a goddess that is visualized as the mother of all life, and indeed of the earth itself. She is often referred to as the "Earthmother." The words of the goddess are spread through her druids, humans who dwell among her wildest and most sacred places, dealing more directly with the earth itself than the humans who live upon it. These druids tend to consider themselves a breed apart from those on the mainland of Faerun, and are polite, though distant and reserved, in dealing with such druidic circles.

The Northmen worship a stormy aspect of Tempus, god of war, through their own shamans. These shamans encourage Tempus' teachings which

support their conception of the world as a victim waiting for the raiders' plundering boots.

Over the past hundred winters, clerics teaching the faiths of some of the other religions of the Realms have arrived in the kingdoms of the Moonshaes, and have attempted to spread their own faiths. These clerics have generally met with death among the Northmen, and an amused disbelief among the Ffolk. In the later case, the clerics of the new gods have made a few converts, but the Ffolk by and large remain true to their ancient beliefs.

The central conflict in the Moonshae Islands is the struggle between the raiders and the Ffolk. Although these two peoples interact through commerce, trouble is never far away when both groups are in the same place. Within the Ffolk's society, conflicts about the new faiths versus the old religion are common. Also, tactics for dealing with the Northmen are frequently debated, and alliances among the various kingdoms of Ffolk can be made and broken.

GAME INFORMATION: More information on the Moonshae Islands is available in the novel *Darkwalker on Moonshae*, by Douglas Niles, and the *Forgotten Realms Sourcebook FR-2, MOONSHAE*.

MULHESSEN (Muhl-HEH-sen)

AT A GLANCE: Mulhessen is a small town in Sembia, north of Saelroon on the main road between Selgaunt and Daerlun. See SEMBIA.

MULHORAND (Muhl-HOH-rand)

AT A GLANCE: Mulhorand is one of the great and ancient nations of the South, of which little truth and much rumor is known. It is situated at the far end of the Sea of Fallen Stars, in the region known as the Sahuagin Sea.

ELMINSTER'S NOTES: Mulhorand is said to ruled by a dynasty of beautiful and undying kings and queens, who wield godlike powers. It is also home of the Statues That Walk, great juggler-

nauts which dot the landscape and on occasion, for unknown purposes, animate and wreak havoc. Mulhorand is the oldest of the known nations of Faerun.

MULMASTER (MUHL-mah-ster)

AT A GLANCE: Mulmaster is a large city built up the sides of mountains to the south. The Moonsea protects the north, and a large keep the southern road, making it a naturally-protected fort and one of the strongest such areas on the Moonsea, rivaling Zhentil Keep.

ELMINSTER'S NOTES: The highest spur of land in mountainous Mulmaster is the site of the Towers of the Blade. Here the ruling families of the city abide, led by the High Blade of Mulmaster, Selfaril. Selfaril is a wily, cagey individual seeking to upset the control that Zhentil Keep is exerting over the eastern Moonsea, and seeks, by alliance and military force, to become the dominant power in the region. Despite a crushing defeat at sea against Zhentil Keep, it remains a free city on the Moonsea.

GAME INFORMATION: The High Blade of Mulmaster is an 18th level NE fighter.

MYTH DRANNOR (Myth DRANN-or)

AT A GLANCE: The ruins of Myth Drannor are among the most celebrated of the Realms. Once a great city, it is now a sprawling ruin overgrown with trees and greenery, located in the heart of the Elven Woods.

ELMINSTER'S NOTES: Of old, men were few in these lands; the vast forests of what is now the Dalelands were home to elves. These elves kept large communities at Lake Sember, the Tangletrees, and the Elven Court. When men came first to what is now Sembia, seeking the mineral riches of the north shores of the Moonsea, the elves met and traded freely in the splendid city of Myth Drannor, and lived together in harmony, amidst created beauty. Myth Drannor was ancient then, and, sages

MYTH DRANNOR (Circa YEAR OF THE TUSK)



say, outshone the most splendid of the cities of today, even vast and imperial Waterdeep.

Now a lost, fabled ruin, Myth Drannor was the city of bards, storytellers, artificers and inventors, arcane knowledge, magic users, researchers, and historians. Its jewellers were matchless, and its musical instruments (of elven make) unsurpassed. It earned the name of "City of Love" among the elves, and "The Towers of Beauty" among bards. It was destroyed when the Army of Darkness captained by the dreaded nycadaemons was raised in the northern mountains and swept down upon it, over a millennium ago.

Fflar, captain of Myth Drannor, slew a nycadaemon with his bare hands, or so the legends say. Others tell of a magical blade, Demonbane, wielded by him that day. Yet despite such heroics, in the end the city was lost, cast down, sacked and burned. Much of the noble genius and influence found graveless deaths that day, and men were driven almost to extinction on the Sembian coast.

For hundreds of winters men have remembered Myth Drannor as a legendary treasure house of lost gems and magic, guarded by the elves, who let none near and hold the place sacred. And then, early this year, the last of the elves of the Elven Court passed over the sea to Evermeet, leaving the woods open to men for the first time. Since then, several bands of adventures are known to have entered the city. Not all have come out.

Many of the powers surrounding Cormanthor (Hillsfar, Zhentil Keep, Sembia, and the Dales), as well as adventuring companies, have sent exploring/plundering parties into the ruins, which the elves held sacred and kept undisturbed since its fall. Few have found anything of value, and news has begun to spread of devils in the ruins. The Knights of Myth Drannor (see SHADOWDALE) have reported finding a newly-constructed altar to some dark power in the center of the ruins.

The altar is reported as being undam-

aged and undisturbed, and was apparently brought into being by renegade priests of Bane. If this is so, it represents a growing threat to the entire Inner Sea area.

GAME INFORMATION: Myth Drannor represents a great and dangerous opportunity for the adventuring party in the Moonsea area; a large ruin that is only now being plundered. Such travelers are warned that in addition to creatures such as lesser devils found in the ruins, the area will also hold forces and expeditions from various nations and adventuring groups, who have set up their own areas within the ruins, and may take unkindly to such intrusions. For a brief time, the Knights of Myth Drannor held the others in check, but that group has disappeared and there is no knowledge of their fate.

NEVERWINTER

AT A GLANCE: Neverwinter is a bustling city located farther north along the coast from Waterdeep, along the

MYTH DRANNOR (Circa YEAR OF THE WORM)



High Road.

ELMINSTER'S NOTES: Neverwinter is a friendly city of craftsmen, who trade extensively via the great merchants of Waterdeep; their water-clocks and multi-hued lamps can be found throughout the Realms. Neverwinter gained its name from the skill of its gardeners, who contrived to keep flowers blooming throughout the months of snow—a practice they continue with pride.

GAME INFORMATION: "By the clocks of Neverwinter" is a watchword for accuracy and delicate precision. The water-clocks produced here are accurate within five minutes over a year, provided that sufficient water is available. These clocks sell for 150 gold pieces each, can be carried by a single man using both hands, and are quite in fashion in the town houses of the more "civilized" regions.

The multi-hued lamps are the result of carefully mixed and blown glass, designed to produce pleasing colors

against the walls at night. These lamps sell everywhere, and are usually priced at 5 gold pieces each.

ORDULIN (ORE-dyoo-lin)

AT A GLANCE: Ordulin is the capital of Sembia, though not its largest city. See SEMBIA.

NIMBRAL (Nim-BRALL)

AT A GLANCE: Nimbral the Sea-Haven is a fabled land that may in truth not exist, for it is south of the southernmost of the known Realms, as far south from Lantan as Lantan is from Moonshae. It is a fabulous, rumored nation, supposedly home of great mages of power.

ELMINSTER'S NOTES: Far to the south of the Sword Coast lands, this lone island is said to rise out of the vast sea. Nimbral is spoken of as The Realm of the Flying Hunt, and from this tiny realm of forests and high meadows, warriors dressed in armor of glass are said to mount pegasi and take to the air,

raiding nearby shipping and the traditional foes of the realm: the almost-mythical kingdoms of Samarach and Thindol. Nimbral is home to an enclave of extremely powerful, though studious and introverted, archmages, known as the Nimbral Lords.

There are said to be twenty-seven or so of these Lords with perhaps a dozen more apprentices of some accomplishment, and they form a tightly-knit, loyal family. The Lords of Nimbral keep to themselves and the maintenance of the realm. This introverted application to their studies has, it is said, resulted in strong but unique magical developments, in particular discoveries involving illusion and "displacer"-type spells and magics that duplicate the psionic disciplines.

The above may be all fairy-story, for many such tales come out of the south involving great and powerful magics that exceed the powers of the North. Yet just as often a flying ship appears on the horizon, carrying wonders from such a land as this or Halruaa, and so it



is included herein.

THE NORTH

AT A GLANCE: The region to the east and north of Sea of Fallen Stars, reaching the Sea of Swords and including the Moonshae Islands but not the elven island of Evermeet, is called The North. It is the best-known area of the civilized and uncivilized world.

ELMINSTER'S NOTES: As for the Sword Coast, the definition of this region depends on the location and attitudes of the speaker. In these tomes, the North is defined as those realms to the North of the River Chionthar and the trade way out of Iriaebor, and west of the Dragon Reach, the Rivier Lis, the Moonsea, and the Galena Mountains. Inhabitants of Waterdeep would be insulted by this definition, and would consider the North (in particular "The Wild North") to be those lands north of Waterdeep.

ORLUMBOR (Or-LUM-bore)

AT A GLANCE: Orlumbor is a rocky bare island just off the Sword Coast, 300 miles south of the city of Waterdeep. It is home to a few fishermen, some goat-herds, and the most skilled shipwrights in the Realms. The finest ships of the North find their origins at the docks of Orlumbor.

ELMINSTER'S NOTES: Of old the island of Orlumbor was covered with trees, though these have long-since been cut down. Most of the ships which ply the Sword Coast have been built, or at least repaired, here.

Orlumbor has a good natural harbor on its landward side. It is about that harbor, cut into the living rock of the island itself, that the docks and homes of the shipwrights of the island are found. The homes are cave-like complexes connected by tunnels and stairs, and the construction docks are seldom empty or deserted.

Orlumbor is an independent nation that has several times retained its independence solely by having Waterdeep as a strong ally. That city-state of the

Sword Coast has stepped in to aid Orlumbor in conflicts with Mintarn (before the advent of the Tyrant there), then Baldur's Gate, and most recently Amn. The Lords of Waterdeep see it in their best interests in keeping the most important shipbuilding center of the Sword Coast independent of any of its strong rivals.

Orlumbor is the home to the magess Delshara "Windhair," also called "the Witch of the Waves," whose magics are reported to have hurled back ships attacking the isle from the Pirate Islands and from Luskan.

GAME INFORMATION: The Shipwrights of Orlumbor are the finest purveyors of ocean-going ships to be found along the sword coast. Their construction techniques give these ships the maximum hull range value available for these ships, at the standard costs. They can construct ships in the following times.

Merchant, Small	2 months
Merchant, Large	6 months
Warship	4 months (not including any additional weapons fitted to it).

The shipwrights of Orlumbor specialize in salt-water craft, and as such do not normally deal in galleys and other craft normally found on the Sea of Fallen Stars.

PIRATE ISLES OF THE INNER SEA

AT A GLANCE: The Pirate Isles in the Sea of Fallen Stars are a large collection of rocky spurs jutting out of the water some 100 miles off the coast of Sembia. The majority have no name, while the larger islands are remembered as pirate-dens and havens to scavengers. Not all the inhabitants of these islands make their living directly or indirectly from pirating, but the majority do.

ELMINSTER'S NOTES: Due east of the southernmost capes of the isle of Presper lie the Pirate Isles; the westernmost and largest of these is Earthspur,

"the Dragonisle." Since men first sailed the Inner Sea there have been settlements in this labyrinth of islands and rocks and men living here have always fished and raided. Raiding, at its height, reached nearby islands such as Presper and the proud cities of the Sembian coast, as well as Procampur and Tsurlagol.

The Pirate Isles are strategically placed to command all shipping moving to and from the Dragon Reach and Westgate from all other areas on the Inner Sea. The isles are largely uncharted (except by pirates) and corsair vessels lurk among them.

The Pirates have not been strong enough to openly defy and stand against, or even attack, the ports of Sembia for nearly two hundred winters. The Dragonisle itself is fortified, and has two secure harbors, defended by castles that boast rare and wondrous bombards brought long ago from Thay and the utter South, and three secure anchorages in addition to these harbors. Nowhere else can raiders stand and fight, nor call their own.

The first great pirate leader was Immurk, sometime called "the Invincible," for he was never defeated, and died of heartburst in his sixty-seventh year. No navies stood against him in those days, and though he created the want of war-vessels, he also prevented their being built, by means of daring raids and a wide-spread, secretive network of informers ashore. Immurk is remembered as a shrewd old fox, not above fostering conflict in the coastal lands betwixt rival kingdoms to empty royal coffers and cause more ships to sail, while giving their owner the less to protect them with.

Immurk's successors were less able men. The Pirates of these lands have never had a formal ruler or succession, so that the strongest would brawl his way into dominance, and hold his position by ruthless butchery, threats, and bribes. Immurk's heirs were reckless, roaring fighters, cunning in their ways, but not the level-headed tactician Immurk had been. And so, inevitably,



pirate atrocities grew and pirate prudence waned, and at last the rising Inner Sea kingdoms—Cormyr, Sembia, Impiltur, and the Vilhon Reach, in particular—united on the seas against the pirates, to form grand fleets of vessels.

The leader of the pirates at that time was one Urdogen "the Red," "he of the blood-colored tresses and beard," a hot-headed bear of a man. Urdogen sailed forth to crush the fleets approaching the Dragonisle, only to be caught in the closing jaws of a trap, as ships swarmed out of every nearby port to assail his raiders on all sides. Urdogen was never found after the week-long battle, and no man claimed to have slain him, but his vessel, the *Raging Tears*, was never seen again, and is believed by most to have run on rocks while slipping away during the night and thereby sunk. The battle dragged on for a week because many pirate ships slipped into the heart of the maze of isles to escape after the initial, disastrous battle, and had to be slowly, doggedly tracked down and slaughtered by the pursuing ships of the coastal lands.

The pirates were not eradicated, but it was many years before the Dragonisle was again openly held against all sailing by, and men spoke again of pirates in the same breath as bad storms of ill luck and misadventure. It now appears that one Methlas, a merchant of Marsember, quietly gathered together a small corsair fleet of cautious, skulking sailors and around them built up a web of false vessel names, fake cargoes, and "deck cargo losses," and has used these small, steady thefts to provision and outfit war-vessels, and hid these vessels in the Dragonisle's concealed southern harbor.

Methlas was murdered by his lieutenant, Thevren, ere the fleet was complete. Thevren was impatient for booty, and promptly launched raids on Selgaunt and Saerloon. The raids were a surprise, and successful, for Thevren was astute enough to destroy or seize any war-vessels in the two harbors. In the meantime, strife had flared up

ashore, and no fleet was mustered from all the lands to strike down the pirates as Urdogen had been struck down. So the pirates survived and increased their power. Thevren could not enjoy his victory, for he was poisoned by his current lady-fair, Thilana.

Thilana was far more prudent than her former amour. She revived Immurk's system of informers, using her former female colleagues ashore, and paying well. The pirates again faded from common view, striking only when there was bloodier fare going on elsewhere, and no attention to be spared for a few lost vessels. Thilana spent as much time ashore as on the seas, working intrigues. In turn she was strangled by another woman, Laershala of the Emerald Eyes, who was a bolder raider than Thilana, but still wise enough to keep the pirates low in profile.

Laershala's reign was not as sturdy as her predecessor's, and since her death in battle with a Cormyrian Freesail, no one person has truly commanded the pirates. Instead, various captains ally into factions behind an able leader; these factions war and intrigue much like the great courts of the South, uniting only against naval attacks against Earthspur the Dragonisle.

In the Year of the Prince, some of these pirate leaders are known to be:

Teldar of the *Kissing Maiden*, who flies a yellow pennant with three black stars on it, and is an older, capable veteran supported by the majority of the pirates, but supported with little spirit or lasting loyalty.

Vurgrom, a fat, brawling giant of a man who styles himself "the Mighty" and commands a strong fellowship among the young.

Crammar, a soft-spoken, dispassionate master of intrigue in Immurk's tradition, but widely thought a fop, and in any case not a fighter, hence having little popular support.

Azla, a very young woman, whose age has already set many pirate captains against her. Azla is a "witch of a fighter" but has not yet had any oppor-

tunity to demonstrate any ability at intrigue, administration of a fleet or creation of an intricate plan.

There are at least two hundred active pirate vessels (and probably as many more hulls, perhaps as many as six hundred), hidden in the Pirate Isles and around the coasts of the Sea of Fallen Stars.

GAME INFORMATION: The ships of the pirate fleet vary with the ships found in the Inner Sea, and include Sembian warships, converted Impilturian merchants, and biremes and triremes from Chondath and Chessenta. The latter galleys function quite well in the relatively calm waters of the Inner Sea, crewed by slaves taken from previous raids.

Armament of these ships depends on the ship and owner, but generally runs as follows:

Small Galleys and Merchants:

1-2 ballistae

Large Galleys and Merchants

2-6 ballistae and a catapult

Warships

4-8 ballistae, 1-2 catapults, and sometimes (25% chance) of a trebuchet

Only galleys may engage in ramming tactics, and only galleys are equipped with rams.

Pirate crews are double that for normal ships, as pirates tend to carry less bulk goods than merchant ships. Some pirates make use of companies of archers, aquatic beasts, and spellcasters, and it is a standard procedure that any archers on a ship should make an apparent spell-caster their first target. As a result, half-elven, elven, and other racial spellcasters that may wear armor are valued in the pirate fleets for making less of an obvious, vulnerable target.

"The Dragonisle" proper can hold a hundred and sixty to a hundred and seventy vessels within its fortified harbors; both harbors have chains, stone underwater "breakrocks," and ramships to prevent unauthorized entry. Their entrances are further protected



by thick-walled forts. Its northern harbor's fort is built into a cliff along the western side of the narrow harbor entrance, while the southern harbor's fort is set square at the mouth of the harbor. Each of these forts have a battery of mystic *Thayian bombards*. The effects of these protections are:

- The chains, when raised, prevent all ships from passing across them. The links of these chains are as thick as a man across, and made of cast iron and plated with lead.
- "Breakrocks" are artificial reefs set up in the harbor just below the waterline. Ships striking a break-rock are treated as being rammed by their own type of ship. Regular visitors of the ports are instructed how to sail by the harbormaster to avoid running aground.
- Ramships are light galleys crewed by ten men (usually slaves or prisoners) with 2 hull points, and made of substandard materials. Their purpose is to engage and ram enemy ships in the harbor. In desperate circumstance, they are loaded with combustibles and set aflame.
- The *Thayian bombards* are mystical devices which fire a screaming blue death upon enemy ships. Each fortress has four of these cast-iron monsters, which have a minimum range of 120 yards and a maximum range of 480 yards. They fire huge hollow stone balls filled with fluid sold by the Wizards of Thay that, placed in the bombard, ignites and carries the flaming stone ball to its target, inflicting 5-30 points fire damage, 2-12 points hull damage, and setting all flammables stuck ablaze. These bombards are wonders of this age, but are hampered by their size (each is larger than a manor-house in Waterdeep), their required fluid (which the Thayians part with at a dear price), and a lack of accuracy, for while the bombard may fire once every two turns, it only has a 1 in 10 chance of hitting its target.

Pirate signals and verbal codes

change constantly; here are a few old passwords gleaned from various sources: "Obold," "Immurk Way," and "Holt-Hol" Failure to use the correct password when called upon will often result in the death of the user.

PRIAPURL (Pry-ah-PEARL)

AT A GLANCE: Priapurl is a small, sleepy way-town along the Trader's Road from Iriaebor and Westgate. It is notable only for the large keep to the south of it, which is the home of the Mindugulph Mercenary Company. See under **MERCENARY COMPANIES**.

PROS (Prahss)

AT A GLANCE: Pros is a small lake-town on the Lake of Dragons. Once a common port in the region, its importance has declined with the silting up of its harbors, restricting it to all but the lightest of craft.

PROSKUR (PROSS-kurr)

AT A GLANCE: Proskur is a trading waystop where the Overmoor Trail meets the winding road from Iriaebor to Cormyr. It is the last eastward stop before entering the Dragonjaw Mountains.

PROCAMPUR (Pro-CAHM-pur)

AT A GLANCE: Procampur is a rich and independent city-state located on the eastern shore of the Dragon Reach. It is a large, sprawling city divided into districts by high walls, and each district marked by slate roofs of a different color.

ELMINSTER'S NOTES: Procampur is the richest of the independent cities of the Inner Sea's northern coasts. Procampur was once known as Proeskampalar, and was a booming city before the founding of the Standing Stone and the creation of Dalesreckoning. From those days until now it has been a city noted for its skilled goldsmiths and gemcutters. Ruled by a hereditary overlord with the title Thultyrl, Procampur

has a strong army and navy to protect the valuable substances it trades in from Inner Sea pirates and from other nations. It has defeated Mulmaster and Sembia decisively in past conflicts, and is now allied to the neighboring city of Turlagol.

GAME INFORMATION: The present Thultyrl is a young man, Rendath of the Royal Blood (the royal family of Procampur has no last name other than its title). Rendath is an 11th level cavalier.

The multi-colored roofs of Procampur are dictated by royal order, and are set apart according to district:

District of the Poor: grey roof
Temple District: shining black roof
Merchant District: sea green roof
Adventurer's District: red roof
Sea District: blue roof
Services District: yellow roof
Nobles District: silver roof
High Court and Palace: gold roof

Districts are further restricted by walls fifteen feet high that separate the district. Guardposts, militias, and army barracks have white-washed roofs for differentiation. Royal orders are strict in which activities may be performed in which district; for example, if an adventurer who has attained noble title wishes to settle in the Noble District, he must forswear all further adventuring before his king, and pledge to not aid or house any such individuals in his house.

RANGERS

AT A GLANCE: Rangers are specialized types of fighters and warriors, suited to a wilderness existence while still retaining more of the trappings and station of society. Individuals who become rangers are normally from the civilized agricultural areas of the Realms, as opposed to its wilderness areas.

ELMINSTER'S NOTES: The Rangers are a phenomenon primarily confined to the North, in particular that region north and west of the Sea of Fallen Stars. There are occasionally individuals of this type from Amn or Chondath, but a ranger further south is as



rare as pity in a beholder. This may be due to fact that the Rangers function best in those regions which are still being developed and explored by civilized man, and as such have little to do in those regions that have been settled and ruled (at least in name) for centuries.

Due to their low numbers, regional restrictions, and tendency to perform along the same lines of "good" morals, Rangers are both very individualistic and clannish. A ranger can often be found on his own, or in a company of druids or adventurers, where his wilderness skills are useful. At the same time, when Rangers meet, there is often an exchanging of names and gossip on the latest doings of others of their type. While not a political or social force, Rangers are a finely wrought network of information, and it is this network that makes them a natural part of the group known as the Harpers (q.v.). Not all Rangers are members of this group, but many are, and the Harpers recruit further from these ranks only on the recommendations of those Rangers within its group.

GAME INFORMATION: The Rangers of the Forgotten Realms are as presented in the *Players' Handbook*, with further expansions for tracking ability in *Unearthed Arcana*. Player-character rangers are not limited to being specifically from "the North," but it should be noted in social situations that a Calishite Ranger will attract much comment within the community (and that finely-wrought layer of communications) of Rangers.

RASHEMEN (Rah-SHEH-men)

AT A GLANCE: Rashemen lies north of the mysterious land of Thay, and is the easternmost of the known Realms. To its east lie uncounted leagues of rocky, grassy wastelands, and beyond that several rumored kingdoms of men, unreached and unreachable in recent memory. The land of Rashemen is the home to a race of short, muscular humans who are concerned primarily

with their herds, and who are adept at carving bone and sculpting rock.

ELMINSTER'S NOTES: Merchants from the Sword Coast call Rashemen "the Far Land," and trade is brisk with other nations in the Realms. Merchants come to Rashemen from the west by three routes: via the Long Road to the north through Nathoud; through the Great Dale to Kront and thence across the Lake of Many Tears; or across the "Golden Way" which skirts the border with Thay and enters Rashemen at Mulsanter.

The trade-goods of Rashemen are wool, furs, and carved stone and bone, as well as much-prized casks of *jhuil*d, or firewine. Rashemen imports cloth, woodwork, lumber, and foodstuffs. Rashemen is self-sufficient in war-metals, and has large herds of goats and rothe. Rashemen is also the home of *sjorl*, a heavy, smoky-flavored cheese. *Sjorl* is very nourishing, but it is an acquired taste, and little is exported.

Some ballads refer to Rashemen as the "Land of Berserkers." Such is the fearless savagery and stamina of its warriors that at least sixteen invading forces from Thay have been slaughtered or turned back from incursions into the land in the last seventy winters. To date the Far Land remains free.

Rashemen is ruled by a *Huhrong* ("Iron Lord," or senior war leader), whose steel-shod palace towers above the roofs of the city of Immilmar. The Iron Lord commands Rashemen's standing army, called "The Fangs of Rashemen." The Fangs are a contingent of warriors clad in heavy fur and leather tunics, armed with hand weapons, short bows, and light lances, and mounted on surefooted mountain ponies. Most of Rashemen's armed force is involved with patrols on the land's borders with Thay, along the shores of Lake Mulsantir, and the broken lands east of the Gorge of Gauros.

The present *Huhrong* is Hyarmon Huzzilthar, a grizzled veteran warrior with a salt and pepper beard, who numbers seventy-six winters, and has ruled

as senior war leader for the past twenty-three of them. Huzzilthar was chosen, as all Iron Lords are chosen, by the Witches of Rashemen, a group of female spell-casters who hold great power in the land. Huzzilthar replaced "Old Wolf" Targuth Athkarr, who in turn had held the High Seat at Immilmar for seventeen winters after the death of his predecessor, Lethgar Mimdusko. Athkarr had been plagued by senility in the later years of his rule, and upon Huzzilthar's selection as leader, Athkarr was taken in by the witches, and never seen again by mortal eyes. It is believed that the senile "Old Wolf" was carefully tended until his death, for the witches, as the common Rashemen say, "are like that" (usually accompanied by a knowing shrug).

Beneath the *Huhrong* there are many lesser, local lords, each with their own followers and businesses. The succession of rulership, however, and the posts of warleaders within the armies, are chosen by the true powers of the land, The Witches of Rashemen.

The continued existence of Rashemen speaks greatly of the true power of the witches' magic. There are believed to be no less than sixty, and likely over a hundred, witches in the land. Within the nation of Rashemen the members of this order wear black robes and grey masks showing only passive faces. Should a witch leave Rashemen for any reason, she abandons her black garb and conceals her powers, for none have revealed their abilities or identities beyond the borders of their native land. The central haven for these witches is the town of Urling.

It is this powerful order which provides the pilotless boats known as *witch-ships*, and which unleashes fell beasts and poisonous gases on vessels from rival Thay. These witch-ships roam at will throughout the great lake Ashane, also called the Lake of Many Tears, from as far north as the Pool of Erech to as far south as Lake Mulsantir and the "harbor of chains" at Surthay.

The Witches of Rashemen also brew *jhuil*d, the fire-wine, a potent amber



drink that warriors imbibe before battle, which deadens pain and inflames the passions, whether for battle or other activities. Through their control of the *jhuuld* as well as their great and mysterious magical powers, the witches control the warriors of Rashemen, and through them the nation.

In their native land, the witches of Rashemen are venerated and respected. The penalty under Rashemen law for harming or disobeying a witch is death. The witches are said to take male lovers for brief periods, though none have pierced the veil of secrecy that surrounds their group. It is believed that these males are used for some form of planned breeding program, but this is as yet undetermined.

The people of Rashemen are by nature a hardy, brawling race. Both sexes practice the sports of snow-racing (a wintertime cross-country foot race, clad only in the briefest skins) and the hunting of snowcats. Widespread hobbies among those who can afford the time include the collecting of rare and beautiful stones (including gems), and exploring the old ruins in the north of their realm. That elder kingdom, now only collections of destroyed citadels, was known as Raumathar, and once ruled this land and contested with Narfell, another equally extinct kingdom that lay to the west.

The key ritual for young men in Rashemen is the *dajemma*, a "journey to manhood" that every male Rashemen makes in his youth. The *dajemma* often has some far-flung goal, such as an expedition around the Inner Sea itself, but if the youth returns home, he is accorded great honors and considered an adult and accorded the rights of a warrior of the people. The *dajemma* is a perilous undertaking, but has the advantage of showing the young males of Rashemen the nature of the world outside, so that the people have an understanding far beyond that of normal rustic cowherds. These continual *dajemmas* have the additional advantage of strengthening trade contracts with the west, and picking up useful

information about the nations of the Inner Sea, in particular military information. At the same age, young females are tested by the witches, and those who qualify are inducted into their organization.

Sages, merchants, and mercenary captains generally agree that Rashemen has no designs upon the lands around it. As with most nations that border Thay, their primary concern is survival in the face of expanding hostile neighbor, and with the aid of the witches, they accomplish that task quite well. Rashemen's warriors are fearless and feared, but they are rarely encountered outside their homeland, and do not have the reputation or expertise of the Mercenary companies of the Sword Coast. The most common encounter of a Rashemen citizen is a youth (or band of youths) on *dajemma*, usually taking in the sights and much of the liquor in the area. For most of the inhabitants of the Inner sea and Sword Coast, the Far Land of Rashemen will remain a mysterious land sung of in minstrel's tales, the setting for feats of brawn, the starting point of epic travels, and the land of the mysterious witches who can thwart the Red Wizards of Thay.

GAME INFORMATION: *Jhuuld*, the Firewine, is an incredibly potent liquor and appears a honey-gold, but burns the tongue and mouth when first consumed. A draught of this material effects a state of moderate intoxication, and two mugfuls a state of great intoxication.

Effects of intoxication from firewine:

	Moderate	Severe
Morale	+10%	+15%
Intelligence	-3	-6
Wisdom	-4	-7
Dexterity	-1	-1
Charisma	-1	-1
To hit and saves	+1	+1
Hit points	+1	+3

Morale indicates the beneficial effect on the imbiber to morale, and applies only in combat situations.

Intelligence, Wisdom and Dexterity

reductions are the temporary lowering of that character's abilities while under the effect of the wine. While Dexterity is lowered, its effects are less harmful than most other western drinks.

To Hits and Saves indicate the benefit to such throws while under the effects of the wine. The nature of the firewine allows swift, if not particularly sound, actions.

Hit Points is the addition of the effects of the drink to the imbiber, similar to the effects of the *aid* spell. Any points lost are taken from these "false bravery" hit points first.

The peril of firewine is that an hour after drinking, the user falls into a comatose sleep for 7-10 hours, though in that hour great deeds may be performed. Other forces who have sought to steal this idea (such as "The Firewine Incursion" from Thay 30 winters back), have found their drunken forces in slumber when they are needed elsewhere. The Rashemen seem immune to this effect, though whether this is from the spell-lore of the witches or the natural hardiness and resistance of the Rashemen is unknown.

Firewine sells for 1 gp a pint in Rashemen, 15 gp a pint elsewhere in the Realms.

The witches of Rashemen are a mysterious cult of female spell-casters which control the fortunes of the nation. If encountered in Rashemen, they will appear as noted under *Elminster's Notes*, in numbers from 1-6.

While these spell-casters are very different in nature from the other magic-users of the world, for game purposes treat them as magic-users of no less than 6th level, and no higher than 25th (1-20 + 5). While this is not fully accurate, it will suffice until a full study of these individuals may be made. Each witch encountered will have a 5% chance per level of a useful magical ring, a useful magical wand, and a useful magical weapon. The latter will be a whip (UA page 78) with properties and abilities from the magical sword table (UA Page 89).

The witches of Rashemen are greatly



honored in their land, and the people of the area will risk their own lives to save a witch. In the remainder of the Realms, no witches have been sighted, and it is presumed that such witches, if they do wander the Realms, do so in disguise.

RAURIN (ROAR-en)

AT A GLANCE: The near-mythical desert of Raurin is a massive, sandy waste which could swallow entire nations of the North. It is located in the furthest southeast, beyond the domains of Mulhorand.

ELMINSTER'S NOTES: Unlike Anauroch, our northern desert, Raurin is a great sandy waste dotted by rare oases and dead kingdoms. It is also known as the Dust Desert and the Stone Desert. Great and magical kingdoms were said to rule this land, and it may be their fall that first drove men into the lands of the Inner Sea and towards the Sword Coast. What lies there is as yet unrecorded.

REDDANSYR (Reh-DAH-seeer)

AT A GLANCE: A small town located between Teziir and Westgate, Reddasyr is the "jumping-off" spot for caravans south.

SAERLOON (Say-er-LOON)

AT A GLANCE: One of the two four large coastal cities of Sembia. See SEMBIA.

SCARDALE

AT A GLANCE: This dale is a steep-sided gorge known locally as "the Scar." The town of Scardale lies at the mouth of the river Ashaba, and is an important port on the Dragon Reach.

ELMINSTER'S NOTES: Scardale is recovering from the rule of its young aggressive lord, Lashan Aumersair. The former lord, Lashan's father Uluf, died seven winters ago, and Lashan wished to build an empire from his small holdings. Having gathered troops, wealth, and artisans to build Scardale into a

great power and eventually take over all of the southern dales. Lashan was less than diplomatic in hiding his aims.

Under Lashan's guidance, the initial campaigns against his neighbors resulted in the overrunning of Harrowdale, Featherdale, and Battledale. This stunning campaign was so swift and successful that Cormyr, Sembia, Zhentil Keep, and Hillsfar all rose in arms against him, along with the other dales he attacked. After overwhelming the central Dales, Lashan was turned back from Mistledale and Deepingdale by the combined might of all the enemies he had made. His "empire" collapsed overnight. Lashan vanished in the confusion, as his mercenary troops were cut up by the advancing armies.

Sembia briefly occupied Scardale itself, with intentions of adding the Dale to their nation, but were threatened and cajoled into withdrawal by the other kingdoms. All of the dales Lashan briefly conquered are now independent again; Scardale itself is in a somewhat confused state at present, with "visiting" garrisons still in attendance.

GAME INFORMATION: Scardale is controlled by a force of garrisons from Hillsfar, Zhentil Keep, Cormyr, Sembia, and each of the Dales. Each garrison cannot, by agreement, number more than 12 men, though the general make-up is left to each nation or dale. This situation is in theory to remain until Scardale resumes a normal form of government. This matter is made more difficult in that Scardale has been ruled by a hereditary lord, and Lashan, if he still lives, is the rightful leader and cannot be usurped. In the meantime, the various garrison factions test each other's nerve and strength of swords in conflicts that rate above tavern brawls and below battles.

SCORNUBEL (SCOR-noo-bell)

AT A GLANCE: Scornubel is a huge, open city set on the north shore at the confluence of the Chionthar's South Fork and the River Reaching. It is an unwallled town buzzing with continual

activity, and a large number of pack animals, wagons, and symbols of Merchant Companies can be seen as the traveler enters. Most of the buildings are low, one or two stories, with a spattering of larger buildings and towers in the center of town.

ELMINSTER'S NOTES: Scornubel is one of the key cities on the Trade Way leading from Waterdeep to the lands of the Inner Sea. Like its rivals, Elturel and Iriaebor, it is a town of merchants and those things merchants are concerned with; warehouses, transportation, and protection (usually from the other merchants).

The "Caravan City" is ruled by the shrewd, elderly and regal Lady Rhessajan who in her time was a daring explorer and wandering trader, and is still famed in tavern-talk as "Rhessajan of the Tents." The Lady Rhessajan is supported by three Lord High Advisors named Burdan, Deep, and Phantar, all middle-aged adventurers and retired caravan-masters themselves. The Lady and her advisors make their judgments on activities in the city based on one key factor: what is profitable for the city and its merchants.

GAME NOTES: The Caravan City of Scornubel is an important port/ferry-link/warehouse storage caravan-company headquarters. Here the major caravan companies of the North all have large warehouse, stock pasture and stables, and office facilities. Six of those companies are noted here. For further information, see under MERCHANT COMPANIES.

Highmoon Trading Coster: Headed by Guldeph Maremmon, a 9th level fighter, this flourishing concern dominates the Sword Coast overland routes from its bases here and in Waterdeep. It carries everything, but has exclusive supply rights to *kaorh* ("blue wine") and certain spices (arispeg, marka, and delph) which originate somewhere far to the south and east. Its colors are a white crescent on a black, star-studded oval.



Surefeet Trademasters: Headed by a Council (the merchants Pheng The-lombur, Aramma Dulve, and Prist Thelmip), and based in Scornubel, the Surefeet specialize in providing expert guides/escorts/guards for all concerns; their own caravans and those of any overland traveler. Their rates are high, their men good—and it is rumored that the Surefeet have gained much wealth through several rich tomb and temple-ruin finds made by guide-members.

The Trail Lords: A mysterious, pompous outfit (whom some say are ruled by Thay, or other fell sorcerous eastern lands), the Trail Lords have been known to hire half-orcs and worse as guards, but they appear to have boundless money, and can mount a small army or two to guard those specially valuable clients and cargo in a very short time. The "Trail Lords" are said to be merchant kings (none have ever seen them); they rule through the fat, masked illusionist Mhereg Ssar (6th level).

The Red Shields: Formerly a mercenary company (still available for such hire, some say), the Red Shields are a group of highly-skilled (1-3rd level) fighters, who are well-armed and bear red, featureless shields. They usually hire out in groups of 25, 50, or 75 to guard regular road travel from Neverwinter through to Amn, and run their own regular "run" from Scornubel to Waterdeep every few days, carrying messages as well as cargo. Led by Bronthar Helmbrind (a level 6 fighter) and his lieutenants Miftat (a level 5 fighter) and Vuldun (level 4 fighter), the Red Shields effectively (and loosely) police the streets of Scornubel, watching its perimeters to ward off bandit raids (and to keep themselves well informed of events within those perimeters).

The Stags Caravan Company: An older, somewhat fallen-from-former-greatness outfit of rugged adventurers (now mostly dead or gone to

other adventures elsewhere), it has been taken over by merchants, who are constantly dealing in large and small matters everywhere. Their robes are white or cream with a gold-braided border; important personages of the Company have gold tracteries of antlers at each shoulder, as well. Their aging "trail general," Black Tomm Bharhinn, has lost effective control of day-to-day operations to the merchants Scorm, Hlevell, and Dindar Pel, all young merchants of Amn who despair of making their fortunes within that kingdom of mighty merchants, but are determined to make money here.

The Windriders Trading Coster: The Windriders are young, relatively inexperienced merchants with a wild reputation for fierce competition, hard traveling, and hi-jinks. All wear shields adorned with a white pegasus, wings outstretched, and are much used for swift, discreet carrier service around the North. There are approximately sixty Windriders; they prefer to remain anonymous, represented through their office and leader, Torshilm Firetel (a 6th level fighter, formerly of Westgate).

SEA OF SWORDS

AT A GLANCE: The Sea of Swords is the arm of the Trackless Sea that is bounded by the Sword Coast on the east, the Moonshae islands on the west, and the Nelanther Isles to the south. See SWORD COAST.

SELGAUNT (SELL-gont)

AT A GLANCE: Selgaunt is one of the large mercantile coastal cities of Sembia. See SEMBIA.

SEMBIA

AT A GLANCE: Sembia is a wealthy merchant kingdom situated east of Cormyr on the western edge of the Sea of Fallen Stars. It is a land of rolling farms and rich plains, dominated by a handful of

large, wealthy cities. It is a well-run, organized nation which may in time rival the old kingdoms of the south and east.

ELMINSTER'S NOTES: The wealthy merchant-kingdom of Sembia is a land of good farms, busy ports, skilled textile makers, and prosperity, with a vigilant army to keep it that way. The arms of Sembia are "the Raven and Silver." The Raven represents Rauthauvyr "the Raven," long-ago founder of the realm, who never ruled Sembia but instead commanded its armies for a succession of merchant rulers. The silver coins represent Sembia's trading wealth.

Sembia was settled by men coming to the Sea of Fallen Stars from the south, originally for its stands of huge, high-quality iliy-wood timber which was much prized in shipbuilding. As the forests were cleared, over the years, the treecutters came into increasing conflict with the elves, who feared the loss of their entire woods. This would undoubtedly have occurred if the hastily-gathered mercenary troops of the fledgling land had defeated the elves, but the Elven Nations defeated them soundly at Singing Arrows (884 DR) and afterwards repeatedly slew or forced back men venturing north of the river Ashaba and Lake Sember.

The Dragon Sea's mineral wealth was discovered by men at about this time, and pressure began to grow in Sembia for a trade-road through the elven woods, to make Sembia the world's gateway to all this wealth. The land grew strong as farms prospered in its newly-cleared lands, and craftsmen arrived from the south to take advantage of this chance to acquire land and wealth, bringing their trades with them. Rauthauvyr insisted on maintaining a standing army, which he kept in practice by policing Sembia's borders and improving its roads.

Finally The Raven went alone as an envoy to the Elven Court, and asked the elders of the Elven Council to approve a road north from Ordulin to the shores of the Dragon Sea, open to men. He pro-

SCORNUBEL KEY

1. Trail Lords (merchant company) headquarters: office and warehouse (A), warehouses (B-E)
2. Highmoon Trading Coster (merchant company) warehouse (C-J), office & stronghouse (A), and staff quarters (B, K, L)
3. Highmoon Trading Coster stables and paddock
4. The Trail Lords stock pens and stables w/paddock
5. The Stags Caravan Company stables and stock pens, w/paddock
6. Ferrydock and route of "Southroad Ferry", a large barge; Burlin, a 6th Level Fighter, and two 3rd-Level bravos, crew
7. Arkaras the Shipwright
8. The Red Shields stables and paddock, office at (A)
9. Tallahabur the Wagonmaker (sheds: A-D; House: E)
10. "The Walk" (public meeting-place and market)
11. The Windriders Trading Coster (merchant company) stables w/paddock, and stock pens
12. Surefeet Trademasters (merchant company) stables and paddocks
13. The Purple Sun Trading Coster (merchant company), stable w/paddock and stock pens
14. The Windriders Trading Coster (merchant company) headquarters; office (F), and warehouses (A-E)
15. Purple Sun Trading Coster warehouse (A-D)
16. Surefeet Trademaster headquarters: office and stronghouse (D), warehouse (A-C)
17. Red Shields warehouses (A-C & D-F)
18. The Stags Caravan Company headquarters: A-H, warehouses
19. The Jaded Unicorn (tavern & inn of low quality (flophouse))
20. The Thirsty Thunder Beast (tavern)
21. The Dusty Hoof (tavern & inn)
22. Traveler's Rest (inn)
23. The Fishym & Smoka Inn (The "Fishsmoke"; tavern & inn of low quality)
24. "The Nightshade" (festhall & nightclub)
25. Smithy: Kaerus Thambadar, blacksmith & ironmonger
26. Fish Market
27. "The Green" (assembly area for outbound caravans)
28. "The North Green" (see 27)
29. "East Green" (see 27)
30. The Spice & Wine Shop (Ulder Mooroo, 3rd Level M-U, proprietor)
31. Malikhar the Outfitter (leather straps, packs, tarpaulins, weathercloaks, harness, boots, etc.)
32. Purple Sun Trading Coster office
33. Purple Sun Trading Coster hirelings' barracks
34. Angah Lalla (fence for stolen goods; ostensibly a curio trader, in "items from exotic lands")

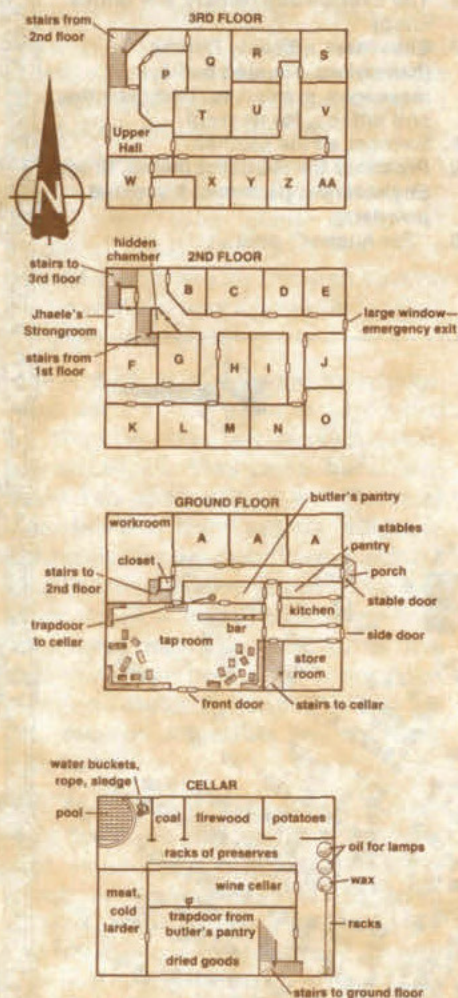
35. The "Free Traders" Scornubel offices (run by the city); a registry of unemployed, casual, journeyman drovers, guards, animal trainers, etc., & stronghouse)
36. "Free Traders" public warehouse (rental storage space guarded by the Watch)
37. same as 36
38. Headquarters of the Watch (D) with barracks (A-C) and enclosed stables (E)
39. The Randy Wench tavern and gaming rooms
40. The Jester's Bells (tavern, festhall, and scented baths)
41. Thruu's Way Rooms and Dining ("The Through-house"; inn)
42. Scornubel Hall (meeting-chambers available for rent, quarters for the local Council and visitors, the city's emergency granary & deep wells

43. The Raging Lion (inn; tavern & rooms at A, stables at B)
44. Mother Minx's (festhall)
45. Thyumdar's Reliquary & Eremosckh (general store for all goods; large and prosperous; Thyumdar is a 7th Level magic-user who uses *Wizard Eye* often in business matters, etc.)
46. The Everfull Jug (winery and drinks shop)
47. Ehaevaera's Beauty Rooms (hairstyling, scented baths, massages, manicures, body painting and tattoos, for women)
48. Ssimbar's Fine Clothes
49. Preszmyr the Herbalist (herbs, drugs, phylacteries, perfumes & scented powders)
50. "Far Anchor" (inn)



SCORNUBEL

OLD SKULL INN



KEY:

- A. These three chambers are known as the "Rooms of Honor", occupied at Jhaele's invitations only (sometimes for free; otherwise the most expensive in the inn (10 gp/night)); used by Jhaele's family when not occupied by guests.
- B. The Task Room: 9 sp/night
- C. Wayfarer's Suite: 9 sp/night
- D. Bowgentle's Room: 9 sp/night
- E. The Horns: 9 sp/night
- F. Dalesman's Rest: 2 sp/night, 15 sp/week
- G. The Halfling Burrow: 2 sp/night, 15 sp/week
- H. Journey's End Suite: 2 sp/night, 15 sp/week
- I. The Bramraks: 2 sp/night, 15 sp/week
- J. The Wizard's Study: 9 sp/night
- K. The Steading: 2 sp/night, 15 sp/week
- L. The Purple Room: 2 sp/night, 15 sp/week
- M. The Petticoats: 2 sp/night, 15 sp/week
- N. Elvenholme: 2 sp/night, 15 sp/week
- O. The Huntsman's Room: 1 gp/night
- P. The Ferns: 2 gp/night
- Q. Three Couches: 5 sp/night, 20 sp/week
- R. Warm Fires: 9 sp/night, 25 sp/week
- S. The Onyx: 9 sp/night, 25 sp/week
- T. The Blue Room: 1 gp/night
- U. The Green Room: 5 sp/night, 20 sp/week
- V. The Red Room: 2 gp/night
- W. The Emperor: 5 gp/night, (suite)
- X. The Ivory: 5 sp/night, 20 sp/week
- Y. Five Nails: 2 sp/night, 15 sp/week
- Z. Numpkin's Rest: 2 sp/night, 15 sp/week
- AA. The Cedar: 1 gp/night

posed that the elves choose its route and retain control of it and their woods around, so that no woodcutting or human settlement occur, and that Sembia's men build it with them.

Though the elves had earlier made similar arrangements with the Dalesmen, and had no difficulties with the men of Velarsdale (now Harrowdale), refused, neither wanting or needing such a road. The Raven then threatened to exterminate the isolated elves in Arnothoi, the last embattled remnant of the elves in Sembia if the Elven Court did not cooperate, and leave Arnothoi unmolested and its elves free to come and go and trade or not as they wished, if the road was built.

The elves agreed, and Sembia's financial future was secured. The elves built Hillsfar on the shores of the Dragon Sea as their commercial "meeting ground" with men, and over the years the elves of Arnothoi came north to join their brethren or slipped away to seek Evermeet, and that wood gradually disappeared. The route the elves chose ran at the base of the Standing Stone, as a reminder of earlier, less-hostile dealings between men and elves.

Sembia grew rich, under merchant-leaders of increasing wisdom, such as Saer (for whom Saerb was named, and Chondathan later renamed Saerlooon) and Selgar (Chancelgaunt was renamed Selgaunt at his death, when he was buried there). Rauthauvyr the Raven, ere his death, saw that these merchants had a strong standing council of merchant elders to advise them, and to ensure that no ruler could hold on to power by force of arms. Then this farsighted man, creator of a nation, now half-blind and infirm from old war-wounds, rode north into the elven woods and disappeared. None knew what happened to him or where his bones lie, save perhaps some few elder elves.

Sembia today is a strong kingdom, quick to defend threats to its sovereignty (such as the rise of Scardale), and first in financial wealth of all the western Inner Sea Lands. Its ruler is called

the Overmaster, and is elected to a seven-year term by a council of merchants.

This merchant-council is presently based in Ordulin, and is twenty-two strong. The incumbent ruler, Elduth Yarmmaster, has but two years left on his first term, and although there are always those ambitious for the Overmaster's chair, or dissatisfied with its present occupant, there is a good chance Elduth, an elderly and wise man of kindness and humor, will be re-elected. Some in Sembia have urged Elduth to take advantage of the recent disappearance of the elves to take over the lands from Hillsfar to the Dragon Reach, to Misteldale and the Thunder Peaks, but so far Elduth has refused. He quotes the old saying, "swords speak, but they do not listen."

GAME INFORMATION: The details of Sembia, its armed forces, cities, and personalities are left for DM development for their own campaigns, as noted in the the DM's Guide to the Realms. This includes the following cities of Sembia:

- Daerlun (Dare-LOON)
- Huddagh (HUHD-agh)
- Kulta (KUHL-tah)
- Mulhessen (Muhl-HEH-sen)
- Ordulin (ORE-dyoo-lin)
- Saerb (Sairb—See HIGH DALE)
- Saerlooon (Sair-LOON)
- Selgaunt (SELL-gont)
- Surd (Serd)
- Tulbegh (Tull-beg)
- Urmlaspyr (Erm-LASS-peer)
- Yhaunn (Uh-HAWN)

and the lands around them.

THE SHAAR

AT A GLANCE: The Shaar is a region of great plains and grassland located far to the south, beyond the Vilhon Reach.

ELMINSTER'S NOTES: The Shaar is dominated by miles upon miles of thick grasslands, and peopled by nomads, herdsman, and raiders. Even so, these peoples are said to wield great and mystical powers.



The region known as "Eastern Shaar" is sparser and less green, more of a wasteland. Within the Eastern Shaar is a huge cleft or canyon, known as the Great Rift, home to many southern dwarves.

SHADOWDALE

AT A GLANCE: Shadowdale is a farming community straddling the road from Shadow Gap to Voonlar, its main town (of the same name) located where that road crosses the Abasha. The Dale is broken by patches of light woods that run to the borders of the town, and interrupted by a large number of old ruins. These old haunts of treasure and monsters makes the region very popular with Adventuring Companies, and more than a few have called this region their home.

ELMINSTER'S NOTES: This quiet but astonishingly hardy agricultural community has recently rebuffed several invasions under the just and wise lordship of Doust Sulwood and his comrades. These stalwarts in the past led the dale militia and mercenary troops in key battles against Lashan's Army of Scardale, have defeated powerful mages from Zhentil Keep, bested draconic attacks of the Dragon Lords, and repelled Drow caravans and raiding parties in the caverns beneath the Tower of Ashaba and the woods near the ruins of Castle Grimstead.

Shadowdale has been famous for a number of things, large and small, and its community of adventurers ensuring that the fame of these things carries further through the realms than the size of the community first indicates. It is noted for its inn (The Old Skull), a good smith and a good wagonmaking shop. The community was the home of the adventurers known as Mane's Band (now missing and presumed dead) and the witch Sylune (also deceased). Among its living natives the area claims Sylune's sister, the bard Storm Silverhand, and a wide variety of skilled adventurers. Shadowdale is also the chosen abode of Elminster the Sage,

renowned for his wisdom, power, and concise, informative histories of the Realms.

The previous Lord, Doust, and his friends, most notably the ranger Florin Falconhand, have since their most recent battle renounced their titles and offices in Shadowdale. Before departing, they installed the cavalier Mourn-grym as Lord of the Dale. Mourn-grym has recently married Shaeril Rowanmantle, a noble lady of Cormyr, and continues to rule with the assistance and wise guidance of Elminster. Doust and his companions have titled themselves "the Knights of Myth Drannor" and are attempting to establish their own stronghold in that ruined city. Their success has been hampered by exploratory parties from Zhentil Keep, Hillsfar, Sembia, other adventuring companies, and an increasing diabolic presence in the ruins.

GAME INFORMATION: Shadowdale is the best-recorded of the Dalelands, due in part to the first-hand knowledge of Elminster. Further information on the sites of Shadowdale follows, as opposed to separate entries, and are listed to agree with the map on page 78.

Elminster the Sage and his Scribe Lhaeo are not for hire, and the people of Shadowdale will be quick to inform passers-by of that fact. The path behind Tulba the Weaver's house leading up to Elminster's Tower has warning runes of danger and a sign reading, in Common and Thorass: "No Trespassing. Violators should notify next of kin. Have a pleasant day."

Old Skull: This huge, lichen-covered, gnarled, lava-melted and sheep-skeleton-littered height of land that dominates Shadowdale is well known; the sheep farmers built a hut on the north side for shelter during the rain and for lambing in winter. The body of Joadath, a former Lord of Shadowdale, was burned there, in a hollow at the SW end of the crest. Many people today use the Old Skull as a lookout, sheep pasture, laundry-drying surface, and trysting-ground. It has never, as far as

can be ascertained, had any religious and/or secretive political importance. The Old Skull Inn takes its name from this prominence.

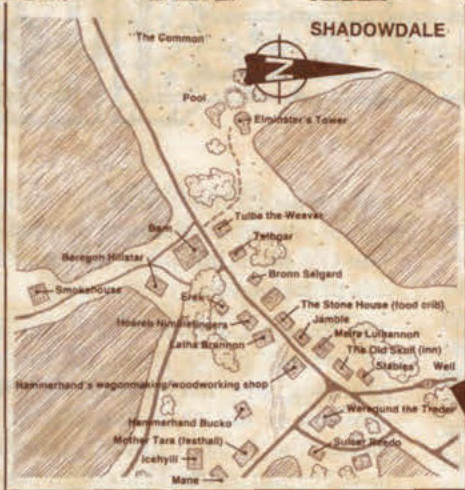
The Tower of Ashaba: The Tower earns its formal name from its location, guarding the northernmost bridged crossing of the river Ashaba. Its nickname, "the Twisted Tower," comes from its off-center spire. This construction is due to the inclusion of a "deck" or half-covered flight platform (and attached stables) for the use of aerial steeds. However, often a Dalesman, fed up with the latest lunacies of its inhabitants, will refer to them as "the Twists."

The Tower has many secrets and curiosities and bears the stamp of many owners. Many towers across the Realms have such character and mystery. Though the Tower is currently the seat of the Lord of Shadowdale and the forces of law, this stronghold was once the citadel of an evil power, which reached up from the Depths Below.

Azmaer, as the last known drow lord was called, held the Tower in its waning days, as its wisely-built fortifications defended his peoples' retreat into the subterranean realms. (This was 906 Dalereckoning, when the land called Shadowdale was just beginning to undergo human settlement). The last days of the drow rule were made horrible by disease, caused by a cistern poisoned by a human slave, and so the storming of the Twisted Tower was comparatively easy. The drow defeated, the town of Shadowdale began to grow in earnest, until reaching its present size.

Once in human hands, the Tower of Ashaba passed through the hands of a wide variety of owners, and bears traces of their differing creeds and purposes. The last good and lawful lord of the Tower before the coming of Doust and his stalwart companions was one Jyordhan. Jyordhan reigned for a short time, then took ill mysteriously, traveled to the great city of Waterdeep, and died there in the company of the Mage Khelben. Rumor says that Jyordhan

and vicinity





was in truth an evil usurper whom Khelben espelled to come to Waterdeep and there slew. Despite the relatively short time since these events, it is difficult to learn the truth. With the coming of Doust three winters back, and his recent abdication to Mourngrim, the Tower is now the haven for a large variety of adventurers and their parties, much to the financial profit and individual headache of the people of Shadowdale.

GAME INFORMATION: The following individuals make up the Court of the Lords of Shadowdale, who take their residence in the Tower of Ashaba.

MOURNGRYM, Lord of Shadowdale.

TURNAL RHESTAYN (of Neverwinter),

Seneschal of the Tower of Ashaba and Steward of the Court.

Household Staff (reports to Turnal):

SAMMETH, Cellarer

BRACEGAR, Butler

CORLA, Chambermaid

LETTA, Chambermaid

GEMUTH, Chambermaid

DELUNE, Chambermaid

RIIA, Chambermaid

TANTNA, Chambermaid

EPANEL, Chambermaid

TALA, Chambermaid

NESSEA, Chambermaid

LINDUE, Chambermaid

SANTHA, Chambermaid

DOLBURR, Footman

METH, Footman

RINDOL, Footman

THURBAL, Captain-of-Arms and Warden of Shadowdale

Household Guard

25 archers led by Yeoman Helduth

12 men-at-arms led by Serjeant

Yothgdim

ESSEN, Herald and Bailiff of the Lord Mourngrim

ASEEL, Chatelaine, Herbmistress, Healer, Keeper of the Purse, Head of Kitchens.

Staff

LALYM, Master Cook

SEDROS, Cook

MASSIM, Cook

JHANYL, Serving-girl

MURA, Serving-girl

DESSA, Serving-girl

LILUR, Serving-girl

SATHA, Serving-girl

NEENA, Serving-girl

PURK, Kitchen Boy

THORBOK, Master of the Stables
Stable Crew

DAVORR, Hostler

BLINT, Tacksman

HAVOR, Tacksman

DURST, Tacksboy

BELDIN, Tacksboy

VODDAL, Constable

DEGETH, Constable

SAMAL, Page

HETH, Page

ELMINSTER, Sage

LHAEO, Scribe to Elminster

The dale has also served as home to other groups under Mourngrim reign, including:

Mane's Band: Mane (fighter), Boots "the Lucky" (magic-user), Ruldo (ranger), Kheldarr (fighter), Despar (cleric), Tamshan (bard).

The Circle: The Druids Mournarn "the Master," Eimair, Deltra, Veshar, Orben, and Feldel; and the Rangers Briadorn, Rathagol, Temis, Reptar, and Selvan.

Watcher's Knoll: The knoll opens into a clearing in which a great stone pillar slants to the north, high enough to afford a view over the forest around. It has been a watchpost since the days of Aeancar the Mantled King, who three hundred years ago ruled all of the lands between the Moonsea and the Inner Sea and west to the Stonelands. The Knoll has been occupied by successive bands, adventurers, and armies over the years, particularly in the time since Castle Krag was built, for the Castle serves as a home and base for anyone using the Knoll or the Old Skull as a lookout.

Sixty winters ago, when the Lord of Shadowdale was Joadath, the followers of Tyr in Shadowdale worshipped here. These worshipers were discovered and massacred by Joadath's men, and some

villagers have reported haunts to stalk the Knoll since that time.

Lord Aumry, who ruled after Joadath's destruction, was buried in a cavern here hewn out by dwarves, elves, and men. Out of respect for Aumry and love for his lady Sylune, Aumry's ashes were entombed in a coffin of stone, atop which Sylune laid his staff and cloak as per his orders, to await the next lord. The staff and cloak were later stolen by Lashan of Scardale, and though the cloak was later destroyed in battle, the staff is with Lashan, wherever he may be at the present.

As far as it is known, only the elves visit the Knoll regularly now. Most villagers alive in Shadowdale today have gone once to satisfy their curiosity, found it a small clearing requiring a lot of careful walking through the forest to reach, and have never returned. It remains a meeting place for lovers, kids playing, and the occasional shady deal or murder.

Harper's Hill: This peaceful, tree-covered hill deep in the forest is named for its use by the long-dead bard Alsaerl, and more recently by Storm Silverhand, as a place of harping practice and spiritual renewal. It is a place of great beauty, and has a secondary function as a rallying point in the forest. The elves often danced and played music there, and most villagers avoid it as a result.

Fox Ridge: The ridge gets its name from the pests that the farmers of Shadowdale often hunt with dogs. The foxes of the ridge live in many, many holes and burrows in and around the exposed rocks along the ridge, which falls away sharply to the north in a man-height bank. The ridge is pierced by several clefts and two cave chambers large enough for men to use; most have over the years been used to conceal food, arms, gold, bodies, and messages. Not much is known of these caves and their precise location, but the rangers of the Circle are the people who best know the caves and other features of the



ridge.

The Realms Below: The land beneath the land of Shadowdale is dominated by a subterranean river, which runs NW-SE under the River Ashaba, beneath the Tower, and connects with Elminster's Pool on the surface. It comes to the surface again far to the southeast, in the depths of the elven woods, and in the past its phosphorescent waters were home to troglodytes, the last known of which was slain by a warrior of Shadowdale when Elminster was a boy. It is not known where this river comes from, nor if it has any magical powers or strategic importance. The Realms Below may be accessed by a number of other means, including caverns such as those on Fox Ridge and the deeper levels of ancient keeps and crypts. Exactly what lives in these realms is not revealed in current texts, though it should be noted that the drow once ruled this land before being driven underground, and while their shadow on the land has diminished, their power beneath may yet be strong.

THE SHADOW THIEVES

AT A GLANCE: The Shadow Thieves are a wide-ranging guild of thieves, spies, and assassins who perform particularly dangerous, evil-aligned, and lucrative ventures. Their activities, unlike those of most thieving guilds, are not limited to a single city, and they range the length of the Sword Coast.

ELMINSTER'S NOTES: A group directly opposed to the Lords of Waterdeep, the Shadow Thieves are based in Athkatla, in Amn, where they have have a massive training complex and a testing-ground for the assassins they sponsor.

These thieves were once the Thieves Guild of Waterdeep, until they were driven out of that city, or slaughtered, by the Lords of Waterdeep. The Shadow Thieves have sponsored an Assassins' Guild in Athkatla with the eventual aim of slaying all of the Lords of Waterdeep. In the meantime, this secretive organization appears to have

reached some sort of agreement with the merchant-kings of Amn, who would like to see turmoil in their trade rival, Waterdeep, and who wish to avoid being on the assassins' hit list themselves. Under this pact the Merchant-kings leave the Shadow Thieves alone, and are in turn left alone.

The Shadow Thieves operate up and down the Sword Coast; their trademark is a black silk mask impaled upon a stiletto blade (usually used in assassinations, or left behind at the scene if a garrotte or poison is employed instead). No names, levels, or even numbers of Shadow Thieves are known; high-level operators are thought to be few. Former members, slain by the Lords of Waterdeep and the Company of Crazy Venturers (an adventuring company) include the thieves Quist and Mashtun.

SKULL GORGE

AT A GLANCE: Skull Gorge is situated on the upper reaches of the River Reaching, and is a sharp cut through the surrounding terrain, its steep walls running almost to the river's edge. The walls of the vale are a pale-grey stone, and riddled with caverns.

ELMINSTER'S NOTES: It was in this steep-walled valley that the surviving orc and hobgoblin chieftains and shamans gathered following the Battle of Bones (q.v.) to stand off the Armies of Men. The goblin races summoned extra-planar aid, for later forces encountered many bone devils, spined devils, and malebranche, and a great disembodied skull glowing with red flames was seen the air above the gorge. The gorge was cleared of the orcs and hobgoblins, and now thought to be deserted.

Much treasure is said to have been hurriedly concealed in the caverns that lace the white-stone walls of the gorge. Few who have come here seeking treasure have been seen again, and though treasure has been found here, so have fell beasts that seem to appear from nowhere to attack travelers in the Gorge.

SOSSAL (SAW-sall)

AT A GLANCE: Far to the North, on the far side of the Great Glacier, is the legendary kingdom of Sossal. This remote nation is the home of Sossarhim, a very pale, very blond race that dresses in white, and can conceal themselves among the ice. It is not known whether great magics by their native shamans spared that region of the Great Ice, or if those magics caused it.

SOUBAR (SOO-bar)

AT A GLANCE: Soubar is a small town along the Trade Way north of Scornubel, and is often used as a way-station for traders traveling along that road.

THE SOUTH

AT A GLANCE: The common reference to "the South" (also "the grim and magical South") refers to the lands of Ches-senta, Unther, and Mulhorand, which are among the first and eldest nations in this land.

ELMINSTER'S NOTES: "The South" is often invoked when explaining some unknown event, such as a freak wind-storm on the Inner Sea being "damned Southern magics." The nations of the South are older than any other human domains in the realms. It is viewed by those of the north as an area of strange, exotic ways, age-old decadence, and cruelty and slavery, with strange gods, outrageous customs, and no law save that of the sword.

The South is also known for strong magic, and many wondrous devices and artifacts find their origin there. Southern traders are sometimes found in the seaports of the North, trading spices, rich cloth, wine, and brass ornaments to trade for trained war mounts, parchment, glass, worked steel, and woodwork.

Men of the South commonly have up to three blue circles painted on their foreheads. These circles generally mean the man is skilled and learned, and can write and knows magic, is con-



versant with religious history and rituals, or is aware of law and folklore of his native region. In general, most southerners are treated as magic-users or the spawn of magic-users, and given a wide berth.

THE STANDING STONE

AT A GLANCE: The Standing Stone is a huge plinth of glossy grey rock, incised with elvish runes which wind about its base in a series of bands. The stone itself is about twenty feet in height, and may be found where the road from Mistledale joins the Hillsfar Essembra road.

ELMINSTER'S NOTES: The Standing Stone was erected 1357 years ago by mighty elvish mages to commemorate the pact between the Elvish Court and the newly-arriving Dalemén. The winding script at the base of the Stone states the terms of that pact; that while there are elves in the forest, the men of the dales may settle in those lands at their borders, but not to reduce the wood or invade elven territories.

The wood has been reduced severely since the stone was erected, often by other human agents (in particular the Sembians), who have had little love of the People. When the Sembians forced the road through to Hillsfar, the elves responded by laying that road to run at the base of the stone, ironically pointing out that not all men need to deal at the point of a sword.

The Standing Stone has some enchantment upon it, and radiates magic. It cannot be defaced or marred, for stains or cuts heal on its surface.

SURD (Serd)

AT A GLANCE: Surd is a small, agricultural town in Sembia (see SEMBIA).

SUZAIL (Soo-ZALE)

AT A GLANCE: Suzail is the royal capital and richest city of the kingdom of Cormyr, and home to the most important merchant houses of Cormyr. The city is dominated by the fortified castle of

King Azoun IV, which is set apart from the lower city by its splendid gardens, and rumored to have rich burial grounds beneath.

ELMINSTER'S NOTES: The city is justly famous for its bazaars, its ivory-sculptors and clothmakers. Of the former, hundreds of winters of ivory gleaned from the "Utter East" and hot jungles of the South has found its way across the Inner Sea in great shiploads of raw tusk and fragments, and here been fashioned into inlays and goods for Amn, the North, and the Sword Coast cities. Of the latter, wool is woven as well in the Sembian city of Daerlun, but those who work looms in Suzail hold that their work is finer, and the colors more true and more lasting.

A map of Suzail is provided on page 82.

GAMING INFORMATION: Ivory is a semi-precious material, which is enhanced in beauty (and value) in its carving. Raw ivory is purchased for Suzailian craftsmen by the pound, at 1 gold piece per pound for large chunks, half that shattered scraps suitable for inlay. Elephant, mammoth, and walrus ivory all command standard prices, but that of rare or magical beasts can gather prices up to 10 times standard.

King Azoun IV is a Cavalier of 20th level and LG alignment. He is rarely alone, for he has a personal bodyguard of six level 8 fighters, and in addition is often in the company of his court which includes among its numbers some of the more powerful Cormyrians, such as the wizard Vangerdahast.

His majesty carries a number of items (rings, bracers, and the like) that provide immunity from various forms of attack, and it is rumored that he is the recipient of a specialized spell which, if gravely threatened, will *teleport* him elsewhere (the stories say the destination of this *teleport* is the castle in Suzail, though others say the spell reaches the crypts beneath it, or to the castle of High Horn).

Vangerdahast, Royal Magician to the Realm of King Azoun IV and Chairman

Emperius of the College of War Wizards, is a Wizard of 15th level. Vangerdahast is of lawful-neutral alignment, and is quiet and unassuming, though highly respected by his peers both for his knowledge and courtly tact. He does not suffer fools and fops well, but has an undying loyalty to the crown.

Sthavar, Lord Magister of the City, is the local lord entrusted to the day-to-day governing of Cormyr's largest city. Sthavar is a fighter of 15th level, lawful good alignment, who maintains a separate residence outside the palace grounds. He maintains a compliment of six guards of 5th level, and his herald, Xorn Hackhand, is a mage of 9th level ability.

SWORD COAST

AT A GLANCE: The Sword Coast is the western shore of Faerun, running from Candlekeep and the Cloak Wood in the South, to Luskan in the north.

ELMINSTER'S NOTES: The Sword Coast is a rough, brawling area dominated by the City of Splendors, Waterdeep. The coast itself is treacherous, filled with undersea reefs, rock-outcroppings, and soft, mucky bottoms that extend out for miles. True ports are few and far between on the Coast, which is the reason that the best harbor capable of handling sea vessels, Waterdeep, has grown into one of the most important cities of the North.

Scholars and sources disagree on the effective length of the Sword Coast, and some extend it further south, into the lands of Amn, Tethyr, and Calimshan, to Calimport. The southern kingdoms resent this categorization, for they consider the lands of the Sword Coast dangerous wilderlands, and its people little better than barbarians.

TARKHALDALE (TARK-hal-dale)

AT A GLANCE: Tarkhaldale, also called the Lost Vale, is situated hard on the borders of the Great Desert Anauroch, flanked by steeply-rising mountains. Conifers dot the sides of this vale, as do





SUZAIL KEY;

1. Palace
2. Lake Azoun
3. The Royal Gardens (or "Floral Gardens")
4. "The Promenade" (the street, from Eastgate to Horngate.
5. Eastgate
6. The Nightgate Inn
7. The Markey Yard
8. Market Hall
9. The Lock-up (city jail)
10. Citadel of the Purple Dragons (garrison)
11. Royal Docks
12. Harbor Tower
13. the Field-Gates
14. the Fields of the Dead (burial ground); off the map to the west)
15. the Market
16. the Basin
17. Horngate
18. Monument: the Purple Dragon
19. House of Lord Magister of the City Sthavar
20. the "Royal Court" (interconnected buildings)
21. Court Stables
22. Dragoneye Dealing Coster (merchant company) "yards"
23. Thousandheads Trading Coster (merchant company) "yards"
24. The Seven Suns Trading Coster (merchant company) "Yards"
25. The Six Coffers Trading Coster (merchant company) "Yards"
26. Rheuban's Stables
27. Iravan's Rental Yards
28. Trueshield Trading Priakoss (merchant company) "Yards"
29. Talahon's Rental Yards
30. Shipyards
31. The Towers of Good Fortune (temple of Tymora)
32. The Silent Room (temple of Deneir)
33. The Royal Smithy
34. Shrine to Lliira
35. Shrine to Oghma
36. Shirne to Malar
37. The Winking Eye (tavern)
38. The Old Dwarf (tavern)
39. The Dragon's Jaws (tavern)
40. The Weather Eye (tavern)
41. The Golden Goblin (tavern)
42. The Laughing Lass (tavern)
43. Zhaelun's Stockyard
44. The Crying Witch (tavern)
45. The Leaning Post (inn)
46. The Six Candles (inn)
47. "The Jaws" (culvert, taking stream to basin, #16)
48. Thelmar's Inn
49. Selavar's Inn
50. Zult's (licensed moneychanger)
51. The Black Rat (tavern)
52. The Mare's Tail (tavern)
53. The Courtyard of Zathchos
54. Taneth's (festhall)
55. Sontravin's Inn
56. Skatterhawk warehouses & dock
57. Shrine to Tyr
58. The Walling Wheel (inn)
59. Sulchra's (festhall)
60. The Warm Bed (inn)
61. Skatterhawk family house
62. house of Helve Dhasjarr, fighter
63. house of Cormmor Lhestayl, fighter
64. former house of Tethos & Almen Blood hawk (court clerk); now home to a fighter, Lanneth Murg
65. The Tower of Argul (a wizard)
66. former smithy-shop of Atham One-Eye; now a festhall, The Purple Scar
67. house of Dolchar Dethantar
68. Danain's (hardware shop)
69. Kriyeos Lathmil's stables
70. Tower of Laspeera (female mage)
71. Wyvernspur House (see Immersea map for other holdings)
72. shrine to Milil
73. warehouse of Jhassalan (oils & perfumes)
74. tower of the mage Baskor
75. warehouse of Faeri (ivory)
76. warehouse of Ossper (fine cloth)
77. Vangerdahast's Tower (Royal Magician)
78. Blackshield apartments (Court residence)



old ruins and the entrances to mines and caverns.

ELMINSTER'S NOTES: This small mountain valley now lies on the edge of the vast, hostile desert that divides much of the known Realms. Once this Dale was allied with the rich kingdoms of Asram and Holondah, whose ruins have now been long swallowed by the desert. At its height the community was a quiet mining and farming community, known for its carved mugs and pipes. The sudden arrival of the orcs and goblins, who slew the dwarves of the mountains around Tarkhaldale and drove away the elves of the nearby Border Forest, isolating the human settlement. Teshendale fell shortly thereafter, and no man has attempted to settle here since; only those of Zhentil Keep's trading caravans are said to have safe passage.

GAMING INFORMATION: There are reported to be several warring tribes of orcs and goblins in the Lost Vale, the strongest of which the Korinkathar, The Orcs of Mourning.

TASSELDALE

AT A GLANCE: Tasseldale is the most "civilized" of the dalelands, and dotted with a wide variety of small communities that, as a group, are considered Tasseldale. These communities are set in a dry river valley stretching from the end of Arch Wood to Featherdale on the River Ashaba.

ELMINSTER'S NOTES: Tasseldale is "the crossroads" of the dales, a pleasant, tree-cloaked defile lined with the shops and houses of artisans: toymakers, lace-makers, tinsmiths and potters, woodworkers and cabinetmakers, tailors and builders, weavers and vintners and scribes. It has a force of mounted police officers, known as "mairshars" composed of four patrols of 12 men each, plus eleven trainees who fill in to replace the sick or wounded.

GAME INFORMATION: The mairshars are fighters of levels 2-5, armored in regulation chain mail, though some

may have additional magical items. Their leader, and representative on the Dales Council, is the Grand Mairshar, Elizzaria. Elizzaria is a 9th level fighter who has had previous training as a cleric, rising to 8th level before leaving the church in a dispute over her faith.

The Mairshars are Tasseldale's only visible fighting force, but every man and woman between the ages of 14 and 64 are considered part of the Tasseldale militia, and these chubby, contented villagers can often lash out and destroy invading armies, as the forces of Lashan of Sardale learned only a few seasons ago.

TESHENDALE

AT A GLANCE: Situated along the valley of the River Tesh, the region that was Teshendale is now piles of ruins overgrown by brambles and shrubs.

ELMINSTER'S NOTES: This dale was a full member of the Dales Council a generation ago, now it has vanished. Its people were slain or enslaved in a series of raids by the orcs in the mountains and the men of Zhentil Keep. Much of the walls of Zhentil Keep were built of the rocky sides of this dale, which have been entirely quarried away, leaving only rolling, rocky areas and the remnants of Teshendale's farmland. The burned remnants of the Teshendale Arms still provide a meeting place for travelers and shepherds, but most of Teshendale's other buildings have vanished, its destruction being completed forty years ago. Its sign, still found on cairns and building stones, consists of two flying snakes, tails intertwined and curving up to face each other.

Teshendale was ruled by an Elder; the last, Jaoth Hulnhurn, is believed long dead. A place is still reserved at the Dale Council for Teshendale, partially in memory of Jaoth, and partially as a reminder of the shame of not aiding a fellow dale. The community of Daggerdale not so far away feels that shame acutely, and may account for their unfriendly attitude. That attitude may

also be accounted for by some veiled hints at the time that the Dalesmen of Daggerdale were involved to some degree in the demise of their neighbor.

TETHYR (TEH-theer)

AT A GLANCE: Tethyr lies between the borders of the forest of Tethir and the gathered city-states of Calimshan. It is a land of large dominions and warring lords, and an ideal place for the mercenary and the spy.

ELMINSTER'S NOTES: This rich but troubled land is now a realm of changing rulers and uncertain power. Its former ruling family has been hunted into virtual extinction, and political chaos reigns. Tethyr is still a wealthy and historied feudal kingdom of many noble families, strong in arms and trade alike, yet until the situation stabilizes, travelers are warned of the dangers of rival factions and border patrols.

GAME INFORMATION: The royal family of Tethyr is believed destroyed, though on occasion a particular claimant or pretender arises to rally forces of one type or another. If any direct-line heir has survived the bloodbath of Tethyr, he must currently be far from that land, using another name, and keeping his lineage secret to avoid being hunted down by the various factions.

TEZIIR (Teh-ZEER)

AT A GLANCE: The largest free city on the banks of the Dragonmere, Teziir is Westgate's rival in the merchant trade. It is a sprawling, unwall'd city, and has been attacked, sacked, and burned more than a few times in its brief history.

THAR (The Great Grey Lands)

AT A GLANCE: The Great Grey Lands of Thar stretch northward from the Moonsea in rising steppeland that ends at the Great Glacier Pelvuria.

ELMINSTER'S NOTES: Thar is a desolate, uncivilized region untouched by the hand of settlers and farms. Instead,



it is a land of nomad raiders and home of the "beast-men" (ogres), and great bands of orcs. These creatures are said to be aided at times by devils summoned by evil magery. Such fell magic-workers are known to command the war-strong city-state of Zhentil Keep, and its rival, the independent city-state of Mulmaster, which lies at the other end of the Moonsea. These, combined with the slumbering evil of Vaasa and the great Dragons, make Thar the gateway to "The Evil of the North."

THAY

AT A GLANCE: Thay is a powerful, exotic, magical and evil nation that lies in the Eastern Reaches of the Known Realms, bound by Aglarond and Thesk in the west, Rashemen in the north, the Inner Sea in the south, and Sunrise Mountains and Endless Waste in the east. The realm is best known for its rich prosperity, ancient heritage, byzantine government, and magical-based society.

ELMINSTER'S NOTES: Thay is controlled by a loose confederation of powerful spell-casters collectively called the Red Wizards of Thay, who are evil and paranoid to the extreme, seeking to maintain their own power in their nation while undercutting the power of other realms, which they perceive as dangerous to their existence. Other magic-users who are not of their cult (and in particular those mages who are involved in ruling rival nations) are viewed as threats to be eliminated. The total number of Red Wizards is unknown.

Thay has a noble class as well. Tharchions and Tharchionesses govern its provinces, under the direction of the Red Wizards' chosen spokesmen, the Zulkirs. There are at present believed to be eight Zulkirs, of whom the name of only one is known in the Inner Sea lands: the Zulkir Szass Tam.

The Red Wizards and their minions use several badges; that most often seen outside Thay is a leaping red flame

on a black or deep purple field.

The collected Red Wizards are devoted to an expansionistic and imperialistic policy of swallowing neighbor states. This policy has been hampered by internal strife among various factions and personality cults among the Red Wizards, and by the fact the cult neither trusts mercenaries or high-level adventurers that are not of their cult. Of the large number of invasions of Rashemen, 3 out of 4 have been by some particular faction leader of the wizards seeking to expand his domination at home by bringing victories from the field.

GAME INFORMATION: The Red Wizards roam the lands seeking to increase their power. Any Red Wizard so encountered will not be of less than 9th level, and up to 15th level. There is a 50% chance of the wizard having bodyguards (usually ogres or other non-human creatures), and an equal chance of having 1-4 low-level (1-8) magical aspirants to the Red Cloth. The Red Wizards do not go in for subtlety, and will wear their crimson robes haughtily in all but the most discreet situations.

THIEVES AND THEIR SUB-CLASSES

AT A GLANCE: There are those whose abilities lie not with sword or the art, but with quiet motion, dexterous action, and stealth. Such talents often lead to thievery endeavors, which plague most major cities, but are often placed to good use in dealing with dangerous monsters and lost treasure.

ELMINSTER'S NOTES: As more people gather in large cities, more individuals who prey on large collections of mankind gather as well. Chief of those are human scavengers who seek their profession by stealing from others. In the wilds, such behavior is oftentimes useful and beneficial to the group, but in the larger cities, usually spells trouble, so that most lawful towns have injunctions against such activities.

Despite such laws, thieves and thievery are common. Most major cities have a number of "thieves' dens" competing in stealing and theft. A few cities (such as Zhentil Keep) have an organized group of rogues controlling all such activity, and can (in the Keep's case) operate from a building in broad daylight. Most "thieves' dens" are secret gathering spots, often beneath the city itself, and change as guards and lawful groups discover them.

The city of Waterdeep had once been home to the most powerful guild of thieves in the North. The Lords of Waterdeep smashed that guild, forcing its leaders to flee the city (those leaders are now the Shadow Thieves of Amn). There are still thieves, thief-acrobats, and even assassins in Waterdeep, but they are broken into innumerable small groups, or operate alone.

The most common respite for such robbers is what they themselves call "The Honest Trade"—adventuring, where such abilities may be used and indeed lionized in song and legend, when what they are actually doing is fairly similar, the only difference being that instead of a lord's manor they are burglarizing a lich's tomb. Many thieves take to this life, adhering to a code that keeps them out of trouble in civilized areas but keeps them in gold. Some leaders of important organizations are of this type—their fellow members would trust the cash-box with such an individual in the city, but keep an eye on him in the wild for pocketed gems and magical items that had "found" their way into his high-topped boots.

GAME INFORMATION: Thieves and their sub-classes have the abilities as given them in *Players Handbook* and *Unearthed Arcana*. The would-be thief is encouraged to practice his trade to the benefit of others.

TILVER'S GAP

AT A GLANCE: This is one of the three passes through the Thunder Peaks, the others being Shadow Gap and Thunder



Gap, and its location makes it a strategic strongpoint in the area. A small, unfortified town, Tilverton, lies on the western side of the gap.

ELMINSTER'S NOTES: The area of Tilver's Gap was occupied by Cormyr in a conflict with Scardale a few winters back, and most recently in a dispute with the forces of Zhentil Keep. These occupations were with the tacit approval of the other Dales and Sembia, who wish to see the Purple Dragon's commitment increased in the area.

This strategic location on the overland trade-road east of Arabel and west of the Dalelands contains a small town, Tilverton, which boasts several good horse-breeders and livery stables, an important temple to the god Gond, and *The Flagon Held High*, an inn of excellent report.

GAME INFORMATION: The area of the Gap are patrolled by mounted Cormyrian troops. A Cormyr patrol will number 12 fighters of 1st level, led by a 4th level fighter, and with a 50% chance of a 3-6th level war wizard as well. All are mounted on medium horses with leather barding, and the fighters are armored in banded mail. Such patrols are instructed not to interfere with normal merchant traffic, to inform travelers of the customs of Cormyr, and to avoid engagements with superior forces. If such a battle is inevitable, the majority of the troops are to hold the enemy while one gallops to make a report.

TRIEL

AT A GLANCE: Triel is a way-station along the Trade Way from Scornubel to Waterdeep, and it is here that lesser-used trails from Elturel and Hill's Edge meet up.

TROLLCLAW FORD

AT A GLANCE: This ford across the winding water is overhung by high, tree-cloaked banks and surrounded by hills on both sides.

ELMINSTER'S NOTES: The ample cover provided by the surrounding vegetation makes it easy to stage ambushes here, and may hide a great number of assailants with ease. Trollish bands striking at travelers so often over the years have gained the ford its grisly name; piles of gnawed and burned bones stand as grim warnings on both sides of the river about a mile from the ford. As a standard precaution, most caravans have a guard of 20 armed men when making this passage.

TSURLAGOL (Tsss-SIR-lah-gol)

AT A GLANCE: Tsurlagol is a large, prosperous city east of Procampur, and the last such city before the borders of Impiltur are reached.

TULBEGH (TULL-beg)

AT A GLANCE: Tulbegh is a small village in Sembia, birthplace of Elduth Yarm-master. See SEMBIA.

TURMISH

AT A GLANCE: The land of Turmish lies due south of the Pirate Isles, and is a rich, fertile farming land of many small villages and a few larger city-states.

ELMINSTER'S NOTES: The Turmish people are said to be tall, mahogany-skinned, and beautiful, and those men of the trading classes have square, long beards.

In addition to its farms, the land of Turmish is known for its ornate and finely-crafted armor. This armor is dotted with spires and fluted curves, mixing elvish and human styles.

TYRLUK (TEER-luke)

AT A GLANCE: Tyrluk is a small cross-roads village in Cormyr, with a smithy, carter, and farmers' market.

ELMINSTER'S NOTES: Hardy ponies are bred locally, and many caravans purchase remounts here.

GAME INFORMATION: Suldag "the Boar" is the appointed local lord, and is

a 6th level fighter of passible merit and incredible girth. His chosen name is said to come from his hunting ability in the King's Woods, but Court Wits have of late connected it with his waistline and eating habits. Suldag is good-aligned.

UNTHER

AT A GLANCE: One of the more mysterious of the nations of the South, little is known of this nation, save that its ruler is said to be immortal.

URMLASPYR (Erm-LASS-peer)

AT A GLANCE: Urmlaspyr is a fair-sized city south of Daerlun in the nation of Sembia. See SEMBIA.

VAASA (VAH-sah)

AT A GLANCE: Vaasa is a cold, northern empire similar in terrain and climate to Thar, ruled by a self-proclaimed "Witch-King."

ELMINSTER'S NOTES: Vaasa was for years the name of the unclaimed waste and wild-land beyond the northern bounds of Damaran patrols, in much the same way as the land of Thar begins where the swords of the Moonsea cities end. It was (and for the most part remains) a cold, wintry, unpleasant land of rolling moors and tundra, which becomes an impenetrable bog during the few weeks of High Summer.

Twenty years ago there arose on the shore of the Sea of Tears a huge edifice of dark stone bound in iron. From this Castle Perilous its master, Zhengyi the Witch-King, declared mastery over all the lands of Vaasa.

Zhengyi soon made good his claim, recruiting an impossibly large army of men, bandits, inhuman tribes, and mystical beasts, and swept through Vaasa into its neighboring land of Damara. Through strength of arms and treachery, Zhengyi defeated the Damaran armies at the Ford of Goliad, and slew the majority of its rulers, including the Last King of Damara, Virdin Blood-



feathers. Zhengyi is said to have accomplished this task with the help of a powerful Grandfather of Assassins, who operates from a secret base in the Galena Mountains.

Having effectively destroyed the nation of Damara, Zhengyi claimed only its northern sections as his, granting independence to (though taking tribute from) the southern petty lords that now controlled the wreckage that was once Damara. Zhengyi's reason for this is not known, and it may be that the southern domains do not interest him, or that fully controlling them would irk states like Impiltur and Thay, bringing them into premature conflict with Vaasa.

The people of Vaasa live in a few scattered primitive communities, dwarfed by the huge amount of armed mercenary and other forces that now swell the kingdom. Evil faiths flourish here, and Zhengyi's own closest servants are priests who wear goat-headed headpieces, whose true faith is unrevealed.

Zhengyi himself is reclusive, almost paranoid, in his Castle Perilous. He takes no envoys from other nations or major faiths, and a contingent of Red Wizards who sought to force an audience with him were said to be swallowed whole by the earth on the steps of Castle Perilous. What the Witch-king plans is not known, even by the wise of the Realms.

GAME INFORMATION: Further information on Vaasa, Damara, and Zhengyi may be found in the "Bloodstone Pass" series of modules (H1-4).

VALE OF LOST VOICES

AT A GLANCE: Hidden in the depths of the elven wood is a wooded defile that lies across the traderoad between the Standing Stone and Essembra. This Vale of Lost Voices is a rich and fertile area, yet unsettled.

ELMINSTER'S NOTES: This vale is a place sacred to the elves, for here they placed the bodies of their fallen, and here their ghosts wander. The elves sel-

dom go there, preferring to visit it alone in search of spiritual guidance and peace, or with family, to make a burial or come to a wake. But the Vale is said to be guarded for the Elves by another unknown being, even in these later days.

The name "Lost Dale" is one given by men, who, in cutting across it with their road, saw a natural valley or dale that was forbidden to men in the Pact made at the Standing Stone, and forever lost to men. All the elves of the woods would have to be dead before one tree of this Vale could be cut, it has been said more than once, and this is now common knowledge around the dales. None have seen fit to test this promise, even with the passage of the Elven Court.

VILHON REACH

AT A GLANCE: A long southern spur of the Sea of Fallen Stars, the entrance to the Vilhon Reach lies far to the south of the Pirate Isles, and its mouth is guarded by the island Ilighon. It is a fertile, rich land divided up into quarreling city-states and petty nations.

VOONLAR

AT A GLANCE: Voonlar is a large town north and east of Shadowdale, and is considered that Dale's chief rival in the area. Three main roads run to Shadowdale, Yulash, and Teshwave, and meet in Voonlar in a "Y", with most of the important buildings, including temples to Bane and Chauntea, at the joining of that Y.

ELMINSTER'S NOTES: Voonlar is presently in a state of flux. Nominally independent, it is ruled by an elected "bron" or sheriff, who may have up to six full-time deputies plus a militia of villagers raised as needed. All villagers vote in the annual election of the sheriff, in theory. In reality, the town is ruled by Zhentil Keep, through Yulash. The present bron's name is Buorstag Hlammythyl, a burly fighter who worships Bane and gained a formidable reputation as a mercenary before his arrival in

Voonlar two years ago. He appears to be a direct agent of Zhentil Keep and part of their network.

GAME INFORMATION: Bron Bourstag Hlammythyl is an 8th level fighter of lawful evil alignment. His deputies are fighters of levels 3-5 and neutral to neutral evil alignment.

The Temple of Bane has the following personnel:

- 1 12th level patriarch (Gormstadd)
- 2 6th level clerics
- 4 3rd level clerics
- 8 2nd level clerics
- 16 Temple guards of levels 1-4

The Temple of Chauntea's personnel are:

- 1 10th level matriarch (Lady Shrae)
- 2 5th level clerics
- 4 3rd level clerics
- 8 2nd level clerics
- 20 Temple fighters of level 2

WATERDEEP

AT A GLANCE: Waterdeep is the most important and influential city of the North, and perhaps of all Faerun.

Waterdeep is located on the Sword Coast, 150 miles north of Daggerford and is reached by paved, well-patrolled roads. It is the hub of trading from the mineral-rich lands to the north, the Merchant kingdoms of Amn and Calimshan to the south, the kingdoms of the Inner Sea to the west, and the sea kingdoms and traders to the west.

ELMINSTER'S NOTES: Waterdeep is named for its outstanding natural deep-water harbor, and the city that grew up at this site has become the commercial crossroads of the Northern Realms. More than 100,000 people make their home in Waterdeep, more than in all the cities of Cormyr itself.

Men and other races come from all over the Realms to earn hard coin in the City of Splendors, and over the years successful merchants have set up guilds, and themselves become nobility, supporting the secretive Lords of Waterdeep, who police the city fairly



yet with a light hand by means of the superb City Guard (soldiers), City Watch (police), and over twenty black-robed magistrates. As a result, Waterdeep is a place tolerant of different races, religions, and lifestyles. This in turn has encouraged commerce, and Waterdeep has grown into a huge, eclectic city.

The banner of Waterdeep is rarely used, save on the Watchtowers of the city wall, on Waterdeep Castle, and on Lord Piergeiron's Palace. It is a rich, royal blue flat-topped shield bordered in silver; on the shield is a silver crescent moon, horns uppermost, and below it an area of purple hue (representing the light of the city at night), which ends in a straight horizontal line representing the sea. Below this, reflected in the water, is a wavy upside-down crescent moon matching the one at the top of the shield, and in a semi-circle around it (from the waters-edge-line around towards the point of the shield and back up) are nine silver many pointed stars. The Meisarch of Amn once said nastily that these stars should really be replaced by gold coins, as that's all that's held important in that city, though this seems more inspired by jealousy than reason.

Waterdeep is ruled by a council whose membership is largely secret. It is a known fact that Piergeiron "the Paladison," Warden of Waterdeep and Commander of the Watch, whose golden-spined palace dominates the center of the city, is a member of the Lords. It is generally supposed that the archmage Khelben "Blackstaff" Arunsun is also of the Lords, and perhaps chief among them. The identities of other members have not been made public knowledge. The subjects of who the Lords are is a common subject of noble conversation, and some consider it a game to discover whom the Lords are, a game made more confusing by the fact the Lords themselves set their own rumors afloat. The names of Mirt the Merchant, the Courtesan Larissa, and Texter the Paladin have been connected with the Lords, though evidence exists

to both prove or disprove these claims, and beyond these four (including the Blackstaff) conjecture swings widely as to who belongs and does not belong.

The Lords appear in public only in the Lords' Court, hearing all cases of murder, treason, misuse of magic, and appeals from lower courts. On such occasions there are always at least four Lords, but sometimes six or seven, and rarely as many as nine. Piergeiron chairs the Court and asks all questions, for the Lords speak through him. In chambers the Lords all appear similarly masked and robed, their robes formless and black with black capes, and their masks completely covering the head and face. These masks have featureless faces, with mirrored crystals over the eyes, save for Piergeiron, who has had his facemask separated from the helm and lets the condemned see his face.

GAME INFORMATION: The Helms of the Lords of Waterdeep have some undetectable magical enchantment, which prevents the use of divination spells (including *ESP* and *detect lie*) on the wearer while they are in use. In addition, many of the upper class of the City of Splendors wear their own additional protections to keep the curious and indiscreet spell-casters at bay.

Further information on Waterdeep and its immediate vicinity may be found in FR-1, the *Waterdeep and the North Sourcebook*.

WAYMOOT (WAY-moot)

AT A GLANCE: A large town within the bounds of the King's Woods, Waymoot is situated in a man-made clearing of five miles across. The center of the town has a wide stone-walled keep, but the majority of the buildings are unfortified.

ELMINSTER'S NOTES: Waymoot is a traders' town in the center of Cormyr, where horses are bred and trained, and wagons are made and fixed. There are many inns (*The Cup and Spoon*, *The Old Man*, *The Moon and Stars*, *The Silver Wink*, and others).

GAME INFORMATION: Waymoot's local Lord is Filfar Woodbrand, also called "Trollkiller." A 10th level fighter of great power (18/94 strength), Filfar is less-than-comfortable with the appellation, though it describes his skill in repelling a trollish attack on the town.

THE WAY INN

AT A GLANCE: This village numbers less than twenty buildings, the largest of which is a sprawling manor-house that has been used as an inn. A large commons to the south of the town has obviously been used as a parade ground for military forces.

ELMINSTER'S NOTES: This is a very small village dominated by the inn it takes its name from, and is used as a base for adventurers and hunters. The Way Inn maintains a force of archers and spearmen who repel trolls and other wandering creatures. The Way Inn was used as a temporary base by forces from Waterdeep in its battle with Dragonspear Castle. The Inn is run by Dauravyn Redbeard, a stout, middle-aged swashbuckler.

GAME INFORMATION: The Way Inn armed force numbers no less than 50 men-at-arms, who are usually recruited from traveling caravans, though in times of crisis the number may be double or treble that, and, during the troubles with Dragonspear Castle, several thousand troops passed through the village and the Inn became the center post of operation. The normal armed force wears splint mail and carries spear, short bow, and firepots, the last to deal with the marauding trolls.

Firepots are small clay jugs filled with flammable oil, carried in slings of leather. These weapons are lit, spun around the head, and flung up to 30 yards away. Upon striking a hard surface, the jugs break, inflicting 1-6 points of damage to all within 5 feet of the impact point. The oil continues to burn for 1-4 points of damage each round thereafter for 1-10 rounds, or until extinguished.

Dauravyn Redbeard is an adventurer



retired from the trade, and a 5th level fighter. He does not wear armor any longer, but does have *bracers of defense* (AC 2) that he continually wears. A two-handed broad sword, rumored to be magical, hangs over the back of his bar.

WESTGATE

AT A GLANCE: Westgate is an important port/caravan-city transfer point on the overland route that joins the Inner Sea and its lands to the west (Amn, Tethyr, and North, the Sword Coast) and the Far South. It is a large, fortified city with a smattering of trading companies and smaller buildings set up beyond its walls.

ELMINSTER'S NOTES: Westgate has fulfilled the role of trading link between Inner Sea (east) and Sword Coast (west) for as long as humankind have been in the Inner Sea area. Once a simple stop-over and stockyard similar to Scornubel or Iriaebor today, Westgate has gained in importance as the trade increased, diversifying into shipyards, wagonmakers, and sideline industries.

Its local industries include pottery (of average to poor quality), scent-making (excellent fragrances) and wine-making (which varies wildly from superior to merely good).

Westgate lies on the southern side of the long western arm of the Sea of Fallen Stars, across from Cormyr. It is independent of all kingdoms and outside authority, and considered an "open city," free to all manner of trade from all sides.

The local nobility, the Lords of Westgate are the heads of rich merchant families. All such families usually have long-standing traditions and feuds, caravan companies and trading fleets on the Inner Sea, as well as other diverse business interests. The families of Westgate and their lords and symbols are:

Family: Athagdal

Lord Urlyvl

Family Trading badge: Russet

weighing scales

Family: Dhostar

Lord Luer

Family Trading Badge: Tawny wagon wheel, topped by three stars

Family: Guldar

Lord Dathguld

Family Trading Badge: Black hawk

Family: Malavhan

Lord Thamdros

Family Trading Badge: Red sun

Family: Ssemr

Lord Orgule

Family Trading Badge: Ivory bird's claw

Family: Thalavar

Lady Nettel (matriarchal widow)

Family Trading Badge: Green feather

Family: Thorsar

Lord Maergrym

Family Trading Badge: Blue hand holding corn

Family: Urdo

Lord Ssentar

Family Trading Badge: Yellow eye

Family: Vhammos

Lord Thontal

Family Trading Badge: Steel-grey open hand

Westgate has a secret set of rulers as well. A band of professional assassins, extortionists, coercers, enforcers, and thieves known as the Night Masks have set up shop in the city. They are for hire by all, and as such independent of the various noble-houses, switching alliances as their purse leads them. The Night Masks control most of the illegal doings in the town, and seek to expand their grasp to the north and west, into other civilized lands.

Finally, though Westgate is patrolled by a leather-jerkined militia, reports speak of strife in the city by night. Whether this is one family warring against another, the activities of the Night Masks, or a new organization in the city is as yet unknown.

GAME INFORMATION: The Night Masks make no secret of their existence, and their symbol, marked on shops to indicate protection, or left in

some adventurer's home as a warning, is a domino mask.

The Masks are primarily thieves, but include fighters, assassins, and mages as the job demands. Normally they operate in groups of five, with members only aware that the four others of the group know what the team is up to. In this fashion, if one is caught, only that group is endangered. Levels range from 1-10, with higher level beings available only for the most dangerous jobs. Leadership of the Night Masks is unrevealed.

WHELOON (way-LOON)

AT A GLANCE: Wheloon is a mid-sized town of some two hundred-plus major buildings, situated at the outflow of the Wyvernwater. Its buildings have roofs of vibrant green.

ELMINSTER'S NOTES: This river-town grew up around the ferry here that bears traffic on the Cormyr-Suzail road across the Wyvernflow. Its green-roofed houses are the result of use of a native slate for shingles, and have given rise to the phrase "the jade towers of Wheloon." Many craftsmen work here; there are boatmakers, basketweavers, sailmakers, and clay-potters.

GAME INFORMATION: Wheloon is ruled in the name of King Azoun IV by Sarp Redbeard, the most headstrong and independent of the Local Lords. Sarp is known for disagreeing with court policy on a number of matters, and has earned few friends in court, but he is popular among the natives of Waymoot, who see Sarp as keeping the Purple Dragon of Cormyr out of their daily lives. Sarp is Good-Neutral (with chaotic tendencies) and a 9th level fighter.

THE WOOD OF SHARP TEETH

AT A GLANCE: This forest is an maze of undergrowth, tangled with nettles and thorn-bushes.

ELMINSTER'S NOTES: This vast forest is so named because it is completely





WESTGATE KEY:

1. Dhostar Vale (private park)
2. Castle Dhostar
3. The Leaning Man (inn)
4. The Dhostar Yards
5. The Blind Eye (fence for stolen goods, ostensibly a tack, harness, and trail goods shop)
6. Thessar the Warrior's house (an adventurer's abode)
7. Lilda's (festhall)
8. The Water Gate
9. "The Shore" (drovers/wanderers/journeymen's slum)
10. Dhostar Company sheds (warehouses)
11. The Jolly Warrior (inn)
12. West Gate
13. Thorsar Company sheds (warehouses)
14. Thalavar Company sheds (warehouse)
15. Castle Seemm
16. Thalavar yards
17. The Splitting Cockatrice (inn)
18. The Empty Fish (tavern)
19. The Westward Eye (inn)
20. Gatereach (inn of good quality)
21. "Ssemm sheds" (warehouse)
22. The Purple Lady (tavern, festhall)
23. Guldar Company sheds (warehouses)
24. Temple to Mask
25. The South Gate
26. The City Watch barracks
27. Polol: "The Lords' Water"
28. Castle Thorsar
29. Castle Urdo
30. The House of Silks (fine clothing; jewelry; very expensive shop)
31. The Blue Banner (inn of good quality)
32. The Tower (registry office for imports/exports/City Watch HQ/Jail, w/dungeons beneath)
33. "The Market"
34. Castle Guldar
35. Castle Vhammos
36. Vhammos Company sheds (warehouses)
37. The River Gate
38. The Black Boöt (inn)
39. The "River Bridge"
40. Vhammos yards
41. The Rising Raven (inn)
42. Guldar yards
43. Ssemm yards
44. East Gate
45. The Old Beard (tavern)
46. "The Harbor Tower" ("The Westlight", as mariners call it); beacon and harbor defense
47. The Gentle Moon (inn)
48. Shalush Myrkeer's Shop (the largest shop in Westgate; buys and sells everything)
49. The Black Eye (tavern & festhall)
50. Urdo Shed
51. Mulsantir's Gate
52. Thorsar yards
53. Castle Arhagdal
54. Castle Thalavar
55. Castle Malavhan
56. Malavhan yards
57. Malavhan Company sheds (warehouses)
58. Dhostar docks
59. Thorsar docks
60. Malavhan docks
61. Urdo docks
62. Thalavar docks
63. Guldar docks
64. "The Watch dock" (seized goods, pirate ships, ship inspections, etc. held here)
65. Athagdal docks & shipyards
66. Vhammos docks
67. Ssemm docks
68. Ssemm docks
69. Temple to Umberlee
70. Temple to Tyche
71. Temple to Gond
72. Temple to Lathander
73. City Watch barracks
74. City Watch (meeting rooms, barracks)



wild, and abounds in forest creatures dangerous to man. Satyrs are known to dwell here in numbers, and there are thought to be dryads, but the wood is feared more for its less intelligent denizens, who are numerous and savage enough to have discouraged woodcutting and hunting by the citizenry of Baldur's Gate. No elves of any type are believed to make this woodland their home, but travelers are warned that very little is known of this area. Many valuable duskwood trees can be seen by those passing by, but none have dared cut any for many years, for death comes swiftly to those who pass beyond the trees. Local legend in Baldur's Gate holds that this is a lost, ruined city in the forest depths.

YELLOW SNAKE PASS

AT A GLANCE: This pass through the Sunset Mountains is one of the few usable trails north of the Far Hills and south of Anauroch. It is a twisting maze winding between the peaks, and must swerve around large rock outcroppings of reddish sandstone.

ELMINSTER'S NOTES: This remote mountain pass is a long, wide, natural valley that forms a strategic overland passage through the mountains north of Cormyr. It is named for a strange and fearsome draconian beast, which resembled a winged serpent of ivory-yellow color, that made this region its home several hundred years ago until it was slain by the adventurer Tuirlagh "Foehammer" Nundass, of Silverymoon.

The Pass is presently controlled by the Zhentarim, who permit none through who is not a member, ally, or approved client of their network. The Zhentarim have resisted several attempts by Cormyr, Iriaebor, Scornubel, and Hill's Edge to oust them.

Forces within the pass are unknown, though are known to include several nastinesses of gargoyles (a nastiness being one tribe of the creatures) and at least one stone golem.

GAME INFORMATION: Zhentarim patrols are at their strongest in the Yellow Snake Pass area, and number at least 40 2nd-level warriors to a patrol, plus a magic-user of levels 1-6 and a cleric (of Bane) of similar levels.

YHAUNN (Uh-HAWN)

AT A GLANCE: Yhuann is Sembia's port of the Dragon Reach, and while not that nation's oldest city, is the oldest retaining its original (Chondathian) name. See SEMBIA.

YLRAPHON (Ee-ul-RAFF-on)

AT A GLANCE: Ylraphon is a small, dale-like town on the northern end of the Dragon Reach. Its people are similar in nature to the Dalesmen, and may be an early settlement of the same stock that did not cross the River Lis and settle at edges of the Trees of The Elven Court.

YULASH (Yoo-LASH)

AT A GLANCE: Yulash was obviously once much larger and fortified, but half the buildings have been reduced to scattered piles of stone. Those which remain have been clustered behind hastily-constructed stockades or sealed over to produce fortified buildings. The largest of these stockades is set up about the ruins of the main citadel, which flies the banner of Zhentil Keep.

ELMINSTER'S NOTES: This fortified market-town has recently become a strategic holding, changing hands between the troops of Zhentil Keep and Hillsfar a number of times, and largely reduced to rubble in the process. At the onset of the current winter, it is in the hands of Zhentil Keep, and is a small, hastily-rebuilt, tightly-controlled military camp.

Somewhere beneath Yulash, local legend has it, there is a gate to other worlds that opens only to those who know its secrets.

GAME INFORMATION: Zhentil Keep's current garrison consists of 144 fully armored mounted men-at-arms (full

plate and plate barding for the horses), 372 lightly armored guards/skirmishers (banded armor, swords and staff slings, 52 archers, three clerics of Bane (6th level), and three mages of Zhentil Keep. The foremost of these mages, and present commander of Yulash, is Szmaeril, a 10th level Lawful-evil magic-user, and his assistants are levels 6 and 8 in magic-use.

THE ZHENTARIM (Zz-HENT-ah-rim)

AT A GLANCE: The Zhentarim are an organization of evil and lawful individuals, spanning all character professions (mages, warriors, thieves), and including several inhuman monsters. The group is based in Zhentil Keep, but has major outposts in the Citadel of the Raven, several cities on the Moonsea, and Darkhold in the Far Hills, and operatives in every major town and city in the region between the Dragon Reach and the Sword Coast.

ELMINSTER'S NOTES: This powerful group, dubbed "The Black Network" by foes such as Doust of Shadowdale and his companions, appears to be a widespread and quite powerful group of evil individuals, commanded both by priests of Bane and mages of no small power. To enrich themselves, the Zhentarim desire to control the most economical trade routes between the established lands of the Sword Coast and the rich young kingdoms about the Moonsea, eventually extending into political control of these regions as well. Slaves are an important part of the trade they already take part in, trading with evil or inhuman groups, or sending their "wares" south into the ancient lands of Condath, Uther, and Mulhorand.

To accomplish their goals, the Network has tried to assume control of lands along the route; from their strong base at Zhentil Keep, they have taken control of Voonlar and ruined Yulash, rule the Stonelands through bandits allied to their cause, and alone have the



power to maintain a trade route through the Goblin Marches. Darkhold, their great fortress, commands the only pass north of High Horn, that pass known as the Yellow Snake, and Darkhold's reach extends throughout the Far Hills. Dragonspear Castle may be a network stronghold. The basis of such an owned route exists, with gaps at Shadowdale and Daggerdale, local resistance in Daggerdale, the Tilver's Gap area the northern reaches of Cormyr (which can readily raid the Stonelands and a large, nebulous gap between Darkhold and Dragonspear Castle). This makes these regions major targets for Zhentarim interference. In addition, the Zhentarim are in excellent position to brave the heart of Anauroch, the Great Desert, and to discover either a safe trade route through its depths, or to find the riches and magic of its lost civilizations.

ZHENTIL KEEP (Zz-HENT-ill Keep)

AT A GLANCE: Perched at the western end of the Moon Sea, Zhentil Keep is a large, walled city of the size and population of Suzail in Cormyr. It is one of the major ports of the Moonsea, and dominated by a large temple complex dedicated to Bane.

ELMINSTER'S NOTES: Zhentil Keep is the base of the Zhentarim (q.v.), though the city and its populace is not com-

pletely under the thumb of the Black Network. Other factions are abroad in this city, the most powerful of which are the rival clerics in the Temple of Bane. Friction between the factions is intense, and night-borne fighting common among the shuttered shops and closed businesses.

Zhentil Keep is ruled by Lord Chess, a foppish, vain, fat overlord with a taste for gluttony. Chess is a gossipy blunderer, and though the Zhentarim have used him in the past as an ally, neither they (nor anyone else knowledgeable in such matters) count him as a member of their organization.

GAME INFORMATION: The abilities of the Zhentarim are detailed in their own section. The Dark Shrine, Bane's Temple Complex in the Keep, is one of the largest in the Moonsea area, outdone in size and personnel only by The Black Lord's Altar in Mulmaster. Fzoul Chembryl is patriarch of the church in Zhentil Keep, and is a 13th level Cleric of Bane. Fzoul is a member of the Zhentarim, as are some of his staff. The Temple Complex includes:

- 1 13th Level Patriarch (Fzoul)
- 2 9th level clerics (one of which, Casildar, is a member of the Zhentarim)
- 3 7th level clerics (one of which, Zhes-sae, is a member of the Zhentarim)
- 5 5th level clerics
- 7 3rd level clerics

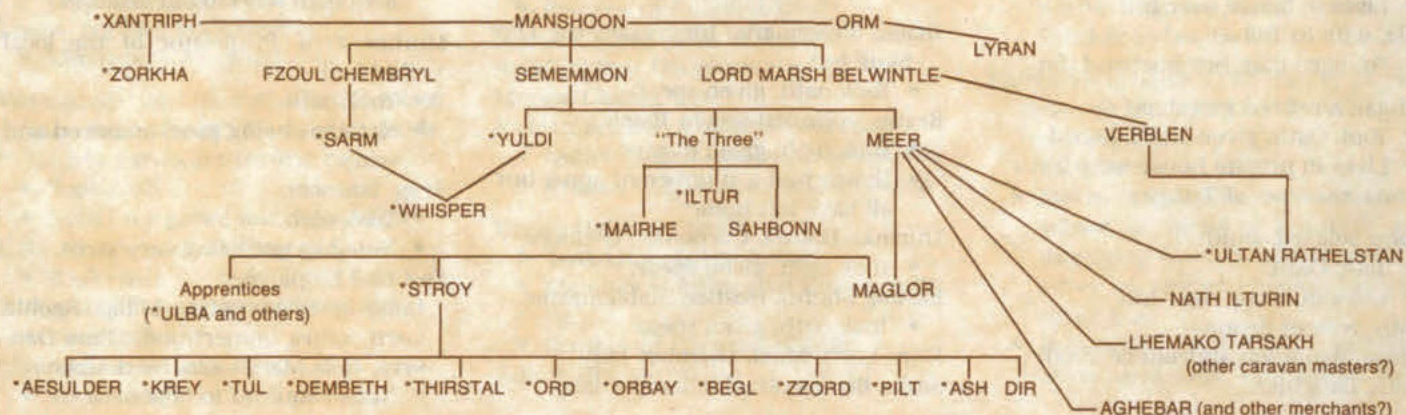
While the upper levels of the church of Bane in Zhentil Keep are loyal to the Zhentarim, the lower ranks, and those of other cities (such as Mulmaster) actively oppose the group. Those clerics of Bane allied with the Zhentarim assume that a number of their low-level assistants are spies for the more orthodox sects of Bane, which frown on sharing Bane's blessing with non-clerics.

Lord Chess is a 3rd level fighter who had previously been a 3rd level magic-user and 3rd level cleric. A cowardly fop, Chess is surrounded by a group of five bodyguards of 6th level. Both the Zhentarim and those groups opposing him seek to keep Chess in his position, the former to use the soft lord as a diplomatic cushion and catspaw, and the latter to prevent someone truly effective to come to the post, which may solidify Zhentarim power in the city.

Nighttime in Zhentil Keep is dangerous, in part because of *press gangs*, groups of local thugs employed by the Zhentarim or other groups to get cheap (as in free) man-power. Such groups are armed with clubs, metal staves, and brass knuckles, and tend to be of levels 1-4. Such gangs use brawling tactics to knock out the unaware. Those so captured may find themselves on a slave-ship heading for Thay, at the oars of a galley on the Moonsea, or in a work crew rebuilding sections of Yulash or the Citadel of the Raven.

The Zhentil Keep Network

* = usually deceased, thanks to adventurers



Appendix

SHADOWDALE

(being an accounting of the people of this Dale Community)

That which follows is an excerpt of a census of the area known as Shadowdale, listing its major inhabitants. Citizens of the Dale may have several notes following their entries.

- "Taking the Oath" means that the individual has pledged loyalty to Doust, in all surviving cases sworn again to the new Lord Mourngrym.
- "Weapons Given" refers to weapons bestowed by the Lord in return for militia duty.
- "The Battle" refers to the heroic defense against Zhentil Keep's army. The army was led by Lyran Nanther of Melvaunt, a pretender to the Lordship of the Dale.

Further notation has been made as appropriate, including description, occupation, temperament, and local gossip.

CENSUS OF SHADOWDALE, set down by Florin Falconhand, Warden of Shadowdale, in the 1st year of Doust's lordship, the Year of the Harp, Marpenoth 4-12 *, and as later amended by divers hands.

- * Two years previous, in the first and second weeks of October—see **CAL-NDAR**

Tulba, the weaver

- Took Oath
- Aged, balding with white hair
- Lives in house near Inn

Lella, wife to Tulba

- Younger than her husband, fat.

Tethgar, a retired merchant

- Took Oath, given short sword
- Lives in private house near Inn.

Senma, mistress of Tethgar.

Bronn Selgard, smith.

- Took Oath.
- Lives in house near Inn

Leath, wife of Bronn

Aleena, daughter, apprentice smith
Traith, daughter.

Maela, daughter

Surd, son, apprentice smith.

- Took Oath
- Badly wounded in battle.

Doane, son, apprentice smith.

- Took Oath

Silmur, son, apprentice smith.

- Took Oath
- Slain in battle.
- Remembered as having a sharp tongue.

Helve, son, apprentice smith.

- Took Oath
- Slain in battle.

Berr, son, apprentice smith.

- Took Oath

Janth, son & apprentice smith

- Took Oath

Jamble "the Eye" Retired (thief?) merchant

- Took Oath, Given dagger
- A slick character, appears crafty

Leel, wife of Jamble.

Serbon, son to Jamble.

- Took Oath, Given dagger

Boorga, Jamble's man

- Took Oath, given dagger

Naithra, wife of Boorga.

Lila, daughter of Boorga.

Burr, son of Boorga.

- Took Oath, Given dagger.

Meira Lulhannon. Potter, breadmaker.

- Took oath, given shortsword.
- Badly wounded in battle.

Sulatha, wife of Meira.

Betra, daughter of Meira.

Jassa, daughter of Meira

- Took oath, given dagger.
- Noted as being slim and beautiful

Jhaele Silvermane. Innkeeper, the Old Skull Inn.

- Took oath, given spear.

Braun, youngest son to Jhaele

- Took oath, given dagger
- Jhaele had a number of sons, but all have left home

Durman Hilesta. Carpenter, bouncer.

- Took oath, given spear.

Bardag Shultu. Hostler, Stablemaster.

- Took oath, given spear.

Dora Leen. Maid, chamber lady.

Sasha Baddja. Maid, chamber lady.

Turko Breem. Cook, waiter.

- Took Oath, given spear.

Erek. "Filters, Potions, Physics, Purveyor & Maker"

- Took oath; did not fight in battle
- Lives in house next to Beregon Farm

Hoareb "Nimblefingers" Midwife/ Surgeon/Healer

- Took Oath

Latha Brannon. Boardinghouse owner

- Took oath, given short sword
- Badly wounded in battle.
- Wife, Leela, died Year of the Arch

Uda, aunt to Latha

- Family Matriarch, very crusty.

Ester, daughter to Latha.

Emra, daughter to Latha

Ilil, daughter to Latha

- Ilil and Emra are noted as being true beauties.

Hammerhand Bucko. Wagonmaker, Woodworker

- Took oath.
- Sarcastic, intelligent, mulish, and strong.

Leeta Bucko. Wife to Hammerhand.

- Took oath.
- Known for her cooking

* Apprentices to Hammerhand Bucko:

- Skulp, Fennir, Tulpas, Hlack, Orve, Naith, and Typyas
- All Took Oath
- Skulp badly wounded in battle
- Hlack and Orve slain in battle
- Handwritten scrawl by Typyas entry indicates that "Tip" might be a woman working in disguise.

Mother Tara. Proprietor of the local Fest-hall

- Took oath.
- Noted as being good-humored and witty

Brüg. Bouncer.

- Took oath.
- Noted as not being very swift

Fest-Hall Employees:

- Lune Lyrohar, Astara Miliip, Reehta Lorn, Sabra Immerhund, Olma Damsyra, Hela Marshoola, Estel Morna
- None required to take oath



- Lune Lyrohair was revealed to be a weretiger and slain by Florin Falconhand this day Alturiak 15, Year of the Worm.

Icehyill. Trader, retired merchant.

- Swore oath very reluctantly.

Sulcar Reedo. Farmer.

- Took Oath, given shortsword.

Astga Reedo. Wife to Sulcar.

- Took Oath

Sulcar's Sons

Presper, Sullman, and Courrtia Reedo

- All took Oath
- Courrtia slain in battle

Beregong Hillstar, Farmer

- Took Oath, given spear
- Badly Wounded in Battle
- Brother of Urnan Hillstar
- Influential in local area
- Wife Bereet died in Year of Worm
- The most recent entry listed indicates that Beregon has semi-retired, and is farming the Tower Farm for Lord Mourngrym to the north of Shadowdale. The land of his old farm has been used to erect a Temple of Lathandar.

Lhurt Hillstar, Son of Beregon

- Took Oath, given dagger
- Slain in Battle

Milda Hillstar. Sister to Beregon.

- Took oath

Pelda Hillstar. Young Daughter

- Took oath.

Elminster. Sage.

- Took oath.
- On 100 gp/month retainer to Lord Doust(Now Lord Mourngrym)

Lhaeo. Scribe/Cartographer

- Elminster's Assistant

Weregund "the Trader". Trader, chief merchant in town. Deals in all goods, largely hardware for the dale.

- Took oath.
- Noted for greed and cowardice

Dabragund. Son to Weregund

- Took oath.

Dletagund. Daughter to Weregund

- Took oath.

Meershand. Wife.

- Took oath.

- Noted as being large and beefy, and tending to tell Weregund what to do

Hamlin Zhul. Farmer

- Took Oath, Given spear
- Badly wounded in battle.

Belna Zhul. Wife.

- Took Oath

Thurl. Hired man.

- Took oath, given dagger.

Abor. Boy.

- Took Oath
- Slain in Battle

Kulnar Ohane. Farmer,

- Took oath, given spear.
- Noted as being influential and a nonsense individual

Lest Ohane. Wife to Kulnar.

Riita Ohane. Daughter.

Han Ohane. Son.

Chruce Ohane. Son,

Arnblass Ohane. Son

Purn Ohane. Son.

- Lest and all Ohane children Took Oath

- Purn and Han were slain in battle.

Blaesgerd. Ohane Hired hand. Retired fighter.

- Took oath, given shortsword.

Riist Huldane. Farmer,

- Took Oath, given spear.

Liliphar Huldane. Wife.

- Took Oath

Maxer. Huldane Hired hand.

- Took Oath
- Slain in battle.

Buldor Ulphor. Farmer, influential

- Took oath, given spear
- Brother of Ruldar Ulphor

Neena Ulphor. Wife to Buldor,

April Ulphor. Daughter

Marest Ulphor. Son

Knulan Besmar, Ulphor Hired Hand

- Entire Ulphor household took Oath
- Knulen Besmar was slain in Battle

Urnan Hillstar. Farmer,

- Took Oath, Given Spear
- Member of influential Hillstar family
- Brother of Beregon Hillstar

Adlma Hillstar. Wife.

- Took Oath

Helmark Hillstar. Son.

- Swore Oath, not given weapon
- Note that Helmark is a rogue and that he should be watched carefully in his duties with the Militia.

Selence Hillstar. Daughter.

- Took Oath
- Noted as beautiful and soft-spoken, with interests in poetry and music

Mara Hillstar. Daughter.

- Took Oath, asked for weapon
- Noted as tomboy, fought very well in battle.
- Candidate of militia

Korhun Lherar. Farmer.

- Took oath, given spear
- Slain in battle.
- A sour cynical man, Korhun died without family. His farm is currently unowned and considered property of the Dale itself

Besmil. Hired hand.

- Took oath, given shortsword.

Turst Rhellogar. Hired hand

- Took oath, given shortsword.

Hunil Rhellogar. Turst's son.

- Took oath; given dagger.
- Slain in battle.

Borst Bestil. Farmer

- Took oath, given spear
- Slain in battle.

- Brother of Hyne Bestil

Elma Bestil. Wife.

Kiiran Bestil. Son

Axmar Bestil. Son

- All members of the Bestil household Took Oath.

- Borst, Kiiran, and Axmar all died in battle. Elma living with her Brother-in-law Hyne

Storm Silverhand. "The harper of Shadowdale." Farmer and retired adventurer (bard)

- Took Oath
- Storm is recorded here and elsewhere as being a beautiful and intelligent woman, fond of wearing silver jewelry and having hair of a silver hue.
- It is noted here that at the time, Silverhand kept two fierce wolf-



hounds as pet.

Maxam. A follower of Storm, probably a henchman acquired in earlier adventures.

- Swore oath, but said his first loyalty was to Storm. Given short sword.

Lular. Hired hand.

- Took oath. given spear.

Sylune; Spell-caster and self-described Witch.

- Swore loyalty to Dale, but refused Oath to Doust, saying she would not serve any living lord
- Died in battle with an ancient Red Dragon, Year of the Prince.

Durgo Silvermane. Farmer

- Took Oath, given spear
- Grown son of Jhaele Silvermane. Farm is in her(Jhaele's) name.

Nelil Silvermane. Daughter to Jhaele.

Purn Silvermane. Son to Jhaele.

Belestar Silvermane.

Raith Silvermane.

- All of Silvermane household took Oath.

Luth Mlennan. Farmer, semi-retired (grows herbs, cabbages and melons, potatoes and other tubers.)

- Took Oath
- Full of tall stories, and a glazier of some skill.

Ruldar Ulphor. Farmer,

- Took oath, given spear
- Influential Landowner
- Brother of Buldor Ulphor

Lana Ulphor. Wife.

Bertil Ulphor. Oldest son

- Took Oath, not trusted with weapon
- Handwritten notes beneath this entry refer to Bertil as a callow idiot and and sanctimonious fool. It may be surmised he is not well-liked.

Ulman Ulphor. Son.

- Took Oath, not trusted with weapon
- Handwritten note beneath reads "Schemer—watch this one"

Jalnar Ulphor. Youngest son

- Took oath, given a dagger.

Hyne Bestil. Farmer

- Took oath.
- Noted as a weasel-like, whining man

- Brother to Borst Bestil

Merna Bestil. Wife to Hyne

Sons

Britaria "Bit" Bestil

Huld Bestil

Krayan Bestil

- All given daggers at oath-taking.

Neldock Elventree. Farmer

- Took Oath, given spear
- Wife died seventeen winters ago
- Brother of Ilcort Elventree
- Considered good natured, intelligent

Meltan Elventree. Son.

Neld Elventree. Son

Imura Elventree. Daughter

- Entire Elventree clan took Oath
- Imura Elventree is noted as a "real spitfire."

Ilcort Elventree. Farmer, trader,

- Took Oath, given spear
- Brother of Neldock Elventree
- Considered sharp but honest dealer
- Also noted to be no friend of Weregund and his lot.

Lasha Elventree, Wife to Ilcort

- Native of Thentia on the Moonsea coast
- Described as blonde and tired-looking.

Velarr Eleventree. Son. Took oath,

- Took Oath

- Slain in Battle

Brennan Elventree. Son

Demeira Elventree. Daughter.

Illistyl Elventree. Daughter.

- Handwritten note beneath states: "Obvious some magical abilities, deliberately concealed, in this one. Have her tutored?"

ELMINSTER'S NOTES: The above excerpt shows several points in how lands such as the Dales change over time.

First, this census concentrates primarily on the everyday folk, and, with the exception of remarkable beings

such as the local sage, the late Sylune, and Storm Silverhand, does not mention those charismatic individuals and adventuring companies that have aided the area. Only certain individuals that have resided for a long time in the area are given the benefit of being considered natives.

This definition of nativeness extends to excluding from such a listing Folk of the Court, the new temple-clerics, and even those other farmers living more than a day's walk away, though both groups have contributed to the various battles and struggles in the Dale. This insular nature is typical in the Dalelands, and though the people of Shadowdale are among the more open, they still tend to leave visitors (even ones they make their leaders) with the idea that the visitor is considered a temporary intrusion at best.

Third, there is a rise among women who took the Oath for defense, something common among those women in adventuring companies, but less common in "regular" society. Some of the village elders, confronted with daughters intent on marching off to battle, were heard to mutter fell words about female adventurers setting bad examples for the youth. Still, the situation is changing and will continue to change.

Lastly, the large number of recorded deaths stresses the great danger that Zhentil Keep posed to this area, for only the most dire emergency would call the entire community into a plan that would threaten the majority of their blood. Other dales that have mustered in this fashion and lost their battles are now abandoned and overgrown. In general, if a group of talented, well-trained individuals can forstall an enemy, that is the better course to take. Death for a commoner is as final as death for a king. However, the reliance on individuals will sometimes fail as well; witness the death of Sylune at the hands of a Red Dragon in service of the Cult of the Dragon.

Advanced Dungeons & Dragons



DM's Sourcebook of the Realms

A complete guide to campaigning in the Forgotten Realms,
including two introductory mini-adventures



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IN R N A P . L I N

W N . L O Y . L N E L

On my word as a sage nothing within these pages
is false, but not all of it may prove to be true.

— Elminster of Shadowdale

DM's Sourcebook of the Realms

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Credits

Design: Ed Greenwood
Design and Development: Jeff Grubb
Editing: Karen S. Martin
Cover Art: Keith Parkinson
Interior Art: Jeff Easley, Keith Parkinson, Clyde Caldwell,
Tim Conrad

Cartography: Diesel, Dave Sutherland
Calligraphy (Runes and Sigils): Paula M. Holz
Graphic Design: Stephanie Tabat
Typography: Betty Elmore

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Ed Greenwood, Jeff Grubb, and Karen S. Martin



TSR, Inc.
POB 756
Lake Geneva, WI
53147



TSR UK Ltd.
The Mill, Rathmore Road
Cambridge CB1 4AD
United Kingdom

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Introductions

Ed Greenwood

Well met! Welcome to my world; the Forgotten Realms. A vast land, full of strange splendors—a living background for vivid adventure. Elminster took me there first.

Welcome to *our* world. Now the Realms are yours, too; a world that has delighted me for almost twenty years in all its rich variety is presented herein—and in pages yet to come—for you to enjoy and set AD&D® game campaign play in. Only a small area of the Realms can be squeezed into these pages, so there's much to look forward to if you come along for the ride. It's been a long one for me thus far; the Realms began in 1968 as a setting for fantasy short stories, and later (1975) was developed and detailed, as the DUNGEONS & DRAGONS® system appeared. Regular play in the Realms began in 1978, and still continues; the present roster of regular players has remained intact since early 1980. As the ADVANCED DUNGEONS & DRAGONS® system has appeared, book by book, the Realms have been modified to conform with official rules, and these (with the unofficial additions published in DRAGON® magazine from issue #30 onward, such as monsters, magical items, spells and nonplayer character classes) can be assumed to hold sway in the Realms now. I have always treated the Realms as a "real place" which I am viewing and reporting on rather than a deliberate creation, and I believe that has been the key to making it live.

The "Forgotten Realms" derive their name from the fictitious fact upon which play in my campaign is based: that a multiverse exists, of countless parallel co-existing Prime Material Planes (including the world presented herein, our own modern "Earth," and any other fantasy settings a DM may wish to incorporate in play), all related to the Known Planes of Existence presented in the AD&D system. Travel betwixt these planes was once far more common than is the case now (when few know the means of reaching other worlds, or even believe in the existence

of such fanciful places); hence, the Realms have been "forgotten" by beings of Earth. Our legends of dragons, vampires, and of other fearsome creatures and magic are due to this formerly widespread contact between the worlds; most have of course become confused and distorted with the passage of time and many retellings. That corner of the Realms presented herein is a strip of the heart of the western part of only one continent of Toril, that region known as Faerun (pronounced FAY-er-OON; the name meant "home" in a now-lost early human tongue). Much more awaits the traveler, to be revealed in later works.

In any large-scale project many people become involved, and they deserve thanks. In this case, Jeff Grubb is largely responsible for turning piles of typed notes—despite the gaps in lore they did not cover fully or properly—into what you now hold in your hands. Jeff has taken the personal world of one eccentric, roleplaying-over-rules DM, and transformed it into an AD&D® game setting useful to others by dint of a lot of sweat; this work is as much his as it is mine—and Elminster still speaks to him, so he must have done it right.

Before the Realms ever reached TSR, however, others helped to give it life, color, and growth—first and foremost, my regular players; my lady Jenny Glicksohn (the first Jhessail); the veteran of my players, Victor Selby (who has portrayed many characters in the Realms, notably Malchor Harpell, Tolgar Anuvien, Jelde Asturien, and Torm of Westgate); the "First Lore-Lord of the Realms," who remembers all of its minute details as few others, Ian Hunter (Lanseril Snowmantle); John Hunter, role-player extraordinaire (Florin Falconhand); Andrew Dewar, who encouraged us all to record all of the fun on paper, to inflict on others later (Doust Sulwood and Rathen Then-traver); Jim Clarke (Merith Strongbow); and Anita Buttemer (the second Jhessail). These players have breathed life into the Realms on a regular basis for over seven years—they are truly adven-

turers and heroes. From the early days of play, Ken Woods and Tim Turner deserve mention—and recently Cathy Widdowson has joined the ranks of the regulars (as Sharantyr the ranger).

Underlying adventures in the Realms is the continuing inspiration for the world, and in this I have been encouraged by Kim Mohan, Editor of DRAGON® Magazine for much of the time that the Realms has seen print, and by my parents, grandparents, and aunts, who have showered me with books and showed me what love and imagination can do. Thank you, all.

Thanks are also due to you who read these pages, for coming along on the ride. I hope that you will enjoy the Realms as much as I have.

Jeff Grubb

Ed Greenwood created the Forgotten Realms. Karen Martin edited, arranged, and presented it in the form you see here. How did I get involved in this?

It's a short story.

About midsummer of 1986, TSR was shopping for a new world. We had experience in world-building under our belt, with two versions of the WORLD OF GREYHAWK™ campaign setting, and the creation of Krynn, home of the DRAGONLANCE® Saga. This time, we were after something different; a world that we could continue to develop over the years that will follow, and set all future AD&D® game modules into. A place where a variety of talented individuals could all contribute to its creation and its development. Rather than one view, a combination of views that would grow and develop through adventures, sourcebooks, short stories, and books.

I was the bright individual who thought of Ed Greenwood and his "Pages from the Mages," which used as their setting a parallel fantasy universe known as the Forgotten Realms, where magic rules supreme in the spirit of the AD&D® game.

For making the suggestion, I was brought in on helping turn the hundreds of notes, articles, NPCs, adven-



tures, and manuscript pages into a final product that would both be a complete campaign and a starting point for further adventures. You hold that final product in your hands. My contribution is primarily in the areas such as fitting everything to the AD&D® game rules and offering aid and suggestion in running an AD&D® campaign.

The Forgotten Realms have changed in the short time we have been working with them. The Moonshae islands enlarged to fit a novel, and the land that is now Vaasa and Damara was only recently (in game design terms) covered by an unnatural glacier. I expect them to further change as more creative people, including the large number of DM's who run the various FORGOTTEN REALMS™ Campaigns, get involved.

I'd like to thank (in addition to Ed and Karen) designers Doug Niles, Zeb Cook, and Michael Dobson for their input, arguments, and bull-headed opinions in this matter. I'd also like to mention that the wonderful map-work throughout these books are the product of Dave Sutherland and Dave (Diesel) LaForce.

Karen S. Martin

I always wanted to edit an encyclopedia.

Taking little bits and pieces of information about thousands of different and unusual items, putting them in readable form, cross-indexing them for ease of use, alphabetizing them—believe it or not, that was a fantasy of mine.

This was almost as good.

As I read Ed's material for the first time, one question ran through my mind again and again: "How does this man find time for everyday matters like sleeping and eating?" The knowledge that this material has poured from his fevered brain for nearly 20 years doesn't make answering that question any easier.

This is brilliant.

The Forgotten Realms is my first experience with a complete world for AD&D® game playing. In my humble opinion, it's fabulous stuff. I think now that I understand the excitement which must have surrounded the creation of Krynn and the DRAGONLANCE® saga. And this world was already here, in the mind and campaign of Ed Green-

wood!

When I took on the responsibility of editing this set, I thought back to the last time Jeff and I collaborated on a boxed game. There were times I thought he'd never stop tweaking with it, never run out of material to add, never leave me alone to get on with the editing.

This was worse.

Each time a packet came from Ed, I got photocopies from Jeff for my perusal and comments. Rarely did I get the chance to finish one before the next three showed up in my office, which was by now overflowing. And, the more I read, the more I loved it. This was the kind of world I always wanted to live in as a child, a real world. There were harpers and spellcasters, fighters and thieves. There were real towns and farmlands. There were ships and caravans. There was life.

This one is for my parents, who (I'm certain) worried about their little girl who lived in a dream world much of the time, with wizards and dragons and beautiful damsels.

These are my childhood dreams come true.

Using the FORGOTTEN REALMS™ Campaign Setting

The FORGOTTEN REALMS™ boxed set is an introduction to a fantasy world, which may be used by itself or expanded upon by other product for the AD&D® system, or generated by the DM himself. The boxed set consists of:

A Cyclopedia of the Realms

A DM's Sourcebook of the Realms

Two maps presenting the Realms themselves

Two maps providing an enlarged view of the initial campaign area, from the Sword Coast to the Inner Sea

Two plastic grids printed with a hex grid to help movement.

The *Cyclopedia* contains primarily background information on the Realms, its people, and its history, for general use by the players and DM. There is some game information within this book when dealing with specific areas, such as the number of people in a typical patrol found in a certain location. The DM should feel free to let the players use this book while gaming, as it represents the information readily known or discovered about a particular area. DMs wishing their players to dig more for information may, at their option, keep this information withheld, letting only the section marked "AT A GLANCE" be readily known; the players have to discover the rest.

The *DM's Sourcebook* contains information for the Dungeon Master running a FORGOTTEN REALMS™ Campaign, plus additional information that would not be readily available to player-characters in the Realms. This includes notes on setting up campaigns, running adventures, using the grid for encounters and movement, and handling particular situations unique to the Realms such as dragons and treasure. Tables for encounters, cities, and treasure are included, as well as methods of for the DM to generate his or her own tables for use in the game. Also included in this book are a pair of small "typical" dungeon adventures for use in FORGOTTEN REALMS campaigns, as well as sections on specialized spellbooks (which originally appeared

in DRAGON® Magazine as "Pages from the Mages," and are gathered together here for the first time) and new spells used primarily in the Forgotten Realms.

There are two sets of maps, the first depicting the Forgotten Realms at large, as if it were drawn by a cartographer from Cormyr or the Dales; precisely accurate nearby, yet less and less accurate farther away. The second set of maps expands the view of the region between the Sword Coast and Inner Sea, and it is in this area that the initial FORGOTTEN REALMS™ Campaign takes place.

This enlarged set of maps joins together at the right side of mapsheet one and the left side of mapsheet two. Future products will have additional mapsheets which will further expand the Realms in detail.

All of the major cities and many (but not all) of the smaller towns and general sites are represented on this map. The DM should feel free to mark changes and additions to these maps as it fits his or her campaign. These maps, and the information within these books, is not all-inclusive or all-exclusive. Individual DMs, and future products from TSR, Inc., may add to the material here, and as a campaign continues, additional information may be generated.

A Note on Future Products: Certain areas of each of the enlarged maps of the Forgotten Realms will contain areas that *will not* have future adventures, modules, or sourcebooks set in them, and are left solely for use by the DM for development without fear of some later product invalidating that portion of his campaign. In the initial boxed set, those areas are:

The Serpent Hills (east of the High Moor)

The Wood of Sharp Teeth

The Deserted Mountains (outside the Dales), and

The Nation of Sembia.

The last mentioned, the nation of Sembia, is a large section of (partially) civilized land with the following borders: starting with the west, the Vast

Swamp, the Daerlun, the path through Kulta, Saerb, and Archenbridge (including parts of Archendale) to Ordulin, east to the Dragon Reach, and bordered on the south by the Sea of Fallen Stars. This region, though discussed in the players' guide and in this book, will not have further adventures set in it, nor will its cities be explored or detailed. A DM with a campaign city or nation already designed may set that city in the area of Sembia without great difficulty caused by future products setting some epic adventures (or great disaster) in the same region.

Further, the region across the Dragon Reach, from the River Vesper South and to the edge of Map 2 has been set aside for use by the RPGA™ network as a base for adventures and tournaments in the Forgotten Realms, and is left for the further explanation by those areas, or by the DM.

Into the Forgotten Realms

Setting up a campaign

Each FORGOTTEN REALMS™ campaign should be different, reflecting the personality and gaming needs of the players and the DM. Some campaigns comprise just a group of adventurers fighting their way through dungeon settings without much thought of the outside world, while others are filled with story telling and legends, and still others are on the grand scale of high-level individuals challenging great powers, ruling huge empires, and engaging in political skullduggery. The FORGOTTEN REALMS™ setting is intended as a base for all these types of adventures, allowing the DM to tailor it to his desires. There is no rule stating that every AD&D® campaign must be alike, nor is there one stating that every FORGOTTEN REALMS™ campaign must be identical.

To give the DM an idea of the scope of the area of the Realms, a map of the United States has been superimposed over that of the "known" realms on page 10.

The Realms is a VERY large place,



with more than enough room for player-characters and campaigns to develop. Note also that this map only consists of the western end of a single continent—and at the other end of this huge land are the realms of the Oriental Adventures world, Kara-tur.

A campaign may be set up in a number of ways, depending on the level of gaming experience of the DMs and players. A few of the options are discussed below.

Campaigns for new players

In setting up a campaign for first-time players, the key to remember is “think small.” There are a large amount of rules and ideas presented in the AD&D® hardback tomes, and that glut of information can be quite daunting at first.

The basic requirements for a first-time campaign are a home base and an area the player-characters can explore and adventure in (a “dungeon”).

The home base does not have to be huge or important, and in fact using one of the many small towns in the realms as a base has several advantages. The DM does not have to worry about too many non-player-characters at first, and the low-level adventurers are special, and may be consulted by (or sometimes chosen to be) local rulers. One such area is Shadowdale, which is a small farming community with a few high-level individuals (such as Elminster the Sage), which has in the past recruited adventurers as protectors (such as Mane’s Band and the Knights of Myth Drannor). Shadowdale is also covered to fine degree in the *Cyclopedia of the Realms*, complete with local maps of the town and descriptions of the inhabitants, giving the players a “sense of place” for their adventures.

The DM may choose to create his or her own small town for initial adventures. This takes more work, but will produce a final product more in line with the DM’s desires. Any of the Dale communities would be suitable for this,

including Mistledale, Archendale, and Featherdale (Daggerdale tends to be reclusive and Scardale was just on the losing end of a large war). The smaller towns of Cormyr such as Hilp and Immersea (which also has a map in the *Cyclopedia*) are also suitable, as are the small towns of Sembia, and the Trade Way towns of Soubar, Triel, or Hills Edge.

For initial campaigns, only a brief sketch of the town is needed, noting such things as local smithy, general store (where most items from the *Players’ Handbook* may be found), and local mage (if any). Leave some houses and areas blank for introduction of new NPCs or for growth of the characters (such as an abandoned farm that the party may buy with their treasure and use as the basis for their eventual palatial manor).

The second requirement of a low-level campaign with beginning players is the “dungeon.” The Dalelands (and many other areas) are rife with underground caverns and kingdoms, lost empires beneath the earth, ruined towers of mad wizards, and crumbling remains of time-lost cities. Any of these can provide a basis for adventuring, and it is recommended that some type of dungeon egress may be located in the nearby area (not close enough to threaten the town overmuch, but sufficient to cause the disappearance of a few cattle in the middle of the night, or create intriguing rumors about the great wealth to be found beneath the earth).

Of the two “typical” adventures provided here, the first, “Halls of the Beast-Tamers,” is best suited for a starting group of players, though it has a number of items that would make for interesting play by higher-level players as well. Both this and the other adventure are set in the center of the Elven Woods, in the Ruins of Myth Drannor, a great decaying city.

A few notes on running a “first-time campaign:”

- Take it easy. First time DMs and players WILL NOT remember all the AD&D rules. If a rule is forgot-

ten and later recalled, just keep going, remembering for next time.

- Do not overwhelm the players, either in detail or in challenge. Many of the monsters of the AD&D® system are suited for higher-level individuals, and encountering some (such as dragons) will spell disaster for the first level party. Show common sense in random encounters, generally not using more monsters than the PCs’ total hit dice. Even if the random encounter calls for 8 trolls to descend on the party of 8 low-level player-characters, one such creature will be more than enough to challenge them.
- Give the Players an Even Break. Great stories have to begin somewhere, and if the players’ characters buy the farm early and regularly, they won’t develop personality. Don’t reward foolish play, though. It may be useful to keep a cleric of sufficient level in the area for the first couple adventures in order to bring back from the dead characters who are learning from their mistakes.
- Set the Scene. In encounters, do more than give the bare-bones description (“you see a ten by ten room with a kobold in it”). Dress it up a little, get the players into the mood of being in a dungeon. (“You open the door to reveal a small stone-walled cubicle, in the center of which is a short lizard-like creature with horns. The creature hisses at you and draws its sword.”)
- Role-Playing. The best opportunity for initial role-playing for first-time players is in town. Player-characters need provisions, training, and often information. Create a couple of personas with broad tendencies: a boisterous merchant, a shifty mercenary captain, a forgetful magician, etc. Use funny voices and accents. Have fun. Your players will pick up on this and start doing it themselves.



Finally, for first-time players and DMs, the following products are recommended. N4—*Treasure Hunt* creates an excellent background for creating first-level characters, set in the Korrin Archipelago north of the Moonshae Islands. N5—*Under Illefarn* sets up an initial campaign setting in Daggerford, as an adventure setting for first-time players.

Starting campaign for experienced players

The second type of campaign using the FORGOTTEN REALMS™ system involves players and a DM who have played the AD&D® game, either with their own campaigns or adventure modules, and understand the rules systems fairly well. These players are starting with first-level characters, but have the experience of running such individuals before.

A starting campaign with experienced players can be set in any town or city in the Realms, according to the tastes of the DM. Many prefer a small, limited area to start in, similar to Shadowdale (see above), while others may wish to start with a grander stage, such as a large city, as a base of operations.

There are a number of cities that are provided with keys and descriptions in the *Cyclopedia of the Realms*, including Arabel and Suzail in Cormyr and Scornubel on the Trade Way. The DM may use these as the players' initial "home base" or may create his own. Note again that the bulk of the nation of Sembia and its cities are left open for the DM to develop as he or she sees fit.

More experienced players vary in their needs in a campaign from group to group. Some prefer dungeon adventures early on, while others will strike out across the wilderness, looking for random encounters, and others take on missions for more powerful individuals as bodyguards, mercenaries, or merchant troops.

The first case, dungeon adventures, is similar to that presented for first-time players, though the location of the

dungeon does not necessarily have to be within easy reach of the home base.

The second case, random wandering, can be handled at its most basic level by the random encounter tables. The DM may want to mix these with his or her own dungeon settings or special events or encounters, providing a direction in the travels. For example, characters may hear in Arabel of the disappearance of the Elves of the Elven Court and the abandonment of Myth Drannor, causing them to head overland to that ruined city where they may discover either of the two enclosed adventures or one of the DM's choosing.

In the final case, the player-characters are given a mission of some type by another, to be rewarded for this mission at its completion. This provides a firm background for the adventure, and the DM may move the characters along by means of an NPC advisor/employer. See the section on NPCs beginning on page 17.

Here are a few hints for running experienced players.

- Know the Rules. This is not to say memorize the rules or be able to argue long and convincingly about them, but have an idea where to find things, both in these texts and in other AD&D® products.
- Be ready to wing it. Even the most complete set of rules and backgrounds will not cover every situation, and players often want their characters to try things that are not covered by any handy rule. Be willing to make things up. If it does not work, try something else next time. If it does, keep it. Many campaigns, both for the Forgotten Realms and otherwise, have a number of "house rules."
- Role-play. The players have a handle on the mechanics of running characters, so encourage them to think like the character in the game. A good experiment for this is to consider everything the player says, unless addressed to the DM or another player by real name, to be what the player-character says.

- Use the world. The various legends, news reports, and descriptions of the Forgotten Realms are intended as a starting point for DM-created adventures. A tale of a treasure load of an ancient (and hopefully long-dead) dragon may spur the players to check out an area. Create your own local legends. The Modern Kingdoms of the Dales, Cormyr, and even mighty Waterdeep are only slightly more than a millennia old, and there were older kingdoms of men and elves and dwarves long before that.

Bringing characters from other worlds

The third and last "general category" of campaign types is where experienced players bring characters from other campaigns into the Forgotten Realms. These characters may come over because of the demise of their native world, the discovery of a portal to the Realms, or the fact they have gotten too tough for their homeland. The last case occurs in Krynn, home of the Dragonlances, where individuals of incredible strength and power are politely asked to leave by the powers-that-be. Many end up in the Forgotten Realms.

The world of the Forgotten Realms, Abeir-Toril, has a huge number of portals and other *gate*-type devices which link that world with other areas of the Realms, with the Outer Planes, and with alternative material planes containing other AD&D® campaigns. Player-characters from these campaigns may discover methods of traveling to the Realms (either through the Astral Plane, by devices, or free-standing portals), and begin adventures in the Realms.

Certain items are gained and lost when making the transition into the Realms.

- Characters making the transfer, by whatever means, to the Realms gain the ability to speak the Common tongue of the Realms, as well



as the Realms equivalents of elvish, Dwarvish, and other languages. Previously spoken tongues are lost unless there is a "Realms-equivalent."

- The FORGOTTEN REALMS™ setting is the AD&D® campaign world, so that player-characters who are not strictly AD&D® game format (such as a dwarvish cleric/thief/illusionist/paladin with a 24 natural strength) cannot enter the Realms without modification to fit the AD&D® game rules. Illegal classes would be dropped, ability scores would be reduced to racial limitations (though they may be increased later by magical or other means), and special abilities over and above those provided for characters are removed. The DM, at his own judgment, may choose to let such individuals into his Forgotten Realms Campaign (such as letting a kender from Krynn make the transfer), but that decision rests solely on the DM.
- Similarly, magical items that are "special" to a particular world may not make the transfer to the Realms, either being destroyed, being returned to their original plane, or being stripped of the player and placed somewhere in the Realms. Which occurs is up to DM. In general, this is reserved for extremely powerful items—in particular, Artifacts.
- The physics of the Realms are slightly out of sync with the rest of the planes, so that gunpowder and many technological devices which operate on electronics do not function. Equivalent devices may be developed by player-characters. DM's judgment is advised as to what may be allowed into the world.
- The gods of the Forgotten Realms are a fairly open-minded group (as such beings go). Clerics of faiths not listed as the major religions of the Realms may still receive spells as normal, though they may not receive the benefits of belonging to

a organized hierarchy, and may be called upon to explain the nature of their faith more often than those of established churches.

- When making the transfer between campaigns, large items such as castles, libraries, laboratories, and hoards of treasure are usually left behind. Characters making such a transfer should be able to bring with them what they may normally bear which, given the existence of *bags of holding*, is a great deal right there.

Characters from other campaigns may span the range from low-level wanderers to extremely high-level powers that have challenged a god or two in their time. The style of the campaign is set by the levels and powers of these individuals. For high-level characters, the Bloodstone Pass series (H1-4), set in the lands of Vaasa and Damara, is highly recommended, combining adventuring with the BATTLESYSTEM™ game system. If the DM chooses to place his new arrivals in this area, it is recommended to strip most of the newly arriving individuals of the majority of their wealth.

Setting up for AD&D® Game Adventures

Adventures in the Forgotten Realms are run as standard AD&D® game adventures, using the rules and recommendations of the DMG, in particular those sections "The Adventure" (pages 47-58) and "The Campaign" (pages 86-100). What follows are aids to the DM to tailor his FORGOTTEN REALMS™ campaign to his players.

The Adventuring Company

The first of these questions, who is going on the adventure, is usually answered last when the players are at the game. It usually helps the DM to have an idea who is in the adventuring party and what they area carrying. The sheet on the back cover of *The Cyclopedia* may be recopied for use in adventuring.

Adventuring Company Name: Most, but not all, of the bands of the adventurers operating in the Realms have a company name and symbol; the Company of the Griffon, the Hunt, the Knights of Myth Drannor and Halfling, Inc. are good examples. Names and memberships change continually, but often aid in retelling tales of one group of adventurers or another.

Player Name—The person running the character.

Character Name—The character being run by a given player.

Class and Level—The Character Class and current (at start of play) level of the character.

Race and Sex—The race (dwarven, elven, human, halfling, gnome, or other) and sex (male or female) of the character.

Alignment—Alignment of the character as of the start of the adventure.

Special Abilities—Under this heading list those items or abilities that would set the character apart from his fellows, excluding such things as levels and types of spells, but including magical items, special equipment, and whether the individual is under a *curse*.

Combat Adjustments—Note here what pluses (or minuses) the character has in combat as a result of exceptional abilities, armor class, or permanent magic.

Armor Class and Type—This includes both the final AC of the character and the type of armor being worn. Abbreviations for the various armor types include the following.

FuPA	Full Plate Armor
FiPA	Field Plate Armor
PM	Plate Mail
BM	Banded Mail
SpM	Splint Mail
ChM	Chain Mail
EChM	Elven Chain Mail
ScM	Scale Mail
RiM	Ring Mail
StL	Studded Leather
LA	Leather armor

Scale

— = 200 Miles





PA	Padded armor
Sh	Shield only
N	No Apparent armor (though may be magical robes, rings, or bracers).

Hit points—Number of hit points at the start of the adventure.

Using the Maps

The maps enclosed in this package, and those in related sourcebooks and other products, are provided without a normal superimposed hex grid. Instead, two sheets of clear printed plastic are enclosed with this boxed set for use with the *Forgotten Realms* Maps.

There are two sets of large maps in the *FORGOTTEN REALMS™* Boxed Set. The first set is a general map of the known realms, from the viewpoint of the Cormyr/Dalelands area; that is, the map the player-characters operating in this area would know. As a result of this, the regions nearest Cormyr and Waterdeep are well-mapped, but areas farther away from those are less detailed and accurate. The scale on this map is 1" = 90 miles.

The second set of maps cover the primary regions detailed in the *Cyclopedia of the Realms*, dealing mainly with the region from the Sword Coast to the Dragon Reach areas, including the nations of Cormyr and Sembia and from the independent city of Westgate in the South to those of the Moonsea in the North. The scale on this map is 1" = 30 miles.

Also included in the set are two sheets of clear plastic, overprinted with a hex grid and scale for both of these maps. Rather than print the grid on the maps themselves, these plastic grids may be used to determine distances and duration of travel. There are five hexes per inch, so that each hex is six miles on the enlarged maps, and 18 miles on the rough maps.

Using the hex grids

The ungridded maps may be used in play for general discussion and expla-

nation. The grids are used when moving along the map.

When using the grids for determining straight distance, place the corner point (marked with the "x") over the place the traveler is starting from (usually, but not always, a city). Use the straight row of hexes directly above that "X-Hex" to determine how many hexes it is from that starting point to the destination point.

Unfortunately, roads, streams, and other commonly used methods of travel do not move in straight lines, so that the "true" distance between points may be larger than presented. Again, set the "X-Hex" on the starting point, and center the final destination in one of the hexes. Then follow the method of travel, counting each hex as a hex to be moved through. For short distances of a few days travel between cities, such as within Cormyr or Sembia, this method may be used with each day's move. For longer journeys, from Scornubel to Irieabor, for example, it may be worth lightly taping the plastic grid to the map with masking tape. Adhesive tape is not recommended for this, as it does the job too well and may damage the map when removed. For extremely long journeys, several way-stops may be determined and measured en route from one side of the map to the other. See the examples below of using the grid and the map.

Each *FORGOTTEN REALMS* campaign should reflect the personality and desires of the DM and his players. To that end, the DM should feel free to make notes or otherwise mark-up his map to reflect changes in his world. If a group of players set up an adventuring headquarters in an abandoned (and unmarked) tower in the Stonelands, the DM should feel confident in placing that on the map as a starting point. Similarly, if an enterprising group sets out to build an empire around the Moonsea, improving roads and pushing around the other city states, that may be recorded on the map as well.

With each map covering six miles from side to side, there remains a lot of room within each hex for the DM to develop, set adventures in, or further

detail. A blown-up 6-mile hex, with smaller hexes within for greater detail, is provided on page 15 for reproduction and use in the campaign. Note that the city maps of the *Realms* get by nicely without such a grid.

Movement using the maps

The section above explains the mechanics of determining distance between specific locations using the *Realms* Maps. For parties moving across the realms, the DM uses the above procedure with the following notes.

There are two methods for determining movement on the *Realms* maps. The first is more accurate, and time consuming as well. The second is less accurate, but moves faster.

The first method of movement considers the number of miles that the party may move in a single day through the various types of terrain. That number is divided by six for the number of hexes that may be traveled in a day. The remainder is considered "change" and added to the next days' travel.

Example: A party is moving 17 miles per day across normal terrain. Seventeen divided by six is 2⁵/₆ths. The party moves two hexes and ⁵/₆th of another in that day. The next day the party travels another 2⁵/₆th hexes, for a total of 5²/₃ hexes, etc. Hex movement is taken from the center of the starting hex.

The second method is to round all such fractional movement to the nearest whole number, leaving halves alone, and figuring in standard hexes only. For example, our party above at 17 miles per day will move three hexes, period.

The "standard" movement rates for typical speeds and encumbrances, according to the *DMG* and *WSG*, are provided on the table below.

According to the *DMG*:

Movement afoot in hexes per day	Terrain		
	N	R	VR
Encumbrance			
Light (or None)	5	3	2
Average	3	2	1
Heavy	2	1	¹ / ₃



Movement mounted in hexes/day

Encumbrance	Terrain		
	N	R	VR
Light horse	10	4	1
Medium horse	7	3	1
Heavy horse	5	2½	1
Draft horse	5	2½	1
Cart	4	2½	—
Wagon	4	2½	—

According to *Wilderness Survival Guide*:

Foot Movement in hexes/ half-day Number after slash indicates accelerated movement. See *WSG*, page 31 for effects of moving exhaustion and fatigue.

Encumbrance	Terrain		
	N	R	VR
None	2.5/3	2/3	1/2
Light	2/3	2/2.5	1/1.5
Moderate	2/2	1.5/2	1/1
Heavy	1/2	1/1	.5/1
Severe	1/1	.5/1	.33/.5

Selected movement rates of creatures

Creature	Terrain		
	N	R	VR
Donkey	1/2	1/1.5	.5/1
Draft Horse	1/2	.5/1	.5/.5
Heavy Horse	1.5/2.5	1/1.5	.5/1
Light Horse	2/4	1/2	.5/1
Medium Horse	1.5/3	1/1.5	.5/1
Mule	1/2	1/1.5	.5/1

Selected movement rates of vehicles

Vehicle	Terrain		
	N	R	VR
Small Cart pulled by pony	2	1	—
Medium Cart pulled by medium horse	1	1	—
Small Wagon pulled by heavy horse	2	1.5	—
Large Wagon pulled by heavy horse	3	2	—

When using either method, consider the following rule of thumb. If the party is in the same hex as their destination city, allow them to "press on through the night" and reach the city, rather than enforce any system which forbids the party to travel that extra few miles and instead camp in wilderness within sight of their destination.

Terrain types and movement

In the above tables, ground terrain is defined as either *normal*, *rugged*, or *very rugged*. The types of terrain are as follows.

Normal Terrain in the Realms

- Any well-maintained road, regardless of surrounding terrain
- Open, rolling ground, including both the farmland of Sembia and the Fields of the Dead
- Hard-backed, flat desert, such as a dry lake
- Light forest laced with paths
- Terrain which does not fit into the other categories

Rugged Terrain

- Normal terrain in snow (assumed about 5 inches or so deep)
- Uneven ground (including all listed Moors)
- All listed Hills, including the Far Hills and the Serpent Hills
- All Forests and Woods up to six miles (one hex) from the edge
- Most desert terrain, both in wastelands such as Anauroch and the Dust Desert of Raurin
- Paths through Very Rugged Terrain

Very Rugged Terrain

- Rugged terrain in Snow (assumed about 5 inches or so deep)
- Normal Terrain in Snow (assumed about 10 inches or so deep)
- All Mountainous terrain
- All Swamp terrain
- Glaciers
- Deep Forests (the exception being those forests inhabited by a civilized race which tends the trees, such as the recently-departed elves of the Elven Court)

The table below covers the major terrain types on the enlarged maps, in regards to movement classification, climate, and terrain type for encounters.

Movement Class

N	Normal
R	Rugged
V	Very Rugged

Climate

A	All
C	Cold
T	Temperate
S	Sub-tropical/Tropical

Terrain Type for Encounters

1	Swamp			
2	Forest			
3	Plains/Scrub			
4	Desert			
5	Hills/Rough			
6	Mountain			
High Mountains	V	A	6	
Medium Mountains	V	A	6	
Low Mountains	V	A	6	
Broken Hills	V	A	5	
Steep/ Foot Hills	R	A	5	
Rolling Hills	N	A	5	
Forested Hills	R	A	2	
Moor/Hill	R	C/T	5	
Light Snow Field	R	C	A	
Heavy Snow Field	V	C	A	
Coast	*	A	*	
Swamp	V	A	1	
Marsh	V	A	1	
Sandy Desert	N	A	4	
Rocky Desert	R	A	4	
Primordial Forest	R	C/T	2	
Heavy Forest	V	C/T	2	
Moderate Forest	R	C/T	2	
Light Forest	N	C/T	2	
Heavy Jungle	V	S	2	
Moderate Jungle	R	S	2	
Scrub Brush	N	A	3	
Heath	N	C/T	3	
Tundra	N	C	3	
Plains	N	A	3	
Clear(Farmland)	N	A	3	

* = As terrain for the adjoining area.

Traveling through mixed terrain

Often the DM is faced with the situation where the player-characters move from one type of terrain to another (for example, leaving a mountainous road to avoid pursuers or plunging into a heart of a forest). Use the following rule of





adventures en route from point A to point B. These random encounters may aid or hurt the player-characters in their ultimate goals, or provide an evening's adventure in themselves. This section deals with determining what creatures are found where, and how the DM may create his own tables for random encounters.

When player-characters are traveling through known or unknown lands, there is a chance for random encounters. Random encounters are determined by the following method.

- Determine the terrain the player-characters are traveling through, both as to *type* and *population*.
- Determine if an encounter occurs in this area.
- Determine the type of encounter.

The DM may determine if an encounter takes place either by *time* or *location*.

In determining if an encounter occurs by time, use the method described by the *DMG*, page 47, checking to see if an encounter occurs in the area the player-characters are traveling through at the time of the encounter. If the travelers pass through plains in the morning, a check should be made, regardless of whether they have passed through other terrain as well (though only one check should be made per time period).

Chance of Encounters per Time

If determining encounters by location, one roll is made each time a new hex is entered. Check the following table for whether an encounter occurs.

Terrain	Civilized	Border	Wild
Plain	1 in 20	1 in 12	1 in 10
Forest	1 in 12	1 in 10	1 in 8
Swamp	1 in 12	1 in 8	1 in 8
Mountains	1 in 10	1 in 8	1 in 6
Desert	1 in 20	1 in 12	1 in 12
Hills	1 in 20	1 in 12	1 in 10

The DM should choose the method he or she is most comfortable with, with the note that the later system will provide more encounters for a fast-moving party in a day, and fewer encounters

with a slow-moving group.

The type of terrain for an encounter is determined by the terrain in the hex. Many different types of terrain may be in a hex at the same time, so use the idea of terrain hierarchy. Certain types or terrain will take precedence over other types for purposes of encounters.

Precedence:

Swamp
Forest
Plains
Desert
Hills
Mountain

A hex which contains multiple types of terrain will be considered the terrain of the higher rank for purposes of encounters. For example, if a hex contains Mountains and Hills, the terrain is Hills for purposes of encounters. If a region is both swamp and plains, it is considered Swamp. Roads and paths are always considered to be the terrain surrounding them for purposes of encounters.

After determining the terrain, determine the status: Civilized, Wilderness, or Borderland.

Civilized regions are those under human or allied-race control, and have suitable patrols, population, and defenses from most invading creatures. Areas within 18 miles of major cities, and six miles of towns are considered Civilized.

Wilderness regions are those not under the control of any lawful-group, and usually are a breeding ground of foul beasts, such as the Troll Hills and the High Moor.

Borderlands are where these two areas meet.

If the hex under consideration lies within a civilized area, any encounters there are considered civilized, while those totally within the other reflect wilderness encounters. If this line runs through the hex itself, then the area is borderlands, and the encounter can either be wild or civilized.

Borderland encounters' status is totally up to the DM. Things to take into con-

sideration in this decision include the nature, terrain, history, and current status of the region. A "borderland" encounter in a kingdom that has long been at peace will likely be civilized, while one that has been recently overrun by invading armies will produce more wild encounters.

Having determined the terrain and status of an encounter, go to the appropriate table to determine the type of monster encountered. The DM may have specific tables for certain locations in the realms of his own creation (see below), or those in the back of the *Monster Manual II* book.

Monster encounter tables and building one's own

Typical Monster Encounter tables are provided here for the the major regions of the Forgotten Realms on the enlarged maps. Additional tables may be found in the back of the *Monster Manual II* book, as well as the full method of creating one's own monster tables for use in the Realms, which is summarized here.

The DM may use the following table, duplicated in multiple copies on the back cover for creating his own table. This method is based on the sum of one 8-sided die and one 12-sided die, producing a range of 2-20. Monsters are arranged according to their stated frequency in that terrain type.

Die Roll	Type of Monster
2	Very Rare or Unique monster
3	Very Rare monster
4	Very Rare or Rare Monster
5	Rare Monster
6	Rare Monster
7	Uncommon Monster
8	Uncommon Monster
9	Common Monster
10	Common Monster
11	Common Monster
12	Common Monster
13	Common Monster
14	Uncommon Monster
15	Uncommon Monster
16	Rare Monster



- 17 Rare Monster
- 18 Very Rare or Rare Monster
- 19 Very Rare Monster
- 20 Very Rare Monster

When a choice is provided, the DM makes the choice between the two options at the time of creating the table.

Instead of a common monster, the DM may place in that slot two rare monsters, and have the choice of which monster the party encounters. Instead of an uncommon monster, the DM may place in that slot two very rare monsters, and have the choice of which monster the players encounter. This decision may be made by the DM at the time of the encounter, or may instead be decided by a roll of the die (1-3 first monster listed, 4-6 second monster listed).

A word about dragons

The dragons of the Forgotten Realms are among the most dangerous, devils, and powerful creatures of the Realms. The great majority of them live

in far-removed wastes to the north, but on occasion have swept down in record numbers to plague mankind.

The dragons of the Realms have the listed stats and abilities of those listed in the *Monster Manual*, with the following additional information.

- Number of attacks per round
- Damage of Breath Weapon
- Possibility of greater ages of dragons
- Revised determination of Subdual and purchases of dragons

Number of attacks per round: The dragons of the Forgotten Realms have a feline quickness that belies their reptilian origin. They may make up to twice the normal biting and clawing attacks in a single round, and divide those attacks against figures within the same 15 foot area. They will do so only if they are pressed, or attacked by numbers greater than three times their hit dice.

Damage of Breath Weapon: The dragons of the Forgotten Realms may use their breath weapon as many times as they see fit within a 24 hour period, but may only inflict up to three times their hit points in damage, maximum, during that period. Commonly, in combat, a dragon will breathe thrice, with each attack inflicting the amount of damage equal to the dragon's initial hit points (see DRAGON in the *Monster Manual*). If pressed, however, a dragon may release everything in one shot, or may breathe more than three times at reduced effect at scattered targets. (Divide total damage per attack by three.)

The Ages of Dragonkind: The eight listed ages of dragons provided in the *Monster Manual* apply to those dragons that may be encountered randomly in the Realms. Dragons grow all their life, and there are two ranks beyond for special individuals:

Venerable Dragons have 9 points/die.
Great Wyrms have 10 points/die.

The huge monster that attacked Hillsfar and was destroyed by that city's mages was a Great Red Wyrm, and

there are said to be others of his breed about. Such creatures will *never* be encountered as random monsters, unless the entire area is under the attack of a Flight of Dragons (which last occurred in the Year of the Worm).

Subdual: The fact that the dragon can be potentially subdued while taking less damage than needed to slay it causes dragons to the underated as monsters. Dragons in the Forgotten Realms can be subdued, but only under particular circumstances.

The dragon in question must be *challenged*, clearly and openly, either in its native tongue, or, if it speaks it, common. It must accept that challenge for subdual combat to take place.

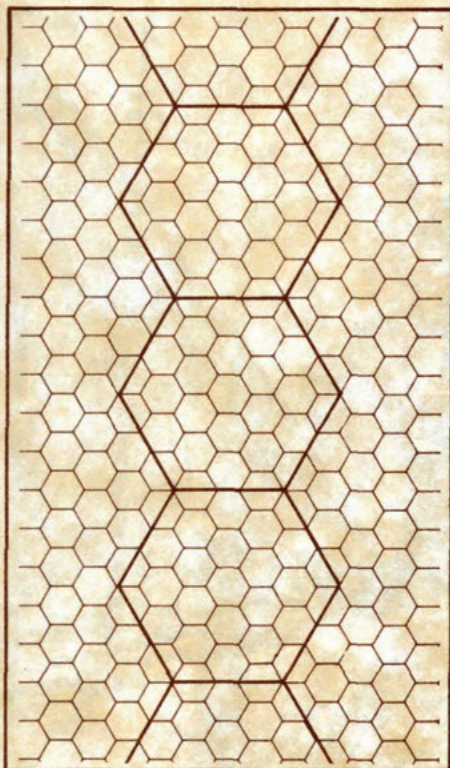
This means that a sleeping or surprised dragon cannot be subdued by a single fighter rushing in with a lucky shot.

Whether a dragon accepts such a challenge or not is based on the intelligence of the dragon and whether it has more hit dice than the individuals attacking it. If the dragon can count on allies (other dragons, human servants, etc.) coming to its aid, count their hit dice as well to determine whether the offer is accepted.

INT	DRAGON'S HIT DICE	
	Is Greater	Is Equal or Lesser
Average	70%	40%
Very	60%	30%
Highly	50%	20%
Exceptional	40%	10%
Genius	30%	0%
Supra-Genius	20%	0%

Individual dragons such as Tiamat and Bahumat will never accept subdual challenges.

Second, once a challenge is accepted, certain rules apply. Attacks that inflict real damage (such as spells like *fireball*) are not permitted, and their use will negate the challenge and enrage the dragon involved. Weapons inflict one-quarter real damage when used to subdue. The dragon may, of course, use his breath weapon, but will do so only if a 7





or better is rolled with two six-sided dice.

Thirdly, there is a chance that once the dragon is officially subdued (as listed in *Monster Manual II*), it will renege on its offer, either escaping or (if the attackers are sufficiently banged up) attacking in earnest. The chances of this depend on the dragon's alignment.

Lawful Dragons are 90% likely to honor the terms of the subdual challenge.

Neutral Dragons are 70% likely to honor the terms of the subdual challenge, and if they do not do so, will seek to escape as opposed to turn on their attackers.

Chaotic Dragons are only 50% likely to honor the terms of their contract. Black, brass, white, red, and copper dragons are all Chaotic in nature.

If a dragon is subdued (and honors that subdual), the adventurers may loot the dragon's lair and wrest from the creature a promise to leave the area and not return. The characters may also try to take the dragon in for sale, as

listed in the *Monster Manual*. Such sales can only be held at cities, where a sufficient number of buyers are interested in that sort of thing. Such sales are never held in cities, as the town fathers take a dim view of such creatures within the city walls (check the damage done by the most recent Dragonflight under Dragons in the *Cyclopedia*.) Such would-be salesmen should be warned that among the buyers would include those looking for a guardian-beast, alchemists looking for a trove of components, and members of such organizations as the Cult of the Dragon, which would enlist the creature into their cause, and set it free again to wreak havoc on the area in general and the adventurers in particular.

Dragons found in lair may found asleep, but those of higher than Average intelligence will be likely to set up some form of trap or trip-wire to alert them to prowlers in their domains.

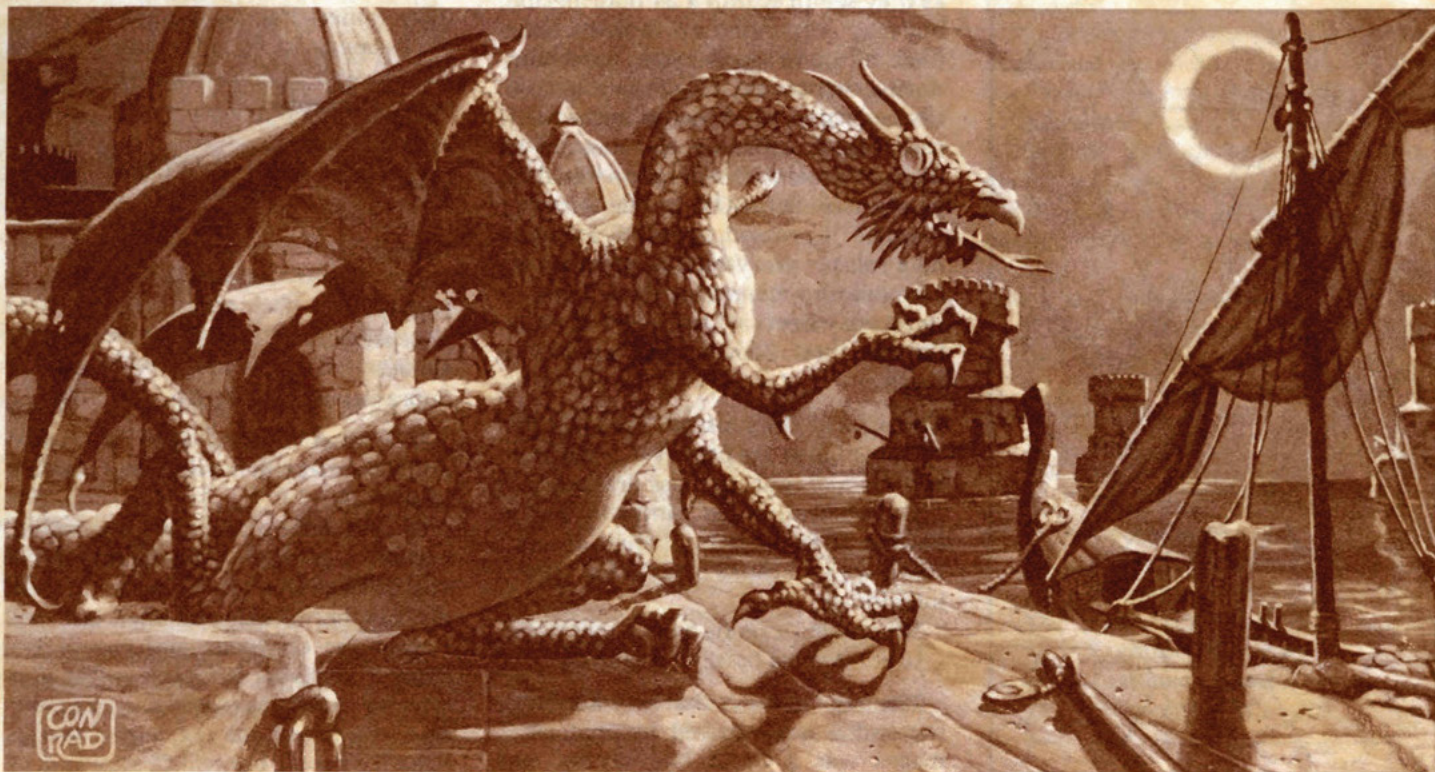
Finally, when dealing with dragons, keep in mind the following items.

- Adult (and older) dragons can radi-

ate a *dragon-fear*, which may cause low-level creatures to panic. They may do this once per encounter with the same individuals.

- Saving throw hit dice for dragons of 5 or more hit points are determined by dividing their hit points by 4. An ancient, huge, red dragon saves as a 22nd level creature, not an 11th.
- Dragons with spell-casting abilities will use them, and do so in a fashion to most confound and harm any interlopers.

The word "dragons" strikes fear into the heart of many in the Realms, even those tried and true adventurers who have crossed blades with them. Using the above guidelines, and not using the creatures as just-another-encounter, should make them among the most deadly creatures of the Forgotten Realms.



Selected NPCs of the Realms

The Realms are a living, growing world, home to literally thousands of beings with names and deeds, natures and histories, of which the player characters are a small but important part. More than anything else, these individuals are the Realms. The greater bulk of such a population would make for a huge tome and dreadful reading, even in the reduced fashion presented here. The brief summaries mentioned here are included to give a DM a handful of possible PC tutors and "big wheels" for the PCs to brush up against, and that the little career outlines included spark ideas for PC adventures (for example, see "The Sleeping Sword" under Emperel).

Many NPCs are mentioned briefly in the Cyclopedia of the Realms, but do not appear there in full stats, rather being summarized as to class and level. In order to prevent players from gaining too much of an advantage over this knowledge ("Hey, let's go over to Bugtown, the mayor there is only a 5th level fighter!"), feel free to use the following table to modify the listed level of the NPC from the *Cyclopedia*.

NPC Level Modification Table:

Die Roll Modification

01-10	Rumors overstate the importance of the individual; is actually one level less than listed.
11-60	Stories are correct; individual is of listed level.
61-80	Stories are slightly dated; individual is of one level higher than listed.
81-95	Stories are badly dated; individual is of two levels higher than listed.
96-00	Stories are just outright wrong; individual is of 1-4 levels higher than listed.

Multi-classed individuals may roll once, with results applied to all levels. Racial limitations apply. Individuals listed at "name" level (Wizard, High Priest, Lord, etc.) will always be of that minimum level.

Appendix P in the *DMG* provides an

excellent background for providing such NPCs with magical armor, weapons, and devices for use in brief encounters. Such individuals may have further treasures in their homes and castles.

Beings in this fragmentary list are arranged by their first names. Dates give are in Dalereckoning (current year 1356) and concentrate on that region of the Inner Sea.

All entries are arranged thus:
 NAME (Pronunciation)
 Nickname(s), if applicable
 Dates of birth and death, if applicable
 Title, if applicable
 Base of operations
 Level and class, group affiliation if applicable
 Alignment, power(s) worshiped (if any)
 Race, sex
 Background

Humans of Note

AILOTH (EVE-loth)

Hillsfar and Sembia
 6th level magic-user; Red Wizard of Thay
 LE, Kossuth
 Human Male

Ailoth is a short, white-haired mage who gathers information in Sembia and Hillsfar for the Red Wizards of Thay, while acting as a moneylender and "distress goods/damaged goods" buyer. His contacts with the Red Wizards are well-known in both Hillsfar and Sembia.

ALDOLPHUS (al-DOL-fuss)

Sage (0-level fighter)
 Arabel, in Cormyr
 LN, Oghma
 Human Male

Aldolphus is a sage of unusual joviality, free of much of the pomposity that is exhibited by his fellow sages across the Realms. Of troubled times, Aldolphus once said, "Curious happenstances abound—and all burning Hell breaks loose!" This phrase has caught on and can now be heard in talk from Mirabar to the Great Desert of Raurin. This fat, lumbering little man lives in Arabel,

and now spends much time in astronomical studies. His primary field of knowledge, however, is of the physical sciences; the identification and properties of metals and baser minerals, of woods and lesser plants, and how this knowledge may be applied in useful processes by men. Aldolphus commands high fees, but is a regular guest of Azoun whenever the king is in Arabel, for the two are firm friends, and the ruler of Cormyr delights in the sage's entertaining company; Aldolphus must enjoy their meals together too, for he will drop everything he is doing for hire, regardless of its urgency of the amount of the fee, until the king leaves the city again.

ALOK SILVERSPEAR

Elven Court
 5th level fighter
 CG, Solonor Thelandira
 Elven Female

Alok has remained behind as commander of the 20 elven longbowmen assigned to protect Luvon Greencloak and the last of the stragglers. As battle-leader, she carries a silver *spear* +3, wears *elven chain mail* +2, and wields a two-handed sword in battle. Alok would rather quit this world of men and retire with the majority of her race to Evermeet, but is loyal to her duty to Luvon.

ALZEGUND (Ahl-zeh-GUND)

Wanders (Cormyr, Sembia, and Dragon Reach)
 10th level magic-user, Red Wizard of Thay
 LE, Kossuth
 Human Male

An old, bald, war-scarred necromancer, Alzegund openly wears robes marked on the breast and back with a red flame badge, and travels the trade routes with six grim men-at-arms, guarding those caravans the Red Wizards want kept safe. Alzegund also spies on the military strength of Cormyr and of Zhentil Keep. He is said to possess a magical *bag of tricks* and a *wand of lightning*.



ARTHAGUS (Are-THAY-gus)

"Arthagus of the Miracles"

Yhuann in Sembia

7th level illusionist

CN, Leira

Human Male

This white-bearded, green-eyed old man is kindly until crossed, but he has been crossed often enough that he believes concealment of the truth is necessary in this world. He lives quietly in Yhaunn in Sembia, training illusionists of lesser power occasionally, and studying his arts tirelessly, refining this or that illusory effect. Arthagus also occasionally aids those who govern Sembia. His understanding of the arts of misdirection extends to "misinformation" spread by rumors, and his expertise in this regard is useful in certain matters of manipulating popular feeling and the tactics of outside powers. Arthagus owns many minor items of magic, particularly protective in nature; perhaps the most unusual of these is an *onyx dog*.

ASBRAS HLUMIN

(AZZ-brazz Huh-LOO-min)

Wanders (Moonsea/Dragon Reach)

6th level magic-user

NE, Dragon Cult AND Mystra

Human Male

This mage uses magical means to conceal his alignment, and purports to be neutral good. He will willingly train, cast magic for, and even join (for short periods) bands of adventurers operating in the area, trying to learn all he can off their doings and then betray them in some dangerous spot, hoping they will be killed, whereupon Asbras will rob the adventurers of all their treasure, keeping a measure for himself, and giving the rest to the Cult.

AUBAERUS (AWE-bare-us)

The Ravenmaster

Thunder Peaks area

16th level hierophant druid

N, Silvanus

Human Male

This gruff, private man dwells alone in a remote cave on the eastern side of the

northern side of the Thunder Peaks, far above Lake Sember. He dislikes human company and never joins or aids humans when in his human form, although he will consort with elves and other druids. If approached by druids for training, he will drive a hard bargain for payment, hoping to discourage them. Aubaerus spends much of his time as a large black raven, flying all about the Dragon Reach area (thus, he is aware of most movements of groups of creatures in the area), and seems to enjoy the company of ravens. Aubaerus is not a member of the Harpers (although their interests often coincide), or of any other organization or interest group. Aubaerus must be very rich, as he never has any cause to spend or pay anything, and has taken in much gold and magic over the years as payment for druidic training.

AZALA (Ah-ZALE-ah)

Azala Fire-eyes

Teziir, on south coast of Lake of Dragons

11th level magic-user

NG, Mystra

Human Female

Closely connected with the government of Teziir, Azala has often aided its guardsmen with her magic. Her youth was spent in a long and colorful adventuring career, including a part in the slaying of the Great Worm of Telflamm. She now resides in a tower in Teziir, devoting most of her time to research and the crafting of small, useful, and beautiful items of magic.

AZARGATHA NIMUNE

(Ahz-zar-GAH-tha

Nih-MOON-nee)

Deepingdale

10th level magic-user

CG, Mystra AND Meilikki

Human Female

Either a member or ally of the Harpers, Azargatha is often in the company of rangers thought to be Harpers. A tall, flame-red-haired woman of imposing strength of character and of body, Azargatha loves wrestling, and once

defeated Randal Morn of Daggerdale two falls out of three at a Shieldmeet feast. She currently resides in Highmoon (Deepingdale), and bears a magic staff of some power (likely a *staff of wizardry*). Azargatha runs a toy-shop in Highmoon, where she sells elaborately-carved wooden toys made by herself and by the elves of the Elven Court.

AZOUN IV (Azz-OO-un)

"The Purple Dragon," King of Cormyr

Suzail

20th level cavalier

LG, Tyr and Tempus

Human male, born 1282 (has reigned from 1311 to present)

Azoun is a stocky, bearded man of average height, brown hair shot through with silver, and the possessor of a collection of magical swords. Azoun is practical, good-natured, careful, and prudent. He is devoted to his wife Filfaeril Selzair ("the Dragon Queen"), and the great sorrow of their lives has been the early death of their son and first-born, Foril (1307-1309). They have two daughters, Tanalesta (1309-????), and Alusair Nacacia (1310-????), the latter of whom recently went missing, and is currently sought all over Faerun. Azoun's father was Rhigaerd II, his mother Tanalusta Truesilver, and his sister Sulesta; all are now dead.

Azoun's reign has been largely peaceful. There have been threats from Gondegal and Lashan of Scardale, and ongoing skirmishes in the Stonelands, but no major wars. Cormyr has recently annexed Tilverton, but Azoun does not seem to plan any other expansions, preferring to keep his kingdom strong within its traditional borders. He is a just king, commanding the love as well as the loyalty of his people.

BORUSTINE (BORE-uh-stine)

Hillsfar, on Moonsea

7th level magic-user

NG, Mystra

Human Male

A close-mouthed, tolerant and respected mage of Hillsfar, Borustine avoided politics in that city for most of his



career, but his very presence and power lent to the city some social stability amongst travelers and merchants leery of elves and of the warlike men of the Moonsea area alike. Borustine often aided adventurers for reasonable fees, but hewed to an oft-stated policy of not undertaking offensive magics to aid one man or group against another. Borustine preferred to spend his time upon his magical studies, being most interested in guards, wards, and protective fields, despite an adventurous and mercenary past; in his youth, Borustine rode with armies in Tethyr and the South, and cast his glammers on many a battlefield. More recently, he stood on the rooftops of Hillsfar dockhouses and battled a great attacking dragon with his magic, in concert with other mages of the city; together they slew it over the harbor, and brought it down. Borustine has supported Maalthiir's overthrow of the corrupt Council and seizure of power; he has given Maalthiir's reign much of its legitimacy and lasting power, and continues to serve Maalthiir as advisor, and (occasionally) a magical aide, when spells are needed. Borustine lives in a tower on the southern edge of Hillsfar, just inside the city wall, near its easternmost corner, within sight of the woods.

BRANDON (BRAHN-don)

"Battlemaster"

Wanders, based in Priapurl

6th level fighter

CN, Tempus

Human Male

This jovial, brawling tactical master is a war-leader-for-hire of long and colorful reputation in the Inner Sea lands. Based in Priapurl ("a place small enough to stand me," as he puts it), Brandon hates seafaring and sea combat, but is likely to be found anywhere around the Inner Sea (and along the trade routes west toward the Sword Coast) where there is dry land, fighting for this or that hiremaster. Brandon's exploits include the slaying of the lich Tharuighagh, in the hills near Saerb; the storming of Jhasilm Onespear's citadel; and the forcible

removal of the imprisoned mage Rhondethar Windrider from dungeons in Westgate, a task which involved slaying many of the guards of that city who were in the way of his aim. Brandon will undertake almost any task, for almost any master, as long as the pay is good (twenty pieces of gold daily, half refunded if the task is unsuccessful, plus 4 gp/day per man-at arms Brandon is asked to bring with him, if any). Brandon has his own code of honor, and is very shrewd behind his hearty front; he will do nothing sustained to upset the general peace of the region, which would if large-scale warfare broke out, make his job far more dangerous, the competition far greater, and men generally less able to pay for his services. He has served alongside Gayrlana in her Mindulgulph Mercenary company (see Mercenary Companies), but while respecting the Lady Bloodsword greatly, does not get along well with her inhuman troops.

DEIOR RASTHAVIN

(DAY-ore RAST-hah-oin)

Selgaunt

Sage (4th level magic-user)

LN, Oghma AND Mystra

Human Male

This quiet, soft-spoken sage dwells in Selgaunt, where he maintains a low profile, but is much consulted by people from all over the Realms. Deior is wealthy enough to indulge in occasional sponsorship of adventuring bands to explore this or research that, in perilous places beyond the reach of a man of his years. Deior's fields of study are all concerned with humankind: history, legends, and folklore of the Inner Sea region, genealogy and politics, and (as a sideline) heraldry, signs, and sigils. Deior's fees are high, and he is very busy. His bodyguards, a pair of 5th level fighters named Hillur and Rheek, will ensure that he is not disturbed except when he wishes to be. Deior is clean-shaven, bowed with his years (and he was never strong), but has intelligence and wisdom of 18, and customarily wears *bracers of defense AC2*.



*Azoan IV and
Vangerdahast*



DELBOSSAN (Del-BOSS-an)

Esper
3rd level fighter/2nd level thief
CN, Tempus AND Mask
Human male

Stablemaster to Hezom, Lord of Espar, Delbossan is a middle-aged, taciturn man of quiet competence in the training and care of horses; he is also a former adventurer who quietly made a pile of gold pieces in his early years as a thief on the overland trade route linking the Inner Sea lands with the Sword Coast. During that time he stole so many horses and posed as a horse-tender on so many caravans that he learned much of the care and tending of horseflesh. In more recent days he hid for a time as assistant stablemaster to old Heuran in Espar, liked the work, and succeeded Heuran upon the latter's death of the shaking cough, serving faithfully (including Cormyrean military training and duty) ever since. He is now a loyal and accomplished men-of arms.

DOUST SULWOOD

(Dowst SULL-wood)

Arabel
8th level cleric of Tymora
CG, Tymora
Human male

Born in Espar to a retired soldier and his wife (who died in childbirth), Doust grew up lonely and afraid of his drunken father. When old enough to leave, he set out to seek his fortune with others of his age (including Florin Falconhand and Semoor Wolftooth), and within two years found himself Lord of Shadowdale, chosen by his companions after Khelben "Blackstaff" Arunsun offered the Lordship to one of the party.

Doust married Islif Lurelake shortly thereafter, and has a son by her, Jhaok (see: Islif Lurelake). Doust instituted a "Lord's Court" or weekly meeting where folk of the dale could speak openly, and where matters internal to the dale could be decided by vote of a Council of dale elders, and was well liked by the people despite the tumult of his short reign (in which Shadowdale

was attached several times by forces of Zhentil Keep, and many dalefolk died). Doust found the responsibilities of ruling hard to reconcile with the philosophy of Tymora, and at length resigned his title (although he remains a "Lord of Shadowdale," as do his companions) in favor of a younger companion, the cavalier Mournngrym Amcathra. Doust's companions became the "Knights of Myth Drannor," and plunged anew into adventures, but Doust himself took Islif to Arabel, where he could worship at the temple there with more diligence than had been possible when he was a harried Lord needing to be diplomatic and far-seeing, or an adventurer undertaking all adventures with an eye to how this would strengthen his dale. Doust knew that freedom from the duties of rule would also allow him the time and relative safety in which to raise his son and enjoy some leisure with his wife, and he is still in Arabel, engaged in such pursuits.

DOVE FALCONHAND

Wanders (The Dalelands, Espar)
11th level ranger
CG, Mielikki
Human female

One of the youngest of a famous family of sisters (the others include Alustriel of Silvermoon, The Simbul of Aglarond, the bard Storm Silverhand, and the now-deceased "witch" Sylune), Dove is an agent of the Harpers, and has for many years been a foe of the Zhentarim and the evil creatures of the Inner Sea lands. Several times her adventures brought her into contact with a certain band of adventurers from Espar in Cormyr; she served as a tutor to their battle-leader, the young ranger Florin Falconhand, and was most impressed by him. Later she encountered him in *The Whistling Wizard* inn in Voonlar, where she became a prisoner of Orvar "The Unseen" of the Zhentarium, and he rescued her (Orvar remains an unseen foe to this day). Dove joined the band of adventurers based in Shadowdale, and later married Florin. Shortly after the party left Shadowdale and

became the Knights of Myth Drannor, Dove became pregnant, and retired to Espar (and briefly to Evermeet, one of the few humans to be allowed to visit that tree-cloaked realm) to bear their child, where she yet remains. Dove is tall and shapely, calm and firm of speech, kind, and fearless in battle.

DURKIN (DER-kin)

Wanders (Elven Wood)
14th level fighter
LG, Clanggedin
Dwarven male

This ancient, crochety dwarf of grotesquely broad shoulders and thews is a battler of awesome ferocity, and his years of solitude and battle have left him somewhat less than sane. He loves to kill evil things, and will roar and gibber constantly as he hacks and hews with a great *battleaxe +2*, in doing so. For years he has dwelt in an old, tumbling-down castle across a rocky tor in the depths of the elven woods, his only company bats and bones of the elven mages who built the place over a thousand years ago. Durkin has guarded the Vale of Lost Voices, where his keep rises, for the elves; in return, they have left him alone regardless of where he has wandered in the forest. Unless one is an elf or dwarf (Durkin respects all such and their things, excepting drow and duergar), it is dangerous to approach this old warrior, for if he thinks you evil in any way, he will bark and growl like a dog, and attack, snarling, to kill. Durkin has wild, straggling white hair and a similar beard, and wears battered and bent old iron armor. He has not washed (save for contact with rain and snow) for some fifty years.

ELMINSTER (EI-MIN-ster)

Shadowdale and the Known Planes
26th level magic-user
CG, None
Human Male

The exact age of the sage Elminster is unknown and his year of birth unrecorded. It is suspected he learned his magical arts at the feet of Arkhon the



Old, who died in Waterdeep over 500 years ago, and was in Myth Drannor near that magical realm's final days. The Sage currently makes his abode in the tiny farm community of Shadowdale, living in a two-story house overlooking a fishpond with his aide and scribe, Lhaeo. Elminster may be the most knowledgeable and well-informed individual in the realms, though this may be only his own opinion, it is often voiced in his discussions. His areas of specialization are the Realms and its people, ecology of various creatures, magical items and their histories, and the known planes of existence. Elminster no longer tutors nor works for hire, save in the most pressing cases. Many of his former students and allies include some of the most powerful good individuals in the realms, including the Lords of Waterdeep, the Simbul, ruler of Aglarond, the group known as the Harpers, and many powerful wizards and sorceresses.

EMPEREL (*Emp-er-EL*)

Wanders (Mistledale and Cormyr)

CG, Mielikki

Human Male

This noble, always polite man of striking good looks and calm reasoning (17 IN, 17 W, 18 CHA, 18 COM) lives in Ashabenford (Mistledale). He is seldom to be found there, however, because most of his time is spent traveling about the Stonelands alone, fighting the goblin and trolls that seem to swarm there in great numbers. Emperel is sworn to guard the tomb of the Lords Who Sleep. Emperel is concerned with the evil humanoids of the area finding this tomb by accident or making its cave so perilous to get to or emerge from, by their very presence, that the Lords Who Sleep will be unable to bring any strength to the defense of the Forest Kingdom.

A word of explanation: The Lords Who Sleep are great warriors placed in magical *temporal stasis* long ago, and hidden somewhere in the Stonelands, to await the hour when "armies of the dead, and legions of devils" foretold by

the long-dead seer Alaundo, will come to Cormyr "and sweep it away in ruin, unless those who should have been dead are there to stand against them." The phrase "those who should have been dead" was taken at the time to mean people magically preserved past their normal lifespans, rather than undead or the recipients of unreliable *longevity* magics, so some younger noble sons and bored or disgraced warriors agreed to be put into stasis to await a possible hour of need in Cormyr's future. A few sages, and the royal family of Cormyr, and Emperel and his ancestors (the "Guardians") know of the Lords Who Sleep; to confuse those who may wish to slay them or plunder their arms and equipage (for there are over thirty fighters of levels 4-12 in *stasis*, and many have healing potions and magical arms and armor, and all have *wings of flying*). The Lords Who Sleep are concealed in a cave with many traps on the entrance. As a matter of policy, the royal court of Cormyr refer to these stalwarts by the code-name of "the Sleeping Sword," so that most who overhear believe that an actual, magical sword is being spoken of, perhaps one kept in the palace treasure vaults, in Suzail.

EREGUL (*ERE-eh-gull*)

Wanders (Cormyr/Sembia)

11th level magic-user

LE, Bane

Human Male

Eregul is a tall, black-bearded mage of sardonic, drawling speech, hard black eyes, and strong personal ambitions. He works for the Zhentarim as a "free-stave," serving their interests and his own. He wanders the civilized lands of Cormyr, Sembia, and the Dalelands, seeking what information and useful magic or manpower he can pick up.

ERESSEA AMBERGYLES

(*Ere-ess-SEE-ah AHM-ber-giles*)

Wanders (Shadowdale)

4th level Cleric of Tymora

CG, Tymora

Human Female

Sent by priests of Tymora in Arrabar (located on the Vilhon Reach) to found new temples and shrines to the Lady in the Dragonreach area. At the present Eressea is in Shadowdale, where such a temple is under construction, awaiting the arrival of one Erluidan, High Priest of the Lady, who will take over the running of the faith in the area.

FLAME

Selgaunt

7th level thief

NE, Mask

Human Male

This dark-haired, nondescript young man now lives quietly in Selgaunt, where he arranges for certain people to be (willingly) hidden or transported to safety or (less willingly) kidnapped and held for ransom. Flame works with a small band of trusted aides, including at least magical powers (3rd-5th level). Flame can be contacted through the *Green Gauntlet* inn on Selgaunt's eastern docks. Flame originally operated as an arsonist in Selgaunt, until a combined force of leading mages and clerics in the city convinced him of the error of his ways (via a series of *flame strikes* and similar mishaps). After a brief period of self-exile while this "heat" died down, Flame does a quieter business in town, and stays wary of both magic-users and clerics.

FLORIN (*FLOOR-in*)

FALCONHAND

Wanders (The Dalelands)

9th level ranger

CG, Mielikki

Human male

Florin was born to Hethcanter Falconhand (a retired captain in the armies of Cormyr) and his wife, the half-elven magic user Skydusk (Florin himself is human in all respects) in the town of Espar. From his youth, Florin was interested in elves, flowers, and woodland creatures; his mother encouraged him in gardening. His father thought he should learn a useful trade, and apprenticed him to a famous armorer, Hawkstone. Florin preferred the woods



to the forge, however, and walked miles in them whenever he could, earning him the nickname "Silent" and a smattering of elvish, dryadic, and treant languages. Skilled with the long sword and two-handed sword, Florin set out to find his fortune when of age, with several companions, and quickly emerged as the leader of the band, in battle and in matters of diplomacy, a role he still holds today, as one of the senior Knights of Myth Drannor. In the intervening years, however, Florin gained (through a *wish*) a telepathic warhorse, Firefoam. Florin was personally offered the Lordship of Shadowdale by Khelben "Blackstaff" Arunsun, though he declined it and directed that the title be bestowed on one of his companions by a vote of all the band, who chose Doust. Florin served Doust faithfully for a few winters as Warden of Shadowdale and its chief diplomat, and finally married the ranger Dove. Gaining magic user and druid spells through training by his companions Jhessail Silvertree and Lanseril Snowmantle, he recently acquired a familiar, a hawk he named Minstrel. Florin is tall, curly-haired, direct of voice and manner, a decent, polite "straight shooter" who bears a magical *shield +1* called *Reptar's Wall*, and a magical *teleport gem* that will take him, without error, to Evermeet to visit his wife and child. Ere his marriage to Dove, Florin's companion for a time was the sometime thief "Pennae" Alura Durshavin, and he found time before and after Alura's presence to acquaint himself with many ladies in his travels. The god Mielkki has appeared directly to Florin on several occasions; on one such, she commanded him to marry Dove and have children, because it was "necessary."

FZOUL CHEMBRYL (Fzz-OOL CHEMM-bril)

Zhentil Keep
High Priest of the Dark Shrine
13th level cleric
LE, Bane
Human male

Fzoul is second-in-command of the Zhentarim, but his influence within the organization is greater than Lord Manshoon's due to his command of the clergy of Bane who are part of the organization (clerics of Bane who think the Zhentarim a force unworthy of Bane's support, the majority, are commanded by The High Imperceptor of Bane, a 19th level High Priest). Fzoul seeks to enhance his personal power through diligent service to the God of Tyranny, and he sees the best way to do this to be supporting and working with the man he judges best able to succeed as a tyrant: Manshoon. Fzoul is careful to remain necessary to and friends with Manshoon, while keeping as much power as possible in his own hands, so that Manshoon will never consider him expendable; or a threat so powerful that it must be destroyed.

Fzoul is wily, glib-tongued, burly, red-haired, and handsome. He wears *bracers of defense AC2* at all times, and full plate when expecting battle. He bears a *mace +4*, a silver flail, and a *morning star +1*, and wears a *ring of free action* and a *ring of spell storing* (contents unknown). His most treasured magical item is a *rod of cancellation*, which he carries in a sheath inside his left boot.

In his temple, Fzoul has hidden three blocks of *incense of meditation* and a *staff of the serpent* (adder) for his personal use in emergencies; he also has a hidey-hole somewhere in the wastes of Thar that a *word of recall* will take him to, in extreme peril (Manshoon does not know of this item).

GARTH

Garth the Gimble, Snake of Selgaunt
Selgaunt, Marsember, and Suzail
4th level thief
NE, Mask
Human Male

Garth is a blond-haired, frail-looking rogue of nimble dexterity and quick wits, who operates in the three listed cities in Sembia and Cormyr, drifting from one to another to dodge angry victims, pursuers, and creditors. Garth is reputed to have an excellent "intelli-

gence service" between these towns, and has been consulted by respectable and honest individuals to unearth pertinent facts (for a fee, of course). Garth has also been connected with various recurring swindles in the area, in particular those dealing with warehouse fires and the resale of slightly fire-damaged goods. Garth is elusive, and has many "hidey-holes." He has contacts at *The Black Stag* in Selgaunt, the *Roaring Griffon* in Marsember, and any dock-side tavern in Suzail, so that those seeking his services may inquire there.

GHARRI (JAR-ee)

Gharri of Gond, Gharri Wondermaker
(1302-1356)
Wandered (Tilverton)
15th level Cleric
NG, Gond
Human Male

This diplomatic, urbane man of sometimes barbed wit (18 Intelligence, and 18 Wisdom) was born in Sembia, orphaned there in a fire in the city of Yhaunn, spent his youth with traveling priests of Gond, and rose in their order as the years passed to eventually become High Priest of the foremost temple of Gond in all the Inner Sea lands—the temple he founded in Tilverton. For over a score of winters Gharri ruled Tilverton in fact, if not in title, making it a center of innovation and the manufacture of small but useful items, toothed gears, for example, and intricate locks and hinges.

Cormyr occupied the Tilver's Gap area recently, a move not openly opposed by Gharri, who considered it necessary to prevent Tilverton being overrun by orcs, the troops of Zhentil Keep, or the expanding empire of Lashan of Scardale, all of whom wanted the strategic location and wealth of Tilver's Gap. Gharri was made Lord Regent, an empty title considering that the Cormyrean military commander would and did make all decisions of consequence. After some months, Gharri quietly vanished, coming to the tiny, ostensibly-ruined fortress of Cas-



tle Krag. Krag was a former bandit-hold in the woods of Shadowdale, long abandoned, but recently used secretly by the Zhentarim and subsequently by the Lord of Shadowdale. From there, Gharri quietly got on with the business of running the local priesthood of Gond (which included a very good group of spies reporting all news to him), until he made a trip to Daggerdale to aid the Lord of that Place, Randal Morn, and was destroyed in a titanic magical battle near Serpentsbridge by a dozen mages of the Zhentarim. Gharri's reputed caches of magical and mechanical wonders, and vast personal wealth in bar and coin, have not yet been recovered, nor is his passing known to most of the Realms.

GUNTHER (GUN-thor)

Shadowdale
12th level Fighter
LG, Moradin
Dwarven male

For many years this master of the smith's trade has worked in Hillsfar. Many warriors in the Dragon Reach area have worn his work. Gunthor and his assistants (who include several slow-witted, massive men and crippled young boys rescued by Gunthor from the streets) deal extensively with Shadowdale, equipping its forces, in recent years. When Maalthiir came to power in Hillsfar, the new ruler imprisoned the dwarf, who was hurriedly packing his tools and goods to leave the city and avoid Maalthiir's rule. Florin Falconhand of Shadowdale purchased Gunthor's freedom from Maalthiir. Gunthor now dwells in the Tower Ashaba in Shadowdale, and serves the Lord Mourngrym.

GUTHBERT GOLTHAMMER

Zhentil Keep and its armed forces
4th level fighter
CN, Tempus
Human male

Physically huge, this 300-pound, 6'5", broad-shouldered man is muscled like an ox, and "has brains not much better," as his father, Elzund Golthammer, has been known to say. Elzund, a noble of

Zhentil Keep, was one of that city's war-captains until crippled in battle, and out of respect for him, his son took his place in the field, although the Zhentarim have taken care that he lead expendable units, or forces not in a position to go far wrong by a little well-meant blundering. Currently Guthbert heads a mercenary force of nearly 4,000 men based in ruined Teshwave, who are battling the forces of Cormyr and Daggerdale in the Daggerdale area. Guthbert's abilities in hand-to-hand battle are respected (18/36 ST, 18 CON), but as a tactician or quartermaster, he is largely hopeless and is therefore aided by a largely veteran staff installed by the Zhentarim, including the senior captain of the Zhentil Keep armies, Ulgrym, and Asdag, a High Priest of Bane under the control of Fzoul Chem-bryl. Guthbert is also assisted by a veteran mercenary leader, the fourth level fighter Natchim, of Westgate. Guthbert is said to be amiable but fearless, and to have his eye on the overlordship of Zhentil Keep some day, oblivious to his own shortcomings.

HAWKSTONE

Wanders (Dragon Reach area)
6th level Ranger
NG, Mielikki
Human male

This famous swordsmith left his chosen trade abruptly some years ago, despite a natural brilliance at smithy-work, to join the ranger Lhoraie, whom he loved. The two wandered the Sword Coast lands, the North, and the Inner Sea lands as allies of the Harpers and of the Lords' Alliance, doing good, until Lhoraie died in childbirth. The child, a daughter, also perished, and a grieving Hawkstone buried them both on a hill north of Silverymoon and came south and east to the Dragon Reach, where he wanders, grim and melancholy, but zealous in his assistance to travelers and in his battling of evil. He has said that Mielikki appeared to him deep in the woods and told him not to return to forge or throw his life after Lhoraie's, but to serve her cause instead.





ILLISTYL ELVENTREE (IL-iss-til EL-*ven-tree*)

Wanders (the Dalelands)

4th level magic-user

CG, Mystra

Human female

Illistyl was born in Shadowdale, where she was discovered to have psionic powers by the Lord Doust and his companions. Seeking to safeguard control this dangerous asset of the dale, Doust took Illistyl to live in the Tower of Ashaba, where she proved to be calm in a fight and have an aptitude for the magical arts. She became Jhessail Silvertree's apprentice, and a full member of the band, and the lover of Torm (q.v.). Now a Knight of Myth Drannor, she has become more of a leader in magical battle since Jhessail became a mother. Illistyl is young, lithe, impish of humor (a former tomboy, very few years ago), and her psionics are 121/121; A,C/F,G; *animal telepathy*, *body equilibrium*, and *empathy*.

ISLIF LURELAKE (ISS-liff LUR-lake)

Arabel

8th level fighter

NG, Tempus

Human female

Wife to Doust Sulwood, and formerly Captain of Shadowdale's militia, Islif has retired (at least temporarily) from active adventuring to raise her son, Jhaok Sulwood (born Marpenoth 22nd, Year of the Worm). Islif was a stalwart in adventures with her companions, her blade ever-ready, and she emerged as an able leader and savage warrior in the battles with Zhentil Keep and Scardale. Islif is tall, broad-shouldered, of strong, muscular build, and was born in Espar (Comyr) to the traders Buckman and Tesha Lurelake.

JELDE ASTURIEN (JEL-*deh* ASS-*tur-ee-en*)

Alias Semoor Wolftooth

Eveningstar

8th level cleric

NG, Lathander

Human male

Born Semoor Wolftooth in Espar, Jelde

spent much of his early years fishing in the local streams, where his hunched-over, patient posture earned him the nickname "Stoop." He was fascinated by elves from an early age, and learned to speak elvish as best he could from travelers. He joined his companions Florin, Islif, Doust, and the other landless younglings of Espar in a journey eastwards to seek his fortune when he came of age, and over years of adventures found his calling as a follower of the God of the Morning. Upon gaining the rank of Priest, he took a name (Jelde Asturien) revealed to him by his god, as is traditional for that faith, and rose to become a noble of Shadowdale. Finding that constant adventuring was at odds with diligent service to Lathander, Jelde retired from active adventuring and took up residence at the temple to Lathander in Eveningstar to better serve his god. He has risen rapidly in the ranks of the clergy since then. Jelde retains a *ring of spell storing* from his adventuring days, and sometimes dons armor to defend Lathander's works from the dangers of the Stonelands.

JHESSAIL SILVERTREE (Jes-SAIL SIL-*ver-tree*)

Jhessail Flamehair

Wanders (the Dalelands)

8th level magic-user

CG, Mystra

Human female

Jhessail was born to "elfriends" and foresters, Craig and Lhanna Silvertree, in Espar. She displayed an early fascination with magic, and a talent for it when the elves tested her gently, and was forthwith trained by Hezom of Espar. Known as "Twoteeth" to childhood friends, she matured into a striking beauty, of slim build, green-gray eyes, and fiery orange-brown hair, which promptly earned her her nickname. Her parents urged her to see the world beyond Espar, and she accompanied Florin, Doust, and others of her age in a search for adventure. A fellow female magic user, Martess, was soon killed, but Jhessail acquired a black cat familiar, "Jet," read a *Libram of Silver Magic*,

and grew rapidly in magical powers. Careful tutoring brought out natural abilities of healing, animal training, and endurance and made her an expert rider, and she grew powerful and respected by her companions, taking first Jelde as her lover and then marrying Merith Strongbow (on Alturiak 15, Year of the Worm), giving birth to their daughter Veluthil Silverbow (cf. Merith Strongbow entry) on Mirtul 1, Year of the Prince. Illistyl has tended Veluthil more than Jhessail has, however; one crisis after another has demanded the attention of the most magically powerful Knight of Myth Drannor, and Jhessail is not one to stay at home or miss adventures. In addition to an impressive array of spells gained from many dungeon, ruin, and crypt hoards, Jhessail has a *pearl of power* (which doubles fifth level spells, and is not yet usable by her), *bracers of defense AC2*, and a *ring of shooting stars*. Jhessail is a strong-willed, passionate lady who has undertaken to train Illistyl as her successor, and to develop Florin's newly-acquired magical powers. She is carefully nudging her infant daughter into familiarity with magic, too.

KHELLEN "Blackstaff" ARUNSUN

(KEL-ben AIR-*an-san*)

Waterdeep, though travels widely

(including extraplanar)

(Probable Lord of Waterdeep)

26+th level magic-user

LN, strong Good tendencies, Mystra

Human male

Khelben is the most powerful and influential archmage of the Sword Coast, and is one of the rulers of Waterdeep (although he does not admit this openly, most in the North suspect him of being so). Allied to the Harpers, and instrumental in keeping the Lords' Alliance (of Silverymoon, Sundabar, Neverwinter, and other "good" cities of the North, with Waterdeep) intact, Khelben is always working to influence this or that occurrence or trend, seeing years ahead. He is a forester and painter, and has tutored many mages of note and is



more fully detailed in FR1, *Waterdeep and the North*. Khelben appears as a tall (6'), well-muscled, bearded man with a receding hairline, black hair shot through with white hairs, and a distinguished manner. He is gravely wise, not pompous, and is fully learned in the history, lore, and traditions of magic as practiced by humans in the North since the rise from barbarism.

KORTH (rhymes with NORTH)

Ordulin, in Sembia
5th level fighter
CN, Tempus
Human male

Korth is a brawling, love-to-fight, just-lead-me-to-it man. A bearded, rollicking drinker and womanizer who was born in Hilp, he now lives in Ordulin, where he can be hired to guard people. He especially likes this task when the people he is guarding go on "tavern crawls." He will also undertake the guarding of caravans or valuables, or the finding and capture of rivals or wanted criminals. Korth has been badly wounded in his adventures several times, but loves his chosen life and carries on as before, whatever happens. If not actively engaged for hire (he usually charges 5 gp/day), Korth can usually be found drinking, arm-wrestling, or picking fights at *The Cap Askew* tavern in Ordulin.

LANSERIL (LAN-sair-il)

SNOWMANTLE

Wanders (the Dalelands)
8th level druid
N, Silvanus
Half-elven male

Lanseril was born in the tiny village of Snowmantle (whose name he has taken) on the edge of the of the Border Forest, north of Daggerdale. Lanseril's father, Raunaeril "the Rose," was an elf, one of "The Lost" the elves who inhabit (or inhabited) the Border Forest and who have not been heard from for over thirty years.

Lanseril's mother was a beautiful human maiden of the village, who perished at her husband's side on the tram-

pled banks of the river Tesh in a bloody skirmish with raiders from the Citadel of the Raven, leaving behind six-year-old Lanseril. Lanseril loved to play in the forest with the elves, and hated what little he saw of cities. A druid, Haemfaest "Holloweye" Sarthun (he had lost his left eye in a long-ago battle, but disdained to wear an eye-patch) who lived in the forest near Snowmantle took a fancy to Lanseril and schooled him in the worship of Silvanus—a god Lanseril found more believable than the elven god Rillifane. Haemfaest and the elves believed that Lanseril had met Rillifane on the forest paths once, unknowingly, and played tag with him around the trees—until, in full view of Raunaeril, who was angrily approaching, the green-clad elf with the bow whom Lanseril was chasing turned into a great oak tree which vanished one night over a week later.

When Lanseril lost his parents, Haemfaest looked after the half-mad, disconsolate boy for a year, until the druid himself fell one winter night to a pack of hungry wolves. Pursued by the wolves (Lanseril hates wolves bitterly to this day), the young Lanseril fled southwards, and came eventually through the wilds to Highmoon in Deepingdale. There he found employ as a runner, errand-boy, and animal keeper (even then, Lanseril could train animals, and identify the noises each makes) for a local merchant, Braun (O' the Beard). Lanseril served him faithfully for twelve years, seeing much of the local roads and businesses, but in the end was made miserable by the jealous younger cousin of Braun. A ranger, Briadorn of the druidic Circle of Shadowdale, saw Lanseil tending an injured hare with herbs and gentle hands, and offered to take him to the dale. Lanseril accepted and joined the adventurers there, becoming a stalwart of the Knights of Myth Drannor, and proving a Machiavellian strategist and diplomat, with a phenomenal memory for faces and names, and conversations overheard long ago.

Lanseril has gained (and always

wears) an unusual magical treasure; the *Firecrown*, a circlet whose gems can emit two rays of fire (one M-sized target only, 18 hp damage—half if save made—usable twice every 200 turns) gained from giants in The Flaming Tower, a fortress that his companions subsequently destroyed with the aid of treants. An *insect plague* cast by Lanseril was instrumental in defeating Zhentil Keep's reinforcements in the Battle of Shadowdale.

LHARAVE (Lah-rah-VAY)

Wanders (wilderness west of Daggerdale)
7th level ranger
CG, Mielikki
Human (?) Female

Lharave is a swanmay and ally of the Harpers, who lives in the wilds of Daggerdale's western reaches, and the eastern slopes of the Thunder Peaks to the south of Daggerdale. She rarely associates with humans, although she will aid those of good alignment who are imperiled nearby. She has a *short bow* +1 and many silver-tipped arrows, and a *luck blade* +1 hidden somewhere in the peaks. Her feather swan token's location and precise nature are not known, save to Lharave herself.

LUVON (LOO-vahn)

GREENCLOAK

Elven Court
11th level magic-user
CG, Azuth AND Aerdrie Faenya
Elven male

Luvon is a former emissary and diplomat of the Elven Court before the Elves of Cormesta retreated to Evermeet. He has remained behind to aid any stragglers who wish to head for that elvish isle. Luvon wears *bracers of defense* AC 6, and is protected by Alok Silver-spear and and company of elvish longbowmen.

MANSHOON (Man-SHOON)

Zhentil Keep
16th level magic user
LE, Mystra (with lip service to Bane)
Human male

This cruel, calculating man heads the



Zhentarim; its power and success are largely due to his efforts, and its collective control of Zhentil Keep, the Citadel of the Raven (and through it, dominance over Thar and the cities of the Moonsea's northern coast), Darkhold (and through it, maintenance of the shortest overland trade route between the Inner Sea and Waterdeep) have made him very rich. Manshoon, a noble of Zhentil Keep, slew his older brother Asmath and seized control of the city's governing councils by skillful intrigue, staunch allies (such as Lord Chess, a lifelong friend), and the aid of that faction of the priesthood of Bane controlled by Fzoul Chembryl and of the beholder Xantriph. Manshoon's own alliances with Dark Nagas, and his manipulations of the Cult of the Dragon, increased his influence and bought him the time necessary to build his personal mastery of the magical arts without allowing stronger rivals to assume control of the city until he was ready to take it. Take it he has, and has flourished; his spell library is thought to be the equal of Khelben Arunsun's, and his arsenal of magical devices and weapons the largest held by a single mage anywhere in the Realms (although it is scattered, hidden, and guarded by spells and monsters). He is known to possess a *staff of the magi* and wear *black robes of the archmagi*, to wear a *ring of spell storing* and a *ring of wizardry* (that doubles fourth and fifth level spells), and is quite content to flee danger. Many have tried to kill him, and none have succeeded; he is careful, never lets his temper master his reason, and is always alert. He seems an unbeatable foe; others face danger to do his bidding, but he's "never there."

MANXAM (MANK-zam)

Ruins of Teshwave
Beholder
LE, Bane

Possibly the most powerful eye tyrant in the lands of the northwest Inner Sea lands, including the Moonsea cities, Sembia, Cormyr, and the Dales since the death of Xantriph (see Zhentarim),

Manxam does deal in the politics of men as Xantriph did, but with a far lower profile and fewer servant creatures. Manxam is usually to be found in or about the ruins of Teshwave. He is thought to view the Zhentarim's bold expansionist policies with increasing alarm, thinking that they will lead to an inevitable battle-union of all of Zhentil Keep's foes, and the resulting defeat and destruction of Zhentil Keep. Manxam, like most of the eye tyrants who had cooperated with humankind in Zhentil Keep prior to the rise of the Zhentarim, resents and despises the "upstart mages," vastly preferring the priests of Bane, who accorded beholders the respect they see as their due. Manxam's own strength and wealth are unknown.

MASYR (MAW-zeer)

Zhentil Keep
6th level illusionist
CN, Leira
Human male

Masyr lives in Zhentil Keep, and is owner of *The Green Sash Tavern* and *Festhall* on Northlook Street, and of *The Green Rings Trading Company*. A cautious, private man, Masyr travels little, and rarely appears in public. His son, Elrain, runs *The Green Sash*, and the Trading Company is largely "paper" business, consisting of a stables and several warehouses. Masyr buys old wagons, exhausted mounts, and "found," damaged, or leftover goods, stores and tends such, and resells them at key times and situations, for much higher prices. Masyr is always short of money and is always willing to train illusionists of lesser powers; his wife Tezra is experienced at handling the company without him.

MAXER (MAYK-ser)

Suzail in Cormyr
11th level magic-user
NG, Mystra
Human male

This respected mage is a resident of Suzail. After a spectacular youth of mighty feats of magic and great adven-

tures in many planes, including battles against dark naga, the "Loosed Devil" Gargoth, who walks the Realms in person, and the Cult of the Dragon (which set that organization back about twenty years in their conquests), Maxer settled down to magical studies. However, Maxer is now neither an aggressive nor adventurous man. He spends most of his time tutoring mages of lesser power, and in his researches; Maxer has devised many minor items of magic in the last decade. Maxer's abode is a hidden cellar. He prefers to be contacted through the Royal Court in Suzail.

MERITH (MAIR-ith) STRONGBOW

Wanders (the Dalelands)
6th level fighter/6th level magic-user
CG, Rillifane Rallathil
Elven male

Merith, son of Laerune and Lianthorn Strongbow, was born on the banks of the river Duathamper in the "Great Wood" (the Elven Court) 184 years ago. Tutored in the ways of fighting by his father (battling men cutting into the forest, as the Dalelands and the Moonsea cities developed) and in the arts of magic by the "Gray Ladies" of Semberholme (an elven retreat on the shores of Lake Sember), Merith was bid by the Elven court to join a band of adventurers in Shadowdale and influence them to protect the elven woods and ways, upon the death of his parents. Merith did so, armed with a letter from Luvon, an elven ally of Doust's band, and was accepted, and remains a member of the Knights of Myth Drannor today. Merith took to wife Jhessail Silvertree of the Knights; their half-elven daughter Veluthil Silverbow (her first name means "beautiful of the evening"; her last name is derived from both her parents' surnames) was born Mirtul 1st, the Year of the Prince. Since the elves left the Elven Court, Merith has become increasingly reckless in battle, and his hatred of the Drow and the Zhentarim has grown. Merith is psionic (76/76; A,B/F,G; detection of good/evil, object reading) has one blue eye and



one green eye, and has a black cat familiar named Shadowclaw. Merith wears *elven chain* +2, and bears a magical blade, "Sylabra," a CG INT 14, EGO 6 +3 *silver long sword*, which can *detect invisible objects* (1" radius), and glows with a silvery-blue radiance at the bearer's will. Merith is an expert swimmer, animal trader, bowyer and fletcher (and archer), and has well-developed direction sense. His preferred weapon is the long sword; he has a black temper when angered.

MHZENTUL (Mah-ZEN-tul)

(1250 — 1340)

Wandered

20th level magic-user

N, Kossuth

Human male

Mhzentul was a powerful, respected mage who perished at the battle of the River Rising. There he became a pillar of living flame, and burned his way across the battlefield, taking many enemies with him. This was some twenty winters ago, and Mhzentul is now remembered amongst magic users for his works: "the Seven Lost Rings of Mhzentul," and a book called "Mhzentul's Runes" which contained the process for making a *ring of spell storing*, the construction of rings that would become guardian creatures upon command, and much research into fire magic. The Zhentarim mage Whisper is known to have found the rings, and is suspected to have had the book as well, but the whereabouts of those since Whisper's death are not known.

NAGLATHA (Nahg-LATH-ah)

Selgaunt

5th level magic-user, Red Wizard of Thay

NE, Azuth

Human female

This young, black-eyed, black-haired, and grim-faced woman has risen quickly in the ranks of the Red Wizards due to her fanatical zeal for all Red Wizard causes, and her ruthless, reckless furthering of those causes. Naglatha's allegiance and identity are not known to

any authorities in the Dragon Reach area. Recently arrived in Selgaunt, she is posing as a merchant dealing in curios and rarities of the South, while in reality recruiting merchants and men-at-arms for the Red Wizards' cause. It is likely that the Red Wizards are planning disruptive raids to set one power against another; if it seems likely that any of them would aid or reinforce any lands Thay is at war with.

MIRAUN (Mih-RAWN)

Wanders (Sembia and the Dales)

9th level magic-user

CE, Bane AND Lolth

Human male

Miraun is a young, sneering man of handsome features, fond of richly appointed clothing. Miraun is of a wealthy Zhentil Keep family, the Danacasters, though Maraun is illegitimate and not entitled to the family name. Miraun has a sly, diplomatic manner, hoping to gain by merit within the Zhentarim what he has lost by birth. Miraun is known to carry a *wand of negation*.

MOURNGRYM AMCATHRA (MORN-grim Am-CATH-rah)

Lord of Shadowdale

6th level cavalier

NG, Tymora

Human male

A young noble of Waterdeep, Mourn-grym was an ally of the Harpers who respected and admired Khelben "Blackstaff" Arunsun, who sent him to join Doust Sulwood, Lord of Shadowdale, to be one of the latter's adventuring companions to further the causes of good in the Dragonreach area and to make his own fortune. Mourn-grym served ably in many small skirmishes and adventures with Doust and companions, and the latter subsequently offered him the lordship of the dale so that they could return to the adventuring life, as "The Knights of Myth Drannor." Mourn-grym accepted, and has proven a cautious, shrewd, diplomatic lord of authority and foresight, aiding Randal Morn of Daggerdale in resisting Zhentil Keep,



**Lord Fzoul Chembryl
and Manxam**



and battling drow exploratory sallies from the depths below.

NEIRON (NEAR-on)

Neiron the Schemer
Wanders (Inner Sea)
9th level ranger
NG, Mielikki
Human male

Neiron is one of the most powerful rangers in the Dragon Reach area who is *not* part of the Harpers. This loner is a man of mysterious aims and activities. He has several hidden residences both north and south of the Lake of Dragons, and travels quietly about the western end of the Inner Sea, always alone. Neiron has many contacts among those druids and foresters of little power or influence. He is a friend to many whom he has unexpectedly aided in deep woods or bandit-haunted hills over the years. Neiron's achievements include the singlehanded slaying of the hobgoblin chieftain Gothag and his forty-two-strong bodyguard, and the similarly astonishing killing of the frost giants Gurr! and Kutharr in the Stonelands. Neiron is though to be planning to settle down somewhere in the area, and found a stronghold. He is said to have much magic, including a *necklace of missiles*, a magical blade, and a ring that unleashes various spells.

NETHMURTA (Neth-MER-tah)

Ashabenford, in Mistedale
Merchant (0-level fighter)
CG, Tymora
Half-elven female

Nethmurta is an influential traderess who lives in Ashabenford, where she runs a good tavern, *The Blinking Owl*, and maintains four close-guarded warehouses. Most of Nethmurta's business comes from storing goods brought by local merchants to her, for sale to caravan-masters bound east to the Moonsea, or (more often) west via Cormyr to the Sword Coast or the South. Nethmurta's word is trusted in the Dalelands as that of few others, and tavern-talk credits her with mysterious magical safeguards (as well as human

and half-elven ones) about her warehouses and person.

NURLAR (NURR-larr)

Ordulin and Scardale
Merchant (0-level fighter)
CN, Leira
Human male

This black-bearded, sophisticated man of shrewd wits, little natural strength or dexterity, and no love for sport or strenuous activities, is a powerful trader in the Inner Sea lands. From a citadel in Ordulin and a newly-purchased, palatial residence in Scardale, Nurlar controls a network of merchant ships, wagon-masters, and swift riders, specializing in the fast, fairly reliable delivery of valuable things from person to person in the Inner Sea lands. "Nurlar can get it there for you" is his motto, and the performance of it over the last dozen years (from his beginnings as the owner of two small, worn ships, inherited from his father) has earned him thousands upon thousands of golden lions, and made him one of the most respected of merchants in the Inner Sea lands. Nurlar himself stays indoors (he has an almost pathological fear of being lost, outdoors, in harsh weather), traveling from Ordulin to Scardale and vice versa in a closed carriage, and never going anywhere else. Nurlar is said to fear thieves greatly, hiding his treasure and paying for elaborate magical and bestial guardians. He is also said to be considering marriage to a mysterious elven maiden whom he keeps imprisoned in a tower in his house in Scardale.

ORGAUTH (ORE-goth)

Zhentil Keep
7th level fighter
NE, Tempus AND Bane
Human male

One of the Lords of Zhentil Keep, this seasoned, ruthless veteran of the Moonsea-area wars is a wealthy merchant in his own right, building ore-refining and caravan-running concerns into much coinage, and maintaining, in the guise of his normal work-force, a strong bodyguard of around sixty or

seventy men-at-arms. This last shrewd measure that has undoubtedly ensured his own personal survival in the noble hierarchy of Zhentil Keep throughout the rise of the Zhentarim. Outwardly, these days, Orgauth supports the Zhentarim (and indeed, often their aims and projects coincide with his own), but he will support activities that will work against the Zhentarim, or betray their more reckless or ill-founded projects. For example, Orgauth has fed several key items of information, such as garrison strengths and reinforcements times for Yulash, and later, plans for the retaking of that place, via his carvans to Maalthiir in Hillsfar, whose rule he wants to maintain, as a check against the expansionist desires of the Zhentarim. Orgauth believes that an empire based in Zhentil Keep would overreach and weaken the city's military strength, and earn it the enmity of those conquered, which would among other things hurt Orgauth's trade prospects. Orgauth's livery is russet and scarlet; his arms are a russet raven striking, talons out, on a scarlet field. He can be contacted through his offices in his citadel in the northeastern area of Zhentil Keep.

OSPER LINTHALAM

(AWE-spar Lin-THAY-lamm)

Ordulin, in Sembia
9th level magic-user
NG, Mystra
Human male

This wealthy and powerful mage devotes little time to his arts these days, preferring to spend his days in political intrigue and merchant dealings. An urbane and witty man who loves fine wine and good feasts, Osper wields much power in Sembia from his mansion in Ordulin. Osper is known to have no less than three guardian golems, and much treasure, in this abode. Osper possesses a *staff of power*, and is well remembered in Selgaunt for his use of it to blast and burn the ship of a pirate who attempted a daring evening raid on a warehouse leased by Osper, at the same time as the mage happened to be



inspecting goods there. Osper is balding, and his beard and bushy eyebrows have gone white; he wears many rings, some of which may be magical.

PERENDRA (Per-EN-drah)

Voonlar

6th-level magic-user

CG, Mystra AND Tymora

Human female

This mysterious lady is of high birth and breeding, of a noble family of Tethyr that was scattered in the strife there many years ago. Perendra's parents, the Lord Seldoon Raslemtar and his lady, Saylayne, came to Waterdeep, and Perendra grew up in that city. She was orphaned at fourteen when Seldoon and Saylayne were assassinated by agents continuing the blood-strife of Tethyr, and was raised by Alustriel of Silverymoon, whom Mirt "the Moneylender" of Waterdeep took her to in secret. Perendra grew to womanhood and a mastery of the magic arts (for which she has a natural gift) in the confines of Alustriel's palace. Perendra came to admire the Harpers and their aims, so that, a few winters ago, Perendra joined the Harpers, and took her leave of Alustriel in love and honor. Unbeknownst to most in the Dalelands, Perendra came to Voonlar, where she has settled, to further her studies and to act as an agent for the Harpers, holding a safe refuge for them and gathering what news she can. Perendra has an owl for a familiar. She befriended a kirin, Harnoster, while at Silverymoon, and he often visits her with word of Harper activities and general happenings in the North. Perendra is known to have a *necklace of missiles* and a *ring of invisibility*, some sort of magical staff, and is said to be working on the development of a type of magical wand. Perendra's full background is known to only a handful of beings in the Inner Sea area.

PIERGEIRON (Peer-GEER-on)

"the Paladinson," Lord of Waterdeep

Waterdeep

14th level paladin

LG, Tyr

Human male

Piergeiron is the only Lord of Waterdeep whose identity is known to all. He governs the great port city ably and with even-tempered justice that has earned him the respect of most who dwell or visit there. Further details of "the Paladinson" (his father was the famous Athar, "The Shining Knight," The Arm of Tyr) are given in FR1, *Waterdeep and the North*.

RAIRUN (RARE-ann)

Rairun Blackbrow

Wanders (Inner Sea region)

7th level druid

N, Silvanus

Human male

The wry, far-traveled Rairun wanders the Inner Sea lands, homeless and poor, seeking to preserve forested land from the worst depredations of men. He works often with the elves about the Dalelands, the priests of Chauntea in Voonlar and in Sembia, and other druids of the region. Rairun has tutored most of the druids now living in the western Inner Sea region. He uses what influence over them this gives him to achieve some concerted effort in particular matters, and Rairun is the chief champion of the idea of tending and planting trees as well and as diligently as one does grain and vegetable crops, so that the woods are not simply cut back and back until they disappear. This idea has caught on in some dales and in the north of Sembia (which has already exhausted most of its own supplies of timber). Rairun has above-average Strength and Constitution (17 in both), and a Charisma of 16. His wide travels and work have given him a wide command of woodland languages: common, druidic, his alignment tongue, dryad, treantish, pixie, centaur, and faun. He has something of a feud with the few satyrs in the area.

RANDAL MORN

Daggerdale

6th level bard (7th level fighter, 6th level thief)

NG, Tymora, Oghma, AND Selune

Human male

Ruler of a troubled land, beset by the forces of orcs and worse to the northwest, Zhentil Keep's armies to the northeast, and the expanding might of Cormyr to the southwest, Randal Morn is a moody, lonely man. He trusts only his younger sister, Silver Morn, Florin and Mourgrym of Shadowdale, and Mirt, Durnan, and Khelben of Waterdeep. His people are a suspicious, weary, hardened lot; warfare seems a constant in their lives, and they are ever-vigilant ("hasty," outsiders often think; quick to draw blade or take offense). Randal Morn was once an untroubled adventurer; he still longs to ride out in search of new lands, and he is desperate for aid against his dale's enemies. He is of medium build, has long brown hair, and handsome features, and is an accomplished singer and musician.

RATHAN THENTRAVER

(Rath-ANN Then-TRAH-var)

Wanders (the Dalelands)

5th level cleric

CG, Tymora

Human male

Born in Arabel to Rathur and Ulla Then-traver, a merchant family of shoemakers, Rathan inherited his father's jovial, bluntly honest manner, and his mother's fat, homely features. When his parents died of cholera, Rathan's greedy uncles had him inducted into the priesthood of Tymora in a day, in their haste to lay hands on all the family wealth.

Sent out of Arabel's temple to Tymora by his superior, Segril, to "spread the Lady's favor (and influence) among adventurers, those active in strife, change, and perilous deeds in the multiverse" (more probably just to be rid of him), Rathan wandered east to the Dalelands, where he joined the Knights of Myth Drannor. Apt to be drunken and forgetful, Rathan has proven fearless



and even truculent in combat with foes far more powerful than himself, employing a *ring of the ram* he acquired in a fierce battle with evil mages of the Zhentarim, and more usual clerical weapons. Rathan is skilled in slow respiration, endurance, and fungus identification, and has risen rapidly in the service of the Lady since becoming an adventurer.

RHAUNTIDES (RAWN-tee-dees)

Deepingdale

Sage (12th level magic-user)

CG, Mystra

Human male

This quiet, cultured, kindly man lives in Deepingdale, in a small, ornate, stone tower that he designed and erected (with magical aid) some thirty winters ago. Here he studies all he can of magic, and the history of its practice: the mages of long ages past, with their deeds, feuds, thoughts, spells, achievements, and writings. Rhauntides is a tall, thin man of handsome features, piercing blue eyes and a small, pointed white beard. He seldom ventures out of the dale now, preferring to spend his time in the study of newly-acquired writings and in the training of his successor, his lady-love Shaunil Tharm. Rhauntides was once a far traveler, an adventurer who explored abandoned cities, old tombs, and ruins with almost feverish haste and hunger, looking for new spells, and he rose rapidly in mastery of the magic arts in the process. Now adventurers bring spell books they have found to him, for they know he will pay well for any books of magic. Rhauntides's wealth (and its guarding) is unknown, but is certainly considerable, and he is known to possess many powerful items of magic. The acquisitive are warned that he is also known to have destroyed at least sixteen (and probably far more) powerful mages and parties of adventurers who have come to his tower to relieve him of such burdensome belongings.

SEMEMMON (SEH-mem-on)

Darkhold

12th level magic user

LE, Mystra AND Bane

Human male

This able member of the Zhentarim is a ruthless, haughty mage. He has trained many evil magic users of the Zhentarim over the years, and has been slain several times. The Sememmon of today is a clone of the original. He is trusted by Manshoon as fully as Manshoon ever trusts anyone, and alone is the second rank of power in the Zhentarim network, in the inner ring of power with Manshoon and Fzoul Chembryl, but subordinate to both. Sememmon has many items of magic, and many safeguards and strategies. He is always planning and plotting, and is a formidable foe. Under his command, Darkhold has been made almost impregnable, full of traps and magical defenses. Sememmon leaves it only rarely, in disguise, to learn something for himself (i.e. to spy on Manshoon's doings) that he dare not or will not entrust to his underlings. Sememmon's personal sigil is a black equilateral triangle, point uppermost, with its base encircled by an oval.

SHAERL AMCATHRA

(SHAY-earl Am-CATH-rah)

Lady of Shadowdale

6th level thief

LN, Mask

Human female

A young lady of Cormyrean noble birth born and bred in Suzail, and where, utterly bored, she turned to thievery for amusement. Her doings in Cormyr were detected and observed by guards-captains of the city, who reported to Lord Thomdor. Thomdor had a private meeting with Shaerl Lhairhavenn, without informing her noble parents, and offered something worthwhile and entertaining for her to do with her life: go to Shadowdale as an emissary of Cormyr, and attempt to ally herself with Mournngrym, Lord of the Dale; learn all she could of him and of the dale, spread something of Cormyr's views and interests in the area, and report back. The

alternative was, of course, public disgrace and imprisonment for her thievery. Shaerl accepted, but came to love Mournngrym, and stayed with him. She died for him at the hands of devils fought by Mournngrym and his companions in the woods near Myth Drannor; was raised by Mournngrym's funds, and married him. Shaerl lost one child of her lord's when she was killed; now she carries another, the future heir of Shadowdale. Thomdor is well pleased with Shaerl, and she is welcome in Cormyr. Her parents know little of her accomplishments, but are glad that she is of the ruling class somewhere, and that she played some important part in the service of Azoun; it enhances the family name.

SHARANTYR (SHAR-ann-TEER)

Wanders (the Dalelands)

2nd level ranger

CG, Mielikki

Human female

Born in Baldur's Gate to merchant parents, Zunzyr Thalomm (textiles) and his wife Nathla (embroidery, fine needlework), Sharantyr traveled all over the North as a babe. One night her parents were slain by trolls in an ambush north of Scornubel, and their caravan scattered. Sharantyr, barely two years of age, fled unnoticed in the confusion, many miles northwards into the forest. There she collapsed, exhausted, and was found and tended by the ranger Thautyr, a kind and noble man who treated her as his own daughter as she grew up with him in the wilds. He taught her woodlore and weapon-handling, and trained her as best he could for twenty years, until he perished of a fever. Alone, Sharantyr wandered south and east to the Dalelands, to find her fortune, and stumbled on Drow raiders, who captured her and took her far beneath the earth, where she was rescued by the Knights of Myth Drannor. Impressed by her fighting ability in destroying a beholder and luring drow patrols to their doom, the Knights offered her a place in their ranks, where she is today, happy to



have found such stalwart companions. Sharantyr is a skilled rider and swimmer, has above-average endurance, and fights with a long sword or two-handed sword for choice.

SHAUNIL THARM (SHAW-níl Tharm)

Deepingdale
7th level magic-user
CG, Mystra
Human female

This beautiful, soft-spoken and gentle lady of Deepingdale was born to a carpenter and wood-carver and his wife, who were killed in a bandit raid when Shaunil was sixteen. Hysterical, Shaunil fled into the woods, and lived wild for some months, before an elven patrol found her, and brought her to Rhauntides of Deepingdale, who raised her, trained her in the magical arts, and treated her as a lady of high birth (although he knew her parentage). They are now very much in love. Shaunil is devoted to the older man, and secretly plans to acquire *potions of longevity* at any cost and slip them into his food so that he does not die in a few short years and leave her alone. Shaunil has a natural talent for magic, and a great respect for its use, gained through Rhauntides' teachings and her perusal of the lore of mages down the centuries.

THE SIMBUL

Ruler of Aglarond
Aglarond (wanders widely, in disguise)
27th level magic-user
CN (Good tendencies), Mystra
Human female

The Simbul is the ruler of Aglarond, a tall, silver-haired lady of awesome magical powers (and an impressive array of magical items, which she rarely uses) whose personal power has kept the forces of Thay from overwhelming her kingdom. She is a mysterious, lonely archmage whose proper name is known only to her sisters (Sylune of Shadowdale, now deceased; Alustriel of Silverymoon; the bard Storm Silverhand; and the ranger

Dove), and whose truename is secret even from them. The Simbul travels widely in many planes, *shapeshifting* constantly, to work mysterious ends understandable only to herself. She bears some sort of magic that provides immunity to *fear*, *charm*, *hold*, *suggestion*, and similar magics, such as *Serten's Spell Immunity*.

STORM SILVERHAND

Shadowdale
7th level bard (7th level fighter, 5th level thief)
NG, Milil
Human female

Long a resident of Shadowdale, Storm Silverhand has used her home as a base for long, far-traveling adventures for her own gain (particularly when she was young, and acquiring the skills of a thief) and to further the ends of the Harpers. Storm is sometimes referred to as "the harper of Shadowdale," and has hair of a silvery hue, and blue-grey eyes. She wears a silver ring and tiara, and a silver bracer on her right wrist bearing her badge: a silver moon and a silver harp on a black field. Storm is sister to the ranger Dove, to Alustriel of Silverymoon, and to the now-deceased witch Sylune. Storm bears a *luck blade* +1 (one wish left), but is now largely retired. Her longtime companion Maxan, was recently destroyed by demons, and Storm has turned away from the bold and wild adventures she enjoyed with him.

SUNDETH GOSSYL (SUN-deth GAW-síl)

(1339 — 1356)
Citadel of the Raven
9th level cleric
CG, Tymora
Half-elven female

A devout servant of the Goddess, Sundeth dwelt in Sembia, and when old enough to govern her own will, traveled north to serve Lady Luck in the Moonsea area, where she gained a reputation as a "fighting-priestess," roaming the lands in search of adventure, healing those she encountered in need. Sundeth perished on the battlements of

the Citadel of the Raven, battling a rogue wyvern that had attacked the city, and thereby saved many lives. When the battlements were rebuilt, she was entombed there, in "Sundeth's Tower." Travelers in the Moonsea area sometimes speak of those giving aid to strangers on the road as having "Sundeth's Spirit."

SYLUNE (Síl-OO-nag)

deceased; formerly of Shadowdale
the Witch of Shadowdale
22nd level magic-user
NG, Mystra
Human female, born in the Year of the Dancing Maiden (1202 DR).
Killed in the year of the Worm (1356 DR)

Sylune, Witch and Lady of Shadowdale, was slain by a huge ancient red dragon under the influence of the Cult of the Dragon. She slew the dragon as she herself perished, breaking her *staff of the magi* for a *retributive strike*. Sylune was once Lady of Shadowdale, the wife of Aumry, Lord of the Dale. Upon the death of her husband, she fought against a number of evil usurpers, overcame them, and then kept peace in the dale, working to achieve this with Elminster, the bard Storm Silverhand, and Mane's Band until a rightful Lord (Doust Sulwood) came again. Sylune was a friend and ally to Doust and his companions, and by their accounts was gracious, gentle, polite, and strikingly beautiful, with long silver hair. She dressed in nondescript brown robes, and lived in a hut in the woods south and west of most homes in the dale, where she served all dalefolk as midwife, comforter, and physician. Sylune was the elder sister of The Simbul of Aglarond, Alustriel of Silverymoon, and the ranger Dove.

TEMMI DHARIMM (TEHM-ee DARR-im)

Elven Woods
5th level fighter
NE, Tempus
Human male

Temmi is a native of Turlagol, who has



spent long and hard years as a bandit in the Moonsea area, and during them somehow acquired a small band of trained monsters that work with him; three dire wolves, two disenchanters, and six bloodhawks. Temmi has quietly moved into the Elven woods near Hillsfar, where he is operating as a slaver, selling his captures to agents of Zhentil Keep, who take them north in covered wagons. Temmi is very discreet in his operations; captured humans and demi-humans are manacled, gagged, blindfolded, and then chained by throat-collars to a coffer-bar, or long wooden tree-trunk which a group of slaves must carry.

THAGDAL (THAHG-dahl)

Wanders (Myth Drannor)

9th level magic-user

NE, Bane

Human male

Thagdal is a haughty, paunchy mage, and a former apprentice of Sememmon of the Zhentarim. Thagdal is known to possess a *necklace of missiles*, with the aid of which he narrowly escaped death at the hands of Florin Falconhand of Shadowdale, in an attack upon that place. Thagdal is believed to be presently involved in an exploration of Myth Drannor, with many men-at-arms, that includes slaying all non-Zhentarim encountered in the woods.

THENTIAS (Then-TIE-ass)

Suzail in Sembia

Merchant (2nd level fighter)

CN, Tymora

Human male

Well-known in Cormyr, Sembia, and the Dalelands as a wealthy merchant of the highest ethics and standards for the care of goods, Thentias is wealthy, and over the years has been quietly buying up house after house in the streets of Suzail and of Yhaunn, trying to control large blocks (or failing that, connected strips of lands) of buildings in strategic areas of the cities. If he were crippled tomorrow and never led another caravan or made another overland trade deal, Thentias could probably retire in comfort for the rest of his days on his takings as a landlord. Over the years, the patrician, white-bearded Thentias,

always courteous, and always tolerant of the different customs and etiquette of others, has built a large loyal group of merchants who prefer to trade with him over anyone else, and a group of extremely loyal servants, who will simply not betray him short of magical or psionic compulsion to the contrary. Thentias owns a large mansion in Suzail, for himself.

THURBRAND (THURR-brand)

Arabel in Cormyr

8th level Fighter

CN, Tempus

Human male

A resident of Arabel, Thurbrand is a fighter born and bred there, who has been a man of arms since he was old enough to lift a blade. In his teens he was known as "Thurbrand of the Stonelands" as he led band after band of young layabouts into the wilds. Few returned, each time, as Thurbrand battled trolls, and orcs, and kobolds, and bandits, and worse. Once, his company battled a dark naga, and only Thurbrand escaped, of a company of sixteen well-armed fighters, and on another occasion, fought that evil mage known as Whisper, from whom Thurbrand and three companions escaped, having left the mage slightly injured and seven of their comrades dead. Thurbrand was stubborn, if aught else, and has ventured into the Stonelands many times, eventually amassing quite a fortune, and becoming a seasoned and experienced warrior. Thurbrand keeps in training, and even hires out to guard the occasional caravan, these days, but he is waiting for the Zhentarim's power to be broken so that he can establish his own stronghold in the wastes. It is said that he knows every valley and tomb of the Stonelands, including half-a-dozen abandoned subterranean cities and holds, but Thurbrand knows he cannot match the Zhentarim's power in the Stonelands at this time, so he waits.

THURLOCK (THURR-lock)

Thurlock the Anagogue

Hillsfar

10th level magic-user

N, Deneir

Human female

Thurlock makes her home in the nobles district of Hillsfar, maintaining a large townhouse with reportedly extensive underground vaults and passages. She bills herself as a Diviner, willing (for a fee) to pierce mysteries and reveal the hidden. To aid her in this business she is constantly on the look-out for magical items that aid in divination magic, and will often trade information for such items. She is aided in her tasks by Thondar Glimmershield, a half-elven Cleric of Denier of 8th level. The vaults beneath her mansion are rumored to contain many great magics and scrolls laden with old legends and modern gossip, but are protected by all manner of fell magical beasts, pitfall traps, and false vaults.

TORM

Wanders (the Dalelands)

6th level thief

CN, Mask and Tymora

Human male

Torm is a young, ruthless thief, born in Westgate of the dancer Nethra. His probable father was Dathguild, one of the Lords of Westgate. Nethra was recently assassinated by Night Masks (mercenary killers) who have come seeking Torm's life several times. The Night Masks have probably been hired by a rival Lord, Orgule. Westgate is therefore too dangerous a place for Torm to stay, but he has found a daring career as a procurer of illegal services and substances in Hillsfar and Zhentil Keep, staying a single jump ahead of the authorities and often employing the alias "Rathgar." Torm recently joined the Knights of Myth Drannor adventuring band, and became the lover of Illistyl Elventree. Torm values money and personal style above all else. He is slim, with green eyes, dark hair, and fine moustache, and is an accomplished swimmer, blind-fighter, rider, and is able in the use of ropes. Torm prefers to fight with long sword and dagger, but can also use a club.

VANGERDAHAST

(VAN-jer-dah-hast)

Suzail

15th level magic-user

LN, Mystra



Human male

Vangerdahast is the Royal Magician of Cormyr, Court Wizard of the Purple Dragon, head of Suzail's Council of Mages. A middle-aged, paunchy, white-bearded man of kindly but stern manner and lifelong loyalty to Azoun (one of Azoun's childhood tutors, in the history and lineages of Cormyr, and in matters of magic), Vangerdahast aided the King in his youth and supported Azoun's rule throughout his reign. Respected by his fellow mages and the people of Cormyr alike, Vangerdahast is quiet and unassuming, although during court ceremonies he can be very dignified, solemn, and impressive. Vangerdahast is known to possess many magical wands, and to have equipped the King with magical rings (no doubt some of the rings Vangerdahast himself wears are magical, too).

WHISPER

1331 — 1355

formerly of Eveningstar

2nd level magic-user

CE, Mystra

Human male

This ambitious, scheming mage was slain by Doust Sulwood and his companions in the evoker's subterranean home ("Whisper's Crypt") beneath the Haunted Halls, an abandoned bandit hold just north of Eveningstar. The Zhentarim agent in northern Cormyr, Whisper arranged ambushes and sent news of troop movements and trade to Darkhold. He had plans to become far more than a minor mage in the large network of the Zhentarim, and planned to head a secret society of his own. At the time of his death he was organizing agents and strongholds answerable only to him in the area when his attacks on the potentially dangerous visiting adventurers provoked them to hunt him down, overcome his guardian enchantments and creatures, and destroy him. Whisper held two of the Seven Lost Rings of Mhzental (passed on by Doust's companions to temples in the area), was cruel and coldly calculating, and used the personal rune of a stylized, clutching human hand, black and clawlike.

YOREL (YORE-el)

Wanders in service of Zhentil Keep

3rd level fighter

NE, Tempus AND Bane

Human male

A burly, battered man of ruthless courage and a hearty, jovial (though false) manner, Yorel is a veteran warrior in the service of Zhentil Keep, who has served as a sergeant of the garrison at Voonlar and at Yulash several times for differing guards-captains and lords, as Zhentil Keep has taken and re-taken those places over the years. If Zhentil Keep's war-leaders plan a guard-in-force for a valuable caravan, or a raiding or reconnoitering patrol in the area, and want a cautious veteran warrior rather than a reckless adventurer, Yorel is called upon to lead. He secretly dreams of founding his own hold, taking a wife and having many daughters and at least one son to be proud of, and bear a coat-of-arms proudly as he founds a line of lords to stretch down long years, and to be loved by his subjects, not feared. Yorel is wise enough (16 Wisdom) to know that this will probably never happen, although he's now on the lookout for a chance to make off with a lot of money somewhere far away and a little warmer (such as Tethyr, say, or the lands west of Vilhon), but he's not yet bitter. Yorel is an expert in the art of warfare with relatively small bands of men, especially at reading an enemy's movements and correctly anticipating future actions from them, and knows the Inner Sea's northern terrain as few men alive do, as well as the druids and rangers active in the area, perhaps. Yorel is presently captaining various patrols and special raids for Zhentil Keep in the southern Moonsea/northern Dalelands area.

ZANDESS DANTHIIR

(ZAHN-des DAN-theer)

Wanders (Dragon Reach area)

2nd level paladin

LG, Tyr

Human female

Born of noble parents in Tethyr, Zandess broke with them and their feuding, decadent ways in her childhood, fleeing to priests of Tyr in Amn, who raised and trained her to be "an arm of justice," and

sent her east to the "lawless" Inner Sea lands, to work Tyr's will and aid Tyr's priests there. Zandess has arrived in the Dragon Reach area only recently, and is a lady of the highest zeal and principles, who travels alone, but for her warhorse and pack horses, and a spare mount, fully armored and equipped as befits her class. She uses the symbol of Tyr as her symbol, a balanced set of scales, resting on a warhammer.

Merchants

Additional Merchants may be found in the Dragon Reach area, including the lands of Sembia, Cormyr, and the southern cities around Westgate. They are listed by name, city of origin, usual place of wintering, and common business.

ARULF of Battledale

Essembra

"The Swordmerchant"—weapons of all types, fine forged steel

BLASKIN of Arabel

Engineering firm: "Bridges Built, Barns Raised, Fences & Stockades Erected; We Bring Our Whole Crew To You"

FARENE of Westgate

"Cosmetics, Make-up, and Disguises; Scents Most Rare and Fine, Carefully Selected for you by a Lady of Taste and Distinction, Farene the Far-Traveled"

HARMEST LHELMAR of Hillsfar

Hillsfar

Animal Trainer (40 gp/month retain-er, 3 gp/beast otherwise)

LARIS of Hillsfar

Hillsfar

"Arts, gems, magic, curiosities of all sorts bought, bartered and sold"

MAERIM STOUTBOLD of Suzail

Marsember

"Boats Bought, Sold, Outfitted, Rented, & Repaired—No Job Too Big, No Job Too Small"

PERAPHON of House Thond (in Arabel)

Hillsfar

"Gems Purchased" (for later resale on the Sword Coast)



STONG of Sarbreen

Selgaunt

Fine cloth, clothing & accessories,
leather working

ULTRAM of Phlan

Saerloot

Cattle, Horses, & Other Livestock

A Mercenary Company: The Flaming Fist

One of the most powerful such companies currently active, the Flaming Fist is usually based in Baldur's Gate, where its commander Eltan, is a Duke (See BALDUR'S GATE). The Fists have a good record of achievements, particularly when operating against other mercenary companies, such as the nonhuman bands.

The Flaming Fist is the most powerful, most magical, and most expensive fighting forces in the Realms, and is the result of decades of work and effort, both in training and in accumulating magical items for use on the battlefield. The Fist normally hires out at a base rate of 10,000 g.p. Per Day, plus its share of the plunder; but will pay its own transportation costs and agree not to begin charging their rates until directly entering the employer's service.

The Fist consists of:

- 1000 4th level fighters (AC4)
chain mail and shield
- 500 5th level fighters (AC3)
banded and shield
- 200 6th level fighters (AC2)
plate and shield; 46 have *rings of spell turning* of which 10 have +1 weapons
- 25 6th level thieves (AC7)
leather and shield
- 10 8th level assassins (AC7)
leather and shield
- 10 7th level monks (AC5)
LN, worship Helm
- 200 4th level clerics (AC 3)
plate mail, of Tempus, Tymora, and Helm
(all carry extra curative spell scrolls)
- 5 7th level magic-users (AC 2 *bracers of defense*, and all have *rings of spell*

storing, replenished by Moruend (see below) between battles, and holding one *haste*, two *dispel magic*, one *web*, and two 6-die *fireballs* (each ring). All wear *greenstone amulets*.

- 20 4 to 6th level rangers (AC 8 = leather, serving as scouts)
- 10 (SEE BELOW) Leaders and aides

All men in the Company are mounted on heavy horses, and each has a spare horse, tethered behind the first when on the trail (total: 4,000 horses). In addition, there are 3,150 pack mules for the carrying of equipment and plunder, and 14 of the 6th level fighters ride as drovers to keep them together, armed with whips (the mules are bridled in long lines, or files). The Company also has nine wagons, drawn by teams of eight draft horses each (four spare horses are bridled to the rear of each of the wagons). The wagons carry food, and even more importantly, drink, medical supplies (including many curative spell scrolls) and siege equipment. All wagons have roofs that are platforms with sidewalls for use by archers, and the wagon walls are armored and trimmed with dragonhide to resist fire. One of the wagons is a council wagon, furnished with a table (which can double as an operating table), a hole in the floor for a fire (which is built in a sand bucket), rugs, etc. It serves as a temple for the clerics of the Company when not otherwise in use. The device of the Company, flown on its banners and depicted on its tents and wagons, is the Flaming Fist. In battle, warriors of the Company wear white tabards blazoned with this device.

ELTAN (EL-tan)

Baldur's Gate/Flaming Fist

20th level fighter (179 hp)

LN, Tempus

Human male

The leader and founder of the Flaming Fist, Eltan is a tactical genius who loves to fight. He is respected among the rulers of the Forgotten Realms because he is a man of principles and of his word, and because as a ruler himself, Eltan is seen as knowing and sympathizing with a ruler's concerns and troubles. Eltan sees a con-

tinual balance of power amongst many small kingdoms to be a Good and Proper Thing, and so hires out his company so as to prevent any large empire-forming. He is friendly with the other mercenary generals based nearby, but often battles them (never let emotions interfere with business, he believes).

Eltan is a tall, handsome man with grey eyes and jet-black hair, who wears a *greenstone amulet*, *plate mail* +2, a *displacer cloak* +2 (this plus his Dex makes him AC -3), and disdains to use a shield. His breastplate is polished mirror-bright so that his men can distinguish him easily on the field, as well as for the splendid effect. He wears a *ring of absorption* (750 spell levels left), a *ring of anti-venom* (absorbs poisons; 22 charges left), a *girdle of storm giant strength*, and *gauntlets of ogre power*. These latter two allow him to wield his most precious treasure, a rarely used *hammer of thunderbolts*. He also carries a silver *dagger* +2 his boot, a silver *long sword* +2, and a neutral, telepathic *short sword* +1 named "Roan," his longtime friend. Roan can detect magic, detect invisible, detect illusion, detect traps, and know alignment once *each* per day, and will "automatic return" if it leaves him and he is conscious to so will it (maximum range 9"), if necessary dragging anyone holding it along with it (a combined strength total of 30 will stop it). A bracelet on his left wrist allows Eltan to communicate telepathically with Scar and Moruene.

Eltan is probably the most heavily loaded of the magical characters in the Realms. Normal high level types, such as successful PCs, shouldn't be wandering around with quite so much stuff. Eltan has it because his mercenary company presents the "ultimate" in equipage, as a DM's design example, and because Eltan is a careful and very rich man who has tried to prepare for every eventuality, such as powerful adventurers trying to knock him off with ease. Eltan is often the target of assassination attempts, because his Company's targets believe that the Flaming Fist would fall apart without him.



SCAR

Baldur's Gate, Flaming Fist

14th level fighter

LN, Helm

Human male

Eltan's right-hand man and faithful friend, Scar is a bald giant with a scarred cheek (hence his name) who swings a *scimitar* +2 and has a belt of six throwing axes. He wears *bracers of defense* (AC 2) and a throat gorget, leather breeches, otherwise disdaining armor. Scar has a telepathic bracelet on his left wrist, allowing communication with Eltan and Moruene, which is clamped to a bronze wristlet that also supports a sheathed dagger. He, too, is a military genius, and at his belt carries two stainless steel vials; a *potion of flying* and a *potion of speed*. Scar often makes manic leaps or charges in battle to break masses of men defending in a strong position. He talks little, and never checks morale. Scar wears a *greenstone amulet*. Scar's real name is Hurbold Duethkatha (HER-bold Dooth-KATH-ah); a secret to all save his surviving youthful acquaintances in Waterdeep, Eltan, and Moruene.

MORUENE (More-goo-EEN)

Baldur's Gate, Flaming Fist

19th level magic-user

LN, Azuth

Human female

Moruene is Eltan's lifelong friend, continual comrade, and occasional lover. She wears black robes (cut so that she can ride and fight unhampered), a *greenstone amulet*, *bracers of defense* (AC 2), a helm, a *ring of flight* (which allows the wearer to fly, as in the magic user spell, as though cast by 10th level magic user, thrice in any 24 hour/144 turn period of time), two ivory scroll tubes at her belt containing one *limited wish* scroll and one *teleport* scroll, a *dagger* +2 at the back of her neck, on a throatband sheath, a *rod of cancellation* (only four charges left) at her belt, and a captured *wand of viscid globs* of 14 charges. Moruene also wears a bracelet which allows her to communicate telepathically with Eltan and Scar. One of her earrings is a 9-hit-die fireball from a *necklace of missiles*, and the other is a *polymorphed* black pud-

ding of 68 hp, which she will toss and follow with a *dispel magic* if in peril.

Moruene wears a belt of iron plates, into which is locked a *portable hole*, which contains her working set of spell books. The other set will be found in her friendly mimic 7 HD, 41 hp storage chest, along with her pegasus steed. Moruene is currently looking for an apprentice. Also in her portable hole is a spare *teleport* scroll; she will use this to escape (with Eltan and Scar, if possible) if necessary, to a cave retreat, walled in, inside the Nether Mountains, a retreat which includes her treasures: 40,212 gp; a *spiritwrack* scroll with Demogorgon's true name, should he ever appear; Eltan's money (160,000 gp, in various currencies); a *jug of alchemy* and 2 week's dry rations (for 2 people), a *prismatic sphere* scroll, a *protection from devils* scroll, and a *ring of spell storing* containing one *cure blindness*, one *cure disease*, one *dispel magic*, and two *cure critical wounds* clerical spells.

The senior officers of the Flaming Fist serve as section commanders in battle, bodyguards in negotiating situations, and if Eltan and Moruene stand together in battle, often form a protective "hedgehog" or wedge around them (Scar prefers not to be guarded; it gets in his way). All are devoted to Eltan and Moruene, and will fight to the death for them; all are equipped with field plate armor, *greenstone amulets*, *rings of spell turning*, one *potion of extra-healing* each (in a stainless steel belt vial), and their preferred (and specialized) weapon, usually a *broad-sword*. They habitually wear their visors down so as to better intimidate. These seven are:

Belurion (LN, 10th Level Fighter)

Kulurauk (CN, 9th Level Fighter)

Bellan (LN, 9th Level Fighter)

Nenon (NG, 9th Level Fighter)

Koruelve (CN, 9th Level Fighter)

Desedrak (LN, 10th Level Fighter)

Yulimtul (LN, 9th Level Fighter)

Again, it must be stressed that this mercenary company is far more powerful than most; everyone else save a Horde raised by combining several mercenary

companies is going to be less powerful than this, and carry a lot less magical loot; all of the Fist's senior officers listed above are the equivalent of most of the other mercenary company leaders.



**Doast Salwood
and Elminster**

Recent News and Rumors in the Realms

This section contains some of the gossip that came to the ears of the inhabitants of the Northern Realms in past two years; the Year of the Worm and the Year of the Prince. These incomplete and sometimes slightly inaccurate snippets of news are given as they might have been gleaned by an attractive gossip in the Dalelands, and in Waterdeep and the North, and are included here not as any sort of record or strict chronology of events, but rather to impart some of the flavor of the Realms, to give you the "feel" of the Realms as an active, living, and changing world. The news events are roughly divided by the months in which they were "heard" and made well-known. Note that some items are updates of earlier news, and that there are sometimes considerable delays between events and the news of them "getting around."

The DM may use this information in two ways. First, it may be considered background information for campaigns beginning in the Year of Shadows (DR 1358). This is the recent past which the player characters may know of. Alternatively, the DM may choose to begin his or her campaign at the start of the Year of the Prince, and, as the characters move through the year, present the new rumors as opportunities for adventuring. Be warned that in the latter case, PC action may negate future entries, and the player characters may add their own newsworthy notes to be carried by bards and heralds across the realms. The DM may take these entries as he or she sees fit, using them as a basis for organizing adventures of his own creation, either by extrapolating the events presented within, or slipping their own news in among the lists. News reports that will NOT ever have follow-up in the published Realms material are marked with a (*).

Year of the Worm

Dale Reckoning 1356

Hammer (January)

- There is fierce fighting in the Sword Coast lands just south of Waterdeep. Dragonspear Castle has been

besieged and set afire by the troop of Waterdeep, but devils are loose in the Open Marches and there is no safe travel thereabouts. The merchant-kingdom of Amn is said to be massing armies along its northern borders.

- A fighting-band from Tilver's Gap, battling with orcs in the south of Daggerdale, was pursued into the mountains, and there in a hidden valley found a ruined fortress tower where they took shelter. The orcs set watch on the tower, but did not enter. The band found gold and a magical, glowing sword in the ruin, but were chased out by a horrible eye-covered monster. Upon the band's return to Tilver's Gap the sword bearer, a temple servant named Barach Hilthone, refused to give the blade to the temple of Gond, proclaiming it his own booty. Several members of the fighting-band have disappeared in Tilverton since their return, and tensions in that town are said to have increased over the incident. (*)

Alturiak (February)

- The wizards of Zhentil Keep are rumored to have discovered or devised strange new magic, for in Lord Manshoon's court this winter have been displayed effects and demonstrations of a like not seen before in the known Realms. Powerful illusions, the summoning and control of elemental creatures such as wind walkers and xorn, and weird necromantic experiments are some of the things that have been reported.

Ches (March)

- Selfaril, High Blade of Mulmaster, is said to be seeking a wife: Tharchioness, First Princess of Thay. The young, bald-headed Tharchioness has sent a golden earring soaked in her perfume to Selfaril, and he has sent her in return a cloak of snow-white yeti fur. Having thus exchanged gifts, they may now visit together with no gossip or scandal, instead of only through envoys, and yet part honorably, if they do not wish marriage, according to Thayian custom. Selfaril wants Thay as an ally, and dares not spite its ancient customs. (*)

- To the south of old, vast Thay, the even more ancient kingdom of Mulhorand has been jolted in the past year: the Statues That Walk have begun to move once more. Over a thousand stone statues of time-lost origin stand all about this dusky-hilled country. At odd but long separated intervals these stone men animate and walk about, apparently towards specific (now-vanished?) destinations. They stop at times and then move on again, fight any who bar their way or attack them, and at times hew at rocks or clear pathways through certain areas. This latter behavior is a frightening thing when these areas are many-towered cities, or tanglewood forests. The stone men are mute and apparently non-intelligent, and no one has yet found a way to control them. Some have crossed through the border walls into Thay as well as into Unther, a desert land that lies south and west of Mulhorand. Tholaunt, Divine Precept of Mulhorand (one of the "god-kings" of Mulhorand) says the coming of the Statues to life is not his doing nor that of any of his family, as far as he can tell, and adds that the power of control the Statues is not known to his family. Some have whispered of strife within his family, though, and say that the Statues may be under the control of another.

- The Red Wizards of Thay have sent legions of elementals against rebellious neighboring satraps, and destroyed four of them utterly, taking those lands under Thay's banner. It is thought that such vast numbers of elementals could not be summoned by spell, but rather a gate or portal was opened directly to the plane of elemental fire.

- Marchayn of Archendale, the feared "Mad Witch" of the Thunder Peaks, has been found in her citadel, mindless and drooling, amidst chaos. All about her tower lay the dead bodies of the orcs (and worse) that served her, and much of her tower is now a fire-blackened shell. The herdsman who found her reported to merchants of Arabel that Marchayn (who soon died



and whose body was burned by the herdsman) repeated endlessly, "Dove! Dove! Smashed the black star . . . Dove!"(*)

Tarsakh (April)

- Savage fighting continues in the Open Marches about the blazing ruin of Dragonspear Castle. A sorcerous mist has arisen and cloaked the land for a tenday now, but within it small companies of men and goblins and devils still clash. Caravan travel in the vicinity has turned aside, south to Baldur's Gate. Amn's armies have gathered on its northern border but have not yet moved into a fray. It is rumored in Waterdeep that all of the master mage Khelben's magic cannot dispel the strange mist. The fearsome carcasses of slain devils have been carried in triumph through the streets of the city. Some fear a way has been opened between the Nine Hells themselves and our world, as more or more reports of devils seen in greater numbers than ever before come to the city.

- With the spring thaws Cormyr has sent a small army east from High Horn towards Tilver's Gap. It is known that the army is to use Tilver's Gap as a base for fighting the increasingly numerous goblins and orcs who have overrun Daggerdale and now threaten Tilver's Gap, Mistedale, and Shadowdale. It is not known whether the army comes at the initiative of Azoun IV, or whether Tilver's Gap has sought aid by diplomatic means, by an offer of gold from the rich temple of Gond located there, or if Tilver's Gap is being annexed by Cormyr voluntarily or against its will.

- Shadowdale has repulsed an attack from Zhentil Keep. A tiny army of adventurers, villagers, and elves inflicted very heavy losses on an attacking army that outnumbered them by more than four to one. It is rumored that an *insect plague* raged over the battlefield, and it is known that woods near the dale were set afire. No formal declaration of war or comment on the battle has been made by either side in the con-

flict. Shadowdale's new Lord, Doust Sulwood, who came from the west (some say Cormyr, others Waterdeep or even Moonshae Isles) last year with the Pendant of Ashaba to claim the high seat, is as yet largely a mystery. Most of the dales and clergy have dispatched envoys to him.

- The adventurers' band led by the fighter Mane, formerly resident in Shadowdale, have disappeared in the south. There is talk of their defeat and death in the Yuirwood, but others say they have fallen in battle with the Red Wizards in Thay, or even that Mane has become chieftain and war leaders of the nomads of the Shaar. Nothing is certain, however; all is speculation.

- The city of Melvaunt is the scene of unprecedented shipbuilding activity. Over sixty vessels of all sizes are being constructed along the shoreline, having spilled both east and west out of the workshops for lack of space. It is not known who is paying for the vessels or for what purposes they are intended, but observers say at least four of the large vessels have ram-spire hulls.

- A new merchant alliance calling itself the Iron Throne has sent letters to the rulers of Cormyr, Sembia, and strategic cities such as Hillsfar, announcing its formation and its intent to control overland trade in all weapons and equipment used in transport and commerce within its area of operations, bowing to no monarch, but not intended to wage war or become unto a monarch itself. No reply has come from the recipients of said missives, but it is thought they are not pleased.

Mirtal (May)

- The Simbul, the infamous dweomercrafter who rules Aglarond, appears to have left her court shapechanged (possibly as a cat or falcon) and vanished. Upon her high seat she left a signed letter directing her Council to govern Aglarond wisely, and dispose of several specific matters (no details are known) thus and so. It is thought she may

have headed north to speak with the elves (with whom she has an uneasy alliance), and/or to observe events in the strategic Dalelands, where there are rumors of war both between Zhentil Keep and the northern dales and between Scardale and its neighbors, as well as the sudden announcement of the formation of the mysterious Iron Throne. The Simbul is known for her unpredictable behavior and mastery of magic, and the tale most often told of her is her unaided destruction of The Red Sword mercenary company at Mistbridge.

- Drow have been seen in the hills around Kulta and Daerlun, in Sembia, and again in the High Dale. The High Constable's patrols out of High Dale report a confused night encounter on the slopes of Hooknose Crag. A Sembian merchant reports that a band of monkey-faced, black-haired creatures with glossy mail armor and glowing swords fell upon a caravan he was part of on the East Way, just east of Thunder Gap, and "like swarming cats" slew all who offered resistance, in less than a minute's fighting. (*)

- Huge balls of fire, four or five in number, appeared in the sky above the Towers of the Blade in Mulmaster one night a tenday ago. There was a battle involving magic within, and rumor has it the Simbul, ruler of Aglarond and a mage of great power, was involved. The Simbul disappeared from her own kingdom a short time ago.

- The Iron Throne has announced that it will not oppose the sale and transport of weapons and other goods intended for use against the goblins raiding out of the Desertsedge. It warns, however, that use of such weaponry within the dalelands will result in sanctions against the aggressor(s). The merchant Thond of Wyvernwater has made himself known as a spokesman for the group. Thond is a middle-aged, respectable dealer in wood and the boat building trade, and is said to have magical powers. He owns large reaches of the woods around Wyvernwater. The



rulers of Shadowdale, Mistedale, and Tilver's Gap have all publicly refused to support the Iron Throne alliance.

- The armies of Amn have turned back wandering devils at their borders, and have pursued them north, charging into the fray. Devils of all sorts appear to be growing even more numerous in the disputed field. Reports from Waterdeep indicate that the Wood of the Moon Elves is a blazing ruin. It is not known if the elves are fled, all slain, or fighting on. The mist over the region still holds. Overland travel north of Amn's borders has almost ceased; Baldur's Gate is virtually under seige, and bands of orcs, trolls, bugbears and hobgoblins, accompanied by devils and powerful mages, have been reported in the Troll Moors. The village of Triboar, north of Waterdeep, was ransacked almost a month previous, and the population of such small northern towns has fled north to Mirabar, Silverymoon, and coastal ports.

- Prices of all luxury items in Waterdeep have risen rapidly with the war, and shortages are beginning to affect all of the cities of the North. The "wild harvests" of hay and brushwood customarily brought in to Waterdeep from the High Moors are of course destroyed, and are missing. The wild grains grown in the open close by Triboar are also gone, and much food that is usually available is reserved for the armies in the field. Shiploads of mercenaries from the south and east are arriving in Waterdeep daily, headed for the mist-shrouded field. Caravans are tending south through Calimshan, avoiding Amn and the lands west of Cormyr.

- Rumors have been heard of a bloody skirmish around the fortress of High Horn, in which orcs and hobgoblins out of the mountains and the Stonelands were beaten off by a large force of horse-archers and lancers, Cormyr regulars who issued forth to protect a caravan. Seventy-six men died, and a hundred and twelve orcs were slain. Tessaril Winter, Lord of Eveningstar,

has called on Azoun IV for reinforcements to keep the village and roads nearby safe from orcs and trolls raiding out of the Stonelands.

Kythorn (Jane)

- A small army of Cormyr now holds Tilver's Gap, having slaughtered "many thousands" of orcs. Tilverton has been relieved, but its government left untouched. Merchants leaving the now-safe town after over a month of virtual siege report that Cormyr has offered to annex Tilverton, but not demanded or enforced a takeover, and that the High Priest Gharri of Ghond, Elder of the town, has not yet decided to accept or reject the offer.

- The temple of Bane in Voonlar was sacked and burned by a small force from Shadowdale, led by the Lord of Shadowdale and his adventuring companions. No fighting or pillaging occurred in Voonlar itself. The attack was specifically on the temple, and envoys of Shadowdale have since apologized to priests of the nearby temple of Chauntea (and, through them, to "the good people of Voonlar") for any upset and inconvenience. The troops from Shadowdale engaged in magical combat with the priests of Bane, and although some of the most powerful clerics are said to have escaped to Zhentil Keep by means of magic, others are known to have perished, and the men of Shadowdale seized much gold, and took almost 500 prisoners (minor priests, adherents, lay worshippers, and guards of the temple). Far more people than the folk of Voonlar ever suspected were in the temple complex. The Lord Doust Sulwood says that the attack is in retaliation for a recent attack on Shadowdale by Lyran of Melvaunt, who led troops of Zhentil Keep supported by priests of Bane.

- Dragons have attacked dales and cities in the Moonsea and Dalelands as they once did of old, leaving much ruin and devastation. Many dragons flew south and west from the glaciers beyond Thar, landing at many of the cit-

ies of men in fearless daylight attacks. Phlan is now a smoking ruin, home to one Great Worm. Melvaunt was attacked by a smaller drake that "tumbled the towers" of the walls, and now holds sway over much of the city. One dragon flew to the Citadel of the Raven; no word has come back of subsequent events there. In the wreckage of the city streets of Zhentil Keep a monstrous worm is presently embattled by the armies and arts of Lords Manshoon and Chess, while fires rage unchecked. Yulash is completely ruined, reduced to tumbled stone, scarred and lifeless by a dragon that later came to Shadowdale. A great fire in the elven woods was doused by the elves after they slew a dragon landing there, with heavy losses. The awesome body of the largest Worm of all lies half-submerged in the waters of the harbor at Hillsfar, where it fell, slain by the mages of the city. In Shadowdale, the witch Sylune perished in combat with the dragon, and it is said she broke a magic staff to destroy the great worm. At least three dragons are known to have survived the attack. The reasons for this flight of dragons is a mystery, and cannot with certainty yet be deemed the work of some "Dragon Cult," the secretive cult that holds that undead dragons should and will rule the world.

- A corpse washed up on the beach just west of Hillsfar has been pronounced by the eminent sage Auvidarus to be definitely that of one of the legendary githyanki, a race said to visit the Realms only seldom, from another plane. (*)

- Raithspur, Captain of the Guard of Ordulin, has issued a decree banning elvenkind, including golden and moon elves, and the half-elven, from Sembian soil. No formal reason has been given for the ban, but it is said that the Councilors of Ordulin fear elves of other sorts are aiding and concealing a Drow invasion of Sembia's remoter areas.

- Hlethl of Battledale and merchants of Essembra have separately reported



that they have encountered no elves in recent days. Upon investigation, the nearby elven woods seem deserted. Nothing more is yet known.

Flamerale (July)

- Forces of Scardale have attacked Mistledale, and been rebuffed by the dale militia, aided and led by troops of Shadowdale. Scardale briefly took the eastern half of the dale, but could not pass the ford, and was thrown back after two days of heavy fighting by the arrival of two hundred mounted spearmen of Cormyr. Lashan of Scardale has proclaimed himself King of the Dales, and his armies have been reinforced in Essembra: six thousand hopefuls from Impiltur and the Vilhon Reach have joined Lashan's forces, arriving on the dozen ships now owned by Scardale, seeking lands and wealth in the new kingdom of the Dales in return for military service. Lashan has announced plans to occupy the Lost Vale, and settle many of his new citizens in the newly-conquered southern dales (Battledale, Featherdale, and vicinity). Doubtless this last move is to strengthen his fledgling kingdom against possible attacks from Sembia to the south.

- Fey magic has destroyed a force of two hundred troops of Scardale who were exploring the fabled ruins of Myth Drannor. A later patrol found no traces of a struggle, or any signs of monsters, but only their horses and camp-gear. None of the surrounding settlements report seeing any strangers; the missing warriors appear to have vanished without trace, not deserted.

- Scardale has sent an army along the Halfaxe Trail, attacking Mistledale again (where they were driven off by the Cormyrean garrison), and sent exploratory patrols westward to Deepingdale and Lake Sember. Warriors from all of the conquered dales, led by the Battledale Seven (an adventuring company) and some adventurers of Mane's Band, have gathered in Highmoon to halt Scardale's advance. These anti-Scardale forces are being

aided with money, provisions, and weaponry by Sembia.

- Gharri, the high priest of Gond in Tilverton, has announced the formal annexation by Cormyr of Tilver's Gap. Gharri will remain at the temple as "Lord Regent of Tilverton," and Cormyr will maintain a standing garrison in the town.

Eleasias (August)

- Alusair Nacacia, youngest daughter of Azoun IV, king of Cormyr, has run away, vanishing from the royal palace in Suzail in early spring. Her reasons and destination are unknown, but she is said to have been recognized in Tilverton, and that the army sent there was intended primarily to bring about her safe return, rather than to aid Tilverton's besieged inhabitants.

- Forces of Scardale have taken the fields of Battledale, and now hold Harrowdale, Featherdale and much of Battledale. The trade-road from Sembia to the Standing Stone has not yet been blocked, and Essembra is still nominally independent. Travelers on the road including caravans out of Hillsfar, Zhentil Keep, Cormyr, and Sembia, have been stopped and searched by the largely mercenary forces of Lord Lashan. Public statements have been made by the ruler of Zhentil Keep, Archendale, and Sembia that if the road is blocked, and the taking of Essembra, Archendale warns, is synonymous with blocking the road, Scardale will find itself, economically and eventually on the battlefields, at war with all three.

- The Citadel of the Raven has been revealed to have been largely destroyed in the attack by three dragons and is now being rebuilt by Zhentil Keep's work parties. The great armory of the Citadel contained many great siege engines, and with those two of the drakes were ultimately slain (one of the younger dragons escaped, flying west towards the Border Forest). The Citadel was largely gutted in the battle, and over nine thousand warriors perished. It is feared that if the defenses at the Citadel are not very strong by winter,

the ogres of Thar will come south from the glaciers to attack the cities on the north coast of the Moonsea.

- Almontier, a mage of the High Dale, has announced the formation of the Company of the Hippogriff. The adventuring company will operate in the Inner Sea Lands on a mercenary basis, out of a fortified keep in Thunder Gap that was once a "waystop" stronghold of the merchant lords of Amn. (*)

- Scardale sent an emissary to Shadowdale, offering an alliance. The offer was refused, and Lord Lashan has announced that his forces are now at war with Shadowdale. Any persons or property of the dale that fall into their hands will be treated accordingly.

Eleint (September)

- The northern city of Melvaunt is still largely in ruins, but its elders are concentrating on rebuilding its docks and navy. Seven large ships have been keeled already, and shipyard talk has it that a dozen more will be laid down before winter.

- Lord Manshoon of Zhentil Keep has ordered a proclamation read in Sembia, Scardale, Cormyr, and Archendale. The proclamation sums up the combined military power of the devastated cities on the north coast of the Moonsea, and informs the world (and in particular the rulers and adventurers of the places in which it was read) that any attack upon any of the cities will be considered an act of war, and will be crushed by the massed might that Lord Manshoon now commands. Manshoon's host will then carry the battle back to the attacking country and conquer it in the name of the northcoast cities. It is known that some attempt was made to arrest the crier of this message in Scardale. The crier disappeared into thin air, after hurling a *meteor swarm* at his attackers with deadly effect.

Marpenoth (October)

- A group of adventurers known as the Company of the Dragon is traveling south from Hillsfar, bent on meeting with the Elven High Court. All elves



have disappeared from Hillsfar, including members of the city's ruling Council. Reports from Sembia to the north coast of the Moonsea indicate that many elves everywhere have vanished. It is said in Hillsfar that the Company of the Dragon is hurrying to be the first explorers of the fabled ruins of Myth Drannor, that splendid city of time-shrouded legend once regarded as the center of all culture, including music, magic, and the arts of invention, in the known world.

- The forces of "King" Lashan of Scardale have been destroyed in a swift series of battles with forces from Cormyr, Sembia, the united Dales, and the Moonsea cities (including Zhentil Keep). The capital of Scardale has fallen and Lashan himself has disappeared. The area has been placed under joint occupancy by the combined forces until a stable government is formed (no less than a year from now at best).

Uktar (November)

- In the Hall of Sparkling Stones in Mirabar, the elders of the city sit in Council, planning where and when to sell their metal, mindful of who is weak and who is strong, and who will use the trade-metal to make swords to wage war on whom. As it does each winter, Mirabar has closed its gates and turned inwards, to the mountains, where teams of miners dig throughout the cold months. Much silver has been found, it is said, and Mirabar is seeking sheep-breeders to establish for it huge flocks of the animals to provide winter food and wool. (*)

- In a letter from Luvon Greencloak to the rulers of the Dalelands (including Lord Doust of Shadowdale), the Elven Court have announced their retreat from their native woods to "a further land from Man" (presumably Evermeet). The great majority of the elves have departed, though certain individuals remain (including those with close ties with humans or elvish adventurers). Luvon notes that elves who wish to follow the Elven Court should contact

him as soon as possible, and goes on to thank the Dalesmen for their good relationships in the days "since I have seen the planting of the Standing Stone." Other nations and city-states, The Moonsea Cities, Sembia, and Cormyr, have received no such messages. Disposition of the Elven territories and Myth Drannor were not mentioned in the letter.

Nightal (December)

- Barroch's Hold has been found. The fabled citadel of the first great bandit lord of the Inner Sea lies south and east of the cities of the Moonsea, in the Glacier of the White Worm. The adventurers who found it encountered a number of strange creatures and were scattered or slain. Two survivors reached Orm to tell the tale: Feenoch the Five-Fingered, a rogue of some infamy, and Yostur Uhlmond, a young fighter from the villages of the Snow People in Thar, blond-haired and strong as an ox. The two evaded queries about treasure, but there is talk in Hillsfar that they have been trying to gather together a large adventuring band with sledges. (*)

Year of the Prince

Dale Reckoning 1357

Hammer (January)

- Liantha, priestess of Tymora in Silverymoon, has set off east with a small band of adventurers, seeking a route across the Great Desert, Anauroch, to Cormyr and the Dales. (*)

- A dragon is believed to be nesting in the mountains near Archendale. Whole herds of cattle have vanished from secure fields at night, and many small fires have been seen in the remote forests of the mountains slopes. (*)

Altariak (February)

- A man known as Haljack is hiring fighting-men in Scornubel for 7 gp per month plus board and outfitting. He is said to have a shrewd eye for trained and experienced fighters and has turned many knaves away. He has accepted

at least sixteen well-known mercenaries (most estimate he has hired upwards of three score men thus far, all told), and these have vanished from sight. (*)

- Mellomir, sage of Arabel, claims to have discovered a great treasure in an old, abandoned dwarf-hold north of the village of Eveningstar. The treasure is ancient and magical in nature, Mellomir attests (he has refused to say what precisely it is), and helps to explain two things: why the "Haunted Halls" have been the center of so much activity over the years (many strange creatures and small bands of armed outlanders of all breeds have been seen entering, or emerging from, its tunnels) and how the dwarves, once so numerous in these lands, disappeared so quickly and tracelessly in only a few winters. A small troop of guardsmen from High Horn arrived in Arabel after Mellomir's announcement, and the sage has not been seen since. He is thought to have been taken to High Horn for questioning, but no word has come to confirm this. (*)

- A retired merchant who keeps a ferry at Thunderstone on the Wyvernwater reports that a corpse found in the thawing ice of the harbor is probably only a few months old, and is unmistakably that of a Drow. It died of a slit throat, and was clad in armor of black leather. The High Constable of the High Dale has doubled the strength of his armed patrols indefinitely. (*)

- The coastal cities of Cormyr and Sembia report ice thin enough to break and clear harbors, and expect strong-hulled ships to begin sailing in a ride (ten-day week), or perhaps less time, but the Dragon Reach is still frozen in solid, and the merchants of Scardale and Harrowdale are preparing caravans for the first trade of the new season.

Ches (March)

- Three ships that have sailed the Inner Sea in the past week have failed to make port again; the ice, the pirates,



or something else is very bad this year. The ships were:

The *Ratclaw*, an independent caravel out of Selgaunt captained by Strauph Omerehellin, carrying dates, nuts and olive oil from the cities of the south to the cities about the Moonsea. The *Ratclaw* left Selgaunt fourteen days ago, and was due in Hillsfar six days ago.

The *Umbolden*, a full-rigged cog that left Telpir with a cargo of dried fish and cheese twelve days ago. It also was bound for the Moonsea, to dock at Melvaunt two days ago, but it was to call in at Scardale or one of the cities south of Scardale on the coast of the Dragon Reach, and did not. No word has yet come from it.

The *Bloody UMBER*, a "sailrig" (large wooden raft fitted with a trisail and sweeps), a coaster working its way up from the Neck to Harrowdale and back with pottery, fine clothing, ironware and rugs, live swine and poultry, axeheads and twenty score crossbows bolts for the army of Scardale.

All three ships have vanished without a trace. They are among the first vessels to venture out of harbor this season. Such a large number of boats lost without a trace in the first two tendays of sailing is very alarming.

- The Leader of the Red Cloaks of Asbravn has reported by carrier-pigeon to Peirgieron of Waterdeep that a horrible monster "with many heads, all like snakes" has slaughtered the inhabitants of two farms to the north of the town, and no one in the village seems able to face and slay it. Its lair, and the sites of possible future depredations, are unknown. The Red Cloaks are seeking aid in dispatching this creature. (*)

- In Secomber, east of Waterdeep, a Waterdeep patrol reports the inhabitants have found the corpses of six illithids (mind-flayers) and thirteen Drow, washed down the Unicorn Run

from the woods upstream. All were slain by fire and sword. The purpose that brought these creatures to the woods, and the identities of their slayers, are unknown. (*)

- All is quiet around Dragonspear Castle. The armies encamped there report that no devils or other foes have been seen since The Feast of the Moon (previous Uktar). But at least one caravan from Calimshan, heading northwards from the borders of Amn at the beginning of Ches, has vanished without a trace in the lands between Amn and the Way Inn, where Waterdeep's forces have a guard on the road. Knights of the Waterdeep Watch are readying griffons for aerial patrols along the caravan-ways as soon as spring comes. Young griffons and intact, warm griffon eggs are sought, and Piergeiron will pay top prices for any brought to him in Waterdeep.

- Rumors are rampant in the North that there is a new Beast Lord. This term, drawn from the folklore of the northern lands, is applied to evil men who by magic, artifice, and the service of others seek to unleash horrific bestial servants upon the world, breeding rare creatures like the bulette, gorgimera, owlbear, peryton, and even beholders, and raising armies of bestial undead. Such monsters have suddenly become far more numerous in the forests and wastes northeast, east, and southeast of Waterdeep, and misfits such as mongrelmen and leucrotta seem to have gathered into organized bands or groups, co-operating for the good of all. Some whisper that the Beast Lord is a powerful evil mage, others that he is a mind flayer or worse.

- Gauntlgrym, a "Lost City," built in the northern mountains by the dwarves centuries ago for a warrior-king and his followers, has been located by someone in Waterdeep. A large (thirty or so strong) party of mercenaries, called the Company of the Gryphon had been organized to explore it for him. Only three of that company have

returned to the city, these three having fled shortly after the party located the crumbling entrance to this lost mountain-hold, in a high hidden valley. Several adventurers in Waterdeep are trying to find out the whereabouts of this city of Gauntlgrym, said to hold riches and magic, but if they have even found survivors of the ill-fated band or the one who sent them forth, no one else yet knows of it in Waterdeep. (*)

- Orcs are reported to be on the move in large bands near Baldur's Gate and along the northern borders of Amn, and even remote villages have reported the passage of secretive, stealthy orc patrols, who avoid men rather than slaughter them, and make no raids on livestock or stored crops. Some believe that these are forces from Dragonspear Castle sneaking away ere Waterdeep's forces attack again in the spring, but others fear the orcs' unusual behavior denotes something worse, such as the gathering of many orc-bands into a Horde, for instance, something not seen for nearly two hundred years in the North, or perhaps some new plot of the mysterious wizards for the Inner Lands who command many of the orcs in the area, or their allies the drow and perhaps the illithids. Others say the orc King Graul is gathering all loyal to him, to drive men out of the North, now that the elves have left, and establish great orc kingdom.

Tarsakh (April)

- The fabled *Tome of the Unicorn*, the long-lost grimoire of Shoon, Mage-King of vanished Iltkazar (who is said by some to survive today as a lich), has been reported found by a merchant captain, Roald of Baldur's Gate . . . or lost, rather. It seems the ruling house of Ruathyn has held the Tome in the Green Rooms, their great library in the palace, for hundreds of years, and when Roald docked there, all was in uproar: someone had stolen the grimoire, and the secrets that none outside of the royal house of Ruathyn had seen for a great while were out. Roald could get no hint



of who is suspected of the theft, or any details of it, but he and his crew and ship were most thoroughly searched by both magical and physical means. Some he talked to on the island did believe that in the *Tome of the Unicorn* are the means to create a permanent gate between the planes of existence, the means to create golem armies, and many spells found nowhere else. Roald reported his news to an open meeting of merchants in Baldur's Gate, warning all to beware a sudden rise in power, anywhere in the Realms, in the near future.

- The famous explorer Dabron Sashenstar has returned in triumph to Baldur's Gate, having mapped a route across the great glaciers of the north to the near-legendary country of the Sossrim (Sossal). Irlentree of the Merchant's league will mount an expedition carrying the maroon trading banners of his house when spring has settled in, and Sashenstar says that he will oversee the building of waytowers in Damara. The Merchant's League, now over twenty years old, has long planned to build a series of waytowers, but wars and the growth of may small kingdoms has made this largely unnecessary, and in some places impossible. The league has not yet reacted to the news that a new, rival merchants' alliance, the Iron Throne, has been formed, but the latter's apparent area of operation suggests that conflict between the two organizations is almost certain. (*)

- A Ruathyn war vessel searching for the stolen *Tome of the Unicorn* has destroyed a merchant caravel of Luskan. The caravel *Telgontan Horn* was boarded two days' sail south and east of Luskan, searched, and then set afire. The crew sailed the blazing hulk landwards until they could no longer control its course, and then took to boats. The *Horn* was seen to burn to the waterline and sink. The boats were later picked up by a cog out of Neverwinter. Two of the High Captains of Luskan have put to sea with six large rakers (low warships), and it is rumored that

they are bound for Ruathyn. It is certain that a Ruathyn vessel in the harbor at Waterdeep was seized by Luskan forces who entered the city and reached the quays by means of stealth and disguise. This craft was sailed out of the harbor but was not found when pursued an hour or so later, and is believed to have been scuttled in coastal waters.

- Strange creatures have been reported in the Yuirwood south of Aglarond, and are thought to be spreading. Throughout the fall trolls seemed to be growing more numerous, and then owlbears were reported. As the weather grew colder, a bulette was seen, and it was rapidly followed by other nameless or unique creatures, things which seem to be expanding outward from the depths of the wood. The adventurer Sparleye was last seen in this area with his adventuring company, the Men of the Purple Arrow. Others who have gone into the woods have not returned, and traders are avoiding the area.

Mirtal (May)

- No news has come to light regarding the ships missing on the Inner Sea. No wreckage has been found. It is rumored that Selgaunt will soon send a fleet to search the Pirate Isles.

- Archendale is building a large, armed, mounted force; its officers have been recruiting in Waterdeep and the Vilhon Reach, and fears are growing in the southern dales that Archendale may be planning conquests of its own. Sembia has tripled the guards on all caravans leaving its borders.

- A fierce naval battle has been fought on the Moonsea. Zhentil Keep now rules its waters, having defeated and destroyed all warships of the rebellious cities of Melvaunt and Mulmaster. Hostilities between Zhentil Keep and its former allies show no sign of ending.

- Lashan, recently Lord of Scardale and briefly of an empire that included most of the Dalelands, has been seen in

Tilverton and Arabel, and is believed to be gathering followers for another try at an empire, possibly striking at Dag-gerdale, Voonlar, or Yulash.

- A temple to Gond has been opened in Essembra; the High Priest, Lord High Smith and Artificer, one Gulmarin Reldacap, is introducing many new devices for sale, and much gold is now flowing into Battledale. (*)

- Gharri, Patriarch of Gond has vanished from Tilver's Gap. The Cormyrean garrison is looking for him.

Kythorn (June)

- While Calimshan has long dominated sea trade in the South, this vast and decadent realm has never boasted a navy. Recently, however relentless piracy and escalating wars between rival merchant houses have driven the satraps to lay down a fleet. Reports say that huge floating cities are planned, laden with many catapults and fire-hurlers, and the satrapies are sending spies to investigate many coastal realms, particularly the harbors. Calimshan has been training archers in close-quarters naval work for some time now. Both Amn and Baldur's Gate are taking on mercenaries in this past trio of "rides" and for the foreseeable future. (*)

- Armies of "walking dead" are said to be advancing steadily northwards from Thay, led by armored skeletal warriors of great power and fell aspect. Impiltur fears that Thay will overwhelm all of the Eastern lands, and then turn west to crush the coastal cities, Impiltur, and Aglarond.

- A band of adventurers, a dozen strong, has arrived in Tilverton, apparently with the permission of Cormyr. The adventurers are human, of both sexes and include some workers of magic, but no known priests are among them. No one has ever seen them before or learned their present intentions, and they are called only The Hunt.



- Luskan has attacked Ruathyn's harbor. Fourteen Ruathyn vessels were rammed or burned in a fierce engagement about the island, for the loss of one Luskan raker. Ruathyn's naval power has been almost totally destroyed. A bare, half-dozen Ruathyn ships survive in ports all along the Sword Coast. Ulphron, First Axe of Ruathyn, is said to be missing. The two High Captains commanding the attack took their men ashore after the destruction of the Ruathyn navy, and presently wage war on the island. No news of events has since come out of Ruathyn, but it is expected that Luskan will conquer the island.

Flamerale (July)

- The *Fair Venture*, a caravel out of Sembia, has gone missing in the vicinity of the Pirate Isles. Her owner, the merchant Golthond of Thesk, is talking of hiring mercenary companies to storm the isles and clear them of outlaws.

- Many reports and rumors are spreading in Cormyr and Sembia concerning some sort of internal, all out merchant's or nobles' war that has erupted in Westgate. Nothing definite is known, beyond residents' reports of armed skirmishes in the streets at night, and many bloodstains on the cobbles, and floating corpses in the harbor, by day.

- Cormyr has sent envoys to Shadowdale, Mistledale, the High Dale, and Deepingdale; to (in the words of King Azoun IV) "strengthen the ties of friendship, good open-handed trade, and common defense that we all share." Sembia and Archendale are said not to be amused by this latest political manipulation.

- A caravan out of Zhentil Keep was apparently destroyed in the ruined town of Teshwave by allies and warriors of Cormyr. Cormyr and Zhentil Keep have already clashed over the troubled land around Daggerdale. (*)

- Merchants have been asked in Sembia and Westgate if any adventur-

ers know the whereabouts of the fabled Warrior's Crypt, said to lie somewhere north of Cormyr in mountainous, lawless country. These merchants are not men known locally, and offer four pieces of gold a day as pay, plus "a substantial bonus if the venture is successful" (they decline to give more details unless their offer is accepted). Only three freeswords are known to have signed on with these merchants. (*)

- That mysterious mage known only as "The Firemaster" has been seen in Suzail and in Westgate, hiring mercenary adventurers. He usually gathers such forces to aid him in reaching sources of old magic he has located by his arts and research; tavern-talk has it that there are several ancient tombs hidden in the depths of the woods north of Waymoot. (*)

- A new trading coster, the Firehands Group, is being formed in Daerlun, and is interested in hiring experienced caravan-guards, swordsmen, and travelers to staff its caravans on the overland routes from Watergate to Hillsfar, ranging over Cormyr, Sembia, the Dalelands, and the southern Moonsea settlements. Paymaster for the new group is the old warrior Dhelarr "the Night Blade." Rates are described as "competitive." (*)

- Mourngrym and Randal Morn, with their own men and a few mercenary additions and loaned troops from Cormyr's garrison in Tilverton have been fighting steadily to hold the overland road from Shadowdale and Mistledale through Tilver's Gap to Cormyr clear for safe passage by caravan. To lose this route means eventual economic ruin for both dales, and the acceptance of Daggerdale's extinction. They have largely succeeded: the devils seem to be fewer these days, and trolls and hobgoblins seem to have moved northwards, leaving only orcs and norkers in the Daggerdale area.

- Zhentil Keep's caravans (and those of a few of the other cities of the Moonsea) have been slipping through

Teshwave and down across the eastern Stonelands to Arabel, in steady numbers, and Zhentil Keep's strategy vis-à-vis the dales now seems to be ignore them, using the orcs to keep them busy, while rebuilding Yulash—a move, this last, that Mourngrym sees as ultimately serving to divert all Moonsea-area trade away from Shadowdale and Daggerdale. This is inevitable unless a safe, easy route through the elven woods can be created, and controlled by Shadowdale.

Eleasias (August)

- The Nentyarch, ruler of vast lands east and north of Impiltur, has sent agents into the Realms, seeking black gems for some unknown magical or religious use. (*)

- A noted dancer and entertainer, the Grey Veil, has vanished from Zhentil Keep, and is being hunted by the rulers of that city. It is said that they are trying to regain from her a precious thing of magic, "Yuthla, the Eye of the Beholder," which she won from a drunken Zhentian noble. (*)

- Azoun IV of Cormyr has given orders for his warriors to search all travelers in his realm: someone is smuggling out fistfuls of gemstones from the royal mines near High Horn. These gemstones have surfaced in Mulmaster, Hillsfar, Westgate, and Selgaunt, so far. (*)

- The Sceptanar, reputed ruler of Chessenta, has sent an envoy to Sembia, Cormyr, and the Daleland, seeking word of those who unleashed the magic-eater in Scornubel two winters ago. The Sceptanar has a similar creature imprisoned in an ancient globe in the Crypt Royal beneath his palace in Soornar, and offers gold, magical training, griffins, or noble maidens of his realm to anyone who can safely unleash the magic-eater without harming the people and treasures of Chessenta, and successfully return it to its home plane, or control it to do the Sceptanar's bidding in a certain task.



- Forces of Cormyr under Duke Bhe-reu have advanced from Tilverton to Shadowdale, where they have joined forces with Mourngrym, the Lord of that place, in an attack on a dark-elven caravan, and also aided Randal Morn in his fight to regain Daggerdale from the orcs of the Desertsedge Mountains. The garrison at the fortress of Castle Crag has been doubled in size, to repulse any attacks from the north, or from bandits taking advantage of the strife. Soldiers of Cormyr have met and battled the armies of Zhentil Keep in ruined Teshwave and in Daggerdale.

Eleint (September)

- An entire caravan was slaughtered on the trade-road just west of Shadowdale. The origin and cargo of the caravan are unknown; the Lord of Shadowdale is said to be investigating the matter.

- Lurkan the Weaver, a mercenary "Lord" of the Sword Coast, is moving eastward to the Inner Sea lands. It is said that he intends to take up residence there, and expects to earn a living by selling his skills in the coming conflict between Zhentil Keep, Cormyr, Hillsfar, and Mulmaster; four combatants all with designs on the lands around them. (*)

- Shairksah, an evil merchant operating out of Bereghost, has threatened several rival merchants with death at the hands of magically-created killing creatures; strange crab-like menaces that he has in the past unleashed in Amn against such rivals (leading to his banishment from that nation). Shairksah has mentioned casually in several noble courts that he has previously had a few of these creatures released in Cormyr, Ordulin, and Iriaebor to "add to the amusement." No reports of such things have surfaced in the said three cities—but then, few who have seen such things in the past have lived to tell the tale. (*)

- In Westgate, fresh trouble has erupted between rival Houses. It is not

known which ones yet, but no less than six hired assassins have been found floating dead in the harbor in the space of two days (this news is two tendays old), and more are expected.

- A new company of adventurers, the Company of the Cloak, has been formed in Scornubel, and has headed east to the Inner Sea lands to seek fortune. Its leader, a little known mage called Mhair Gulzrabban (thought to be from one of the coastal cities of Calimshan), has spoken of the treasures of Myth Drannor, the lost wealth of The Kingdoms Under the Sand (those lands north of Cormyr and west of Daggerdale, long swallowed by the desert Anauroch), and the hidden riches of the Dalelands. The Company has over a dozen members, none well-known, and has no known headquarters. Its symbol is a swirling cloak (in the shape of a breaking wave, with its point curling to the right) of dark green hue. (*)

- Reports continue to flow into the Royal Court in Suzail of sightings of the missing princess, although these reports are suspect because they come from all directions in the known Realms, some from lands known only as legends in Cormyr. Alusair Nacacia, youngest daughter of King Azoun IV, vanished from the royal palace in Suzail a year ago, and is said to have run away. Her reasons and destination are unknown, but she is said to have been seen in Tilver's Gap, with the former lord of Tilverton, the High Priest of Gond, Gharri, who has himself since vanished. It is also said that the army sent to Tilverton was intended primarily to bring about her safe return, rather than to aid Tilverton's inhabitants against beseiging orcs. Obviously, that army did not find her, for a royal reward is still offered for her safe return to Azoun.

Marpenoth (October)

- A new leader, Thaalim Torchtower, is rising amongst the lawless men who live in the wastes west of the mountains that lie on the western edge of Cormyr;

those same men that are known as "bandits" for their frequent raids upon travelers in the Forest-Country. Thaalim is said to have spies in all of the cities, towns, and villages of the realm, and to be waiting for the richest caravans. (*)

- Lothchas, bandit-lord of the lands northeast of the Moonsea, is said to have his eyes on the rich Dalelands, and plans to found his own kingdom there. The rulers of Hillsfar, Sembia, Cormyr, and Zhentil Keep are said to be uniformly unamused. (*)

- A vicious battle between forces of Maalthir, ruler of Hillsfar, and soldiers of Zhentil Keep has been found in the ravaged town of Yulash. Over ninety slain, and the town is now in the hands of Hillsfar. Forces of Zhentil Keep are known to be massing in Voonlar for a counter-strike. In Zhentil Keep itself, the militia is said to be whelming for battle.

- There is civil war in Melvaunt, as rival senior families of that city struggle for control of the throne. Further strife in all of the Moonsea cities is expected as the grip of Zhentil Keep's rule is loosened by the struggles to the south.

- Strange, fey beasts have been seen in the Hullack Forest and in the hills around Thunderstone, and such reports have always come down into Cormyr steadily from travelers in the Stonelands and Gnoll Pass; the land beyond the spearpoints of the King's soldiers seem truly wild. (*)

- A tavern in Ordulin, *The Stranded Fish*, has been set afire and destroyed in a brawl between local bravos and a bearded, robed mage of great power thought to be one of the Red Wizards of Thay. The mage escaped the blaze, and his present whereabouts are unknown. It is certain that agents of the city's Council, and the City Guards, are looking for him. (*)



Uktar (November)

- The forces of Zhentil Keep have retaken ruined and dragon-deprived Yulash from the Hillsfar armies. At first glance, the success of the numerically inferior Zhentil Keep forces was ascribed to surprise, but reports have developed of high sorcery being used, including the ground itself growing arms and attacking the sleeping Hillsfar forces. The Hillsfar contingent has retreated in disarray and Zhentil Keep will likely retain control of the city until spring. Work parties from the Citadel of the Raven are said to be being shipped to Yulash to aid in the building of a defensive position.

- The *Blue Diamond*, a magical ship that sails the skies, created somewhere in the Utter East, far south of Thay on the southern coast of all Faerun, has been seen in the Vilhon region, traveling north. The ship always carries rich cargoes such as spices and items of minor magic, gems and perfumes, and is said to have fearsome magical guardians and mages among its crew.

- The war between Luskan and the island realm of Ruathym was halted for the winter, whose howling storms yet rule the northern waves. Aumark Lithyl, First Axe of Ruathym has set his court in Ruathym upon the death of his father, Ulphron, who perished in the last great battle in and about the towered palace of Ruathym. Aumark won this decisive engagement with a surprise attack, at the head of the mercenaries and adventurers, slaughtering much of the landed force of Luskan and driving the men of that city back to their boats. The High Captains of Luskan are said to have escaped injury in the fray. Aumark's last decree, carried to Waterdeep ere winter closed in, is that anyone who brings the traitress Maerkla, noblewoman of Ruathym, to him alive or dead will receive two new ships and his or her own weight in platinum pieces.

- Piergeiron of Waterdeep has publicly declared his support for the new

ruler, and invited both Aumark and Taerl of the High Captains to his palace at Waterdeep on the first day of Kythorn, to meet for truce-talks. The penalty for either refusing to attend being the alignment of Waterdeep against the absent ruler, and either way, a quick end to the war.

- Agents of the Red Wizards of Thay have openly slain merchants in Westgate and Scardale-port, and it is whispered that the fell Red Magic Cult is stirring again. Perhaps the Red Wizards will resume their quest for world domination soon, in the Inner Sea lands.

- Merchants and caravan-masters recently on the road in the Elven Court area report (from safe destinations in Hillsfar, Ordulin, and Selgaunt) seeing manacled humans in the trees as they passed by Myth Drannor in the deepest woods. One merchant, Saszesk of Suzail, left the road to investigate, and was met by hail of arrows, which he survived, but which deterred him from further investigation. Slavers have been active in the Moonsea area before, and now are apparently on the rise again.

Nightal (December)

- The first heavy snowfall has swept the North, blanketing Cormyr and the Dales with up to a foot of snow. Most of the general population have long-since settled in for the long winter, though there still are reported to be last-minute merchants seeking to make a final sale before heading for their wintering grounds, and there are (as always) one or two ships caught in the ice on the River Lis. Most activity for adventurers consists of reassessing their situations and planning for the next year.

- The adventuress Shaless, of Tsurlagol, has returned in triumph to her favorite tavern, The Drunken Dragon, in that city, displaying strange harps and blades of arcane, beautiful make which she claims to be her booty from the lost city of Myth Drannor, wrested, she claims "from the very claws of dev-

ils who walk there!" The bard Maerhult has pronounced two of the harps shown to him in the tavern, to be unmistakably the work of the lost, long-ago artisans of Myth Drannor, and to be rare things of magic besides. (*)

- Across the Dragon Reach, in Selgaunt, a mercenary band is gathering to investigate the ruins of Myth Drannor for themselves; a group, thus far twenty strong, under the leadership of the fighter of great renown Narve Dwarfkin and the mage Ryhinn Blackcloak, Hurler of Thunderbolts.

- Rumors abound in Suzail (as they have periodically on this subject for the last winter) that someone in the city has a map revealing the location of the lost gem-hoard of the Great Worm Draughthothnor, and is hiring mercenary adventurers to form a party that will undertake an extended expedition to seek out the hoard. Draughthothnor was slain by the Five Wizards two hundred and sixty winters ago, and his fabled hoard is said to contain gems now found nowhere else in the Realms. (*)

- Haspur, a seer who dwells in Baldur's Gate, has foretold that a magic of great power, called "The Ring of Winter," will be rediscovered within the year. In trance, he seemed very upset, but gave no further details, and could recall nothing upon reawakening.

Adventure Background

The two small adventures provided here are for use by characters of low to intermediate levels, and suitable for an evening's play or a set of encounters.

Both adventures are set in the ruins of Myth Drannor (see Myth Drannor in the Player's Guide to the Realms), an ancient city destroyed long ago and until recently protected by the moon elves of the forest. With the retreat of these elves, Myth Drannor is now available for exploration (and less charitably, plunder).

The locations of the two "dungeons" are noted on the maps on pages 47 and 55. The entire system of Myth Drannor is laced with areas such as this, for further expansion by the DM. These ruins may also have a large number of other adventuring companies and predators that may make the player's overground life difficult.

The Halls of the Beast-Tamers

DM's background:

Some six hundred years ago, when Myth Drannor was a city of life and splendor, certain of its citizens—human, half-elven, and elven—who were interested in learning more of the natural habits and pursuits of wild creatures styled themselves "The Guild of Naturalists." Their studies resulted in much of what is now ranger lore; they traveled far in the Realms to observe creatures in all lands, and when those creatures easily studied had been dealt with, they turned to more fearsome beasts: the monsters of the Realms.

As the Naturalists were already disparagingly termed "The Beast-Tamers" by those elves and humans of Myth Drannor opposed to any interference with wild creatures, the group decided to conceal much of the extent of their researches by enlarging the cellars beneath their offices and working there, underground, moving creatures in and out by means of magical *gates* constructed by one of the foremost

members of the group, the mage Phezult. This they did, maintaining relative peace in their underground halls by means of a special *stasis* spell developed by Phezult. Those of the guild who had no other homes or pursuits lived there, died there, and were buried there. The fate of those Naturalists alive when Myth Drannor was ruined is unknown, but the halls today are all that remain of the Guild's achievements (the offices above are a perilous ruin located on the west side of a rubble-choked north-south street in the eastern reaches of overgrown Myth Drannor), and are a dangerous place—the *stasis* created so many years ago by Phezult is breaking down, and beasts magically imprisoned in the halls down the long years are being freed again.

Key

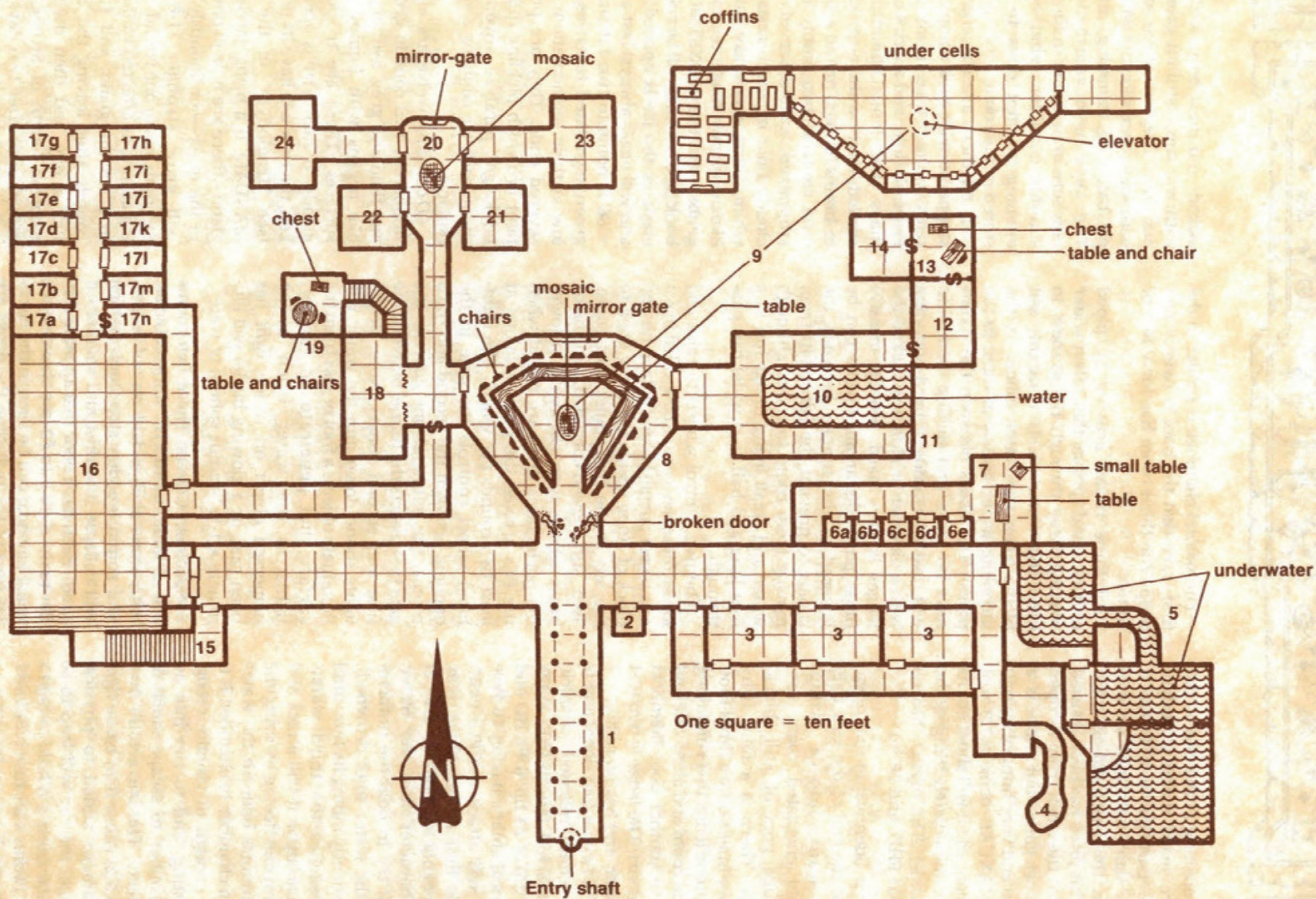
1. The halls are entered by means of a dust-choked, high-ceilinged building with great cracks in its arched stone ceiling, and scatterings of fallen rock here and there where the walls or ceiling have given way. It is strangely devoid of animal life, and contains a large stone seat or throne of massive construction, unadorned by inscription or ornament. Behind the throne is a ten-foot-diameter shaft (without lid, lip or other protection) opening in the floor. This shaft has carved stone hand- and foot-holds running down its southern side, and drops two hundred feet into the lightless, damp solid rock beneath Myth Drannor. The holds in the shaft are themselves secure, but climbers in the shaft will be attacked *from above* (i.e. from the building on the surface without warning when halfway down,) by a *volt* (see FIEND FOLIO® Tome, p. 94) of 12 hp, which will seek to slay all intruders, and will attack tirelessly until itself slain.

The shaft ends in an eighty-foot-long, arched-ceilinged hallway; the ornamental arched ribs of its thirty-foot-high vaulted ceiling are supported by two rows of smooth-cut granite pillars (carved of the natural rock; the rest of the subterranean

Halls are also cut smoothly from this mottled grey stone). The hallway opens into a junction with another large hallway; this second hallway has massive iron torch brackets (now crumbling into rust) set high up on its walls down both sides, but the torches themselves are long gone. All is dark and damp; patches of harmless mold grow here and there in the long hallway, and the place seems deserted. Only very careful examination will reveal a faint circular brown stain on the floor where the two hallways meet (see #19).

2. A featureless, lockless stone door with a green-corroded brass pull-ring handle opens (by turning in two stone sockets, with a deep grinding noise) into a 10'x10' stone cubicle, which contains three massive wooden casks, on end, of oak blackened with age, and equipped with green brass spigots. Above the casks a wooden shelf runs from wall to wall, bearing lots of glass flasks and a pile of sticks, all shrouded in a thick grey web of cobwebs and dust. The spigots can be turned with difficulty. The casks all contain odd-tasting, but safe, drinking water, and the 16 flasks are all stoppered jars of lamp oil which of course can be hurled as incendiary weapons, accompanied by the sticks—twenty wooden torches, all wrapped in cloth rags soaked in pitch. The torches are not rotten (this room is less damp than the hall), but the casks will collapse into wreckage if anyone tries to roll or lift them.

3. Stone doors identical to that leading into #2 open here into three identical bunkrooms—all dusty, deserted living-quarters, equipped with triple-tiered bunks for up to 40 sleepers, and a stone table with two wooden benches and a wrought-iron-with-glass-oil-bowl table lamp. The lamps in each room will break if used, for the iron is crumbling into rust. The wood of the bare bunks is spongy with dry rot, but will burn. If used as clubs, pieces of this wood will disintegrate at the first blow, doing only 1-3 points of damage to any creature struck.



Halls of the Beast-Tamers



4. A narrow opening at the end of the corridor here leads down a rough-walled stone passage to a toilet: a smooth stone slab (with hole) set into ledges cut in the surrounding rock, above a pit. This privy has been disused for so long that the smell from its open cesspit is almost gone—but there is a recently-freed and very hungry otyugh (MONSTER MANUAL book p.77) just beneath the slab, and it will shoot out its arms to attack immediately (flinging the stone shelf aside). The otyugh has no treasure. It has 6HD, and 26 hp.

5. A stone door (identical to that opening into #2) at the end of the long hallway here leads into a damp, moss-and-mold encrusted room containing a huge pool of still, black, opaque water. There is a faint fishy smell. The door opens onto a three-foot-wide carved stone ledge that runs along one side of the room and along one end of the room to another door (identical to the entry door). The ledge is two feet above the water, and has no railing.

The water is twelve feet deep, and is home to a recently-released vampiric guardian *ixitxachitl* (MONSTER MANUAL book p. 55) of 21 hp, 6+6 HD and 6th level clerical ability, having 16 Wisdom, which will attack the PCs (with spells) in this first room only if they turn back (seeking to knock or drag at least one character into the water, where it will try to hold the unfortunate under the water until drowned), otherwise patiently biding its time until the party reaches the third water-chamber, whereupon it will attack and then harry anyone fleeing by using the connecting tunnels beneath the water to move from chamber to chamber. It is quite smart enough to visually recognize spellcasting, and to slip into an adjoining chamber to escape much of the spell effects. The *ixitxachitl*'s own spells are: (5,5,2) *cause fear*, *cause light wounds*, (damage added to physical attack damage; the ray will leap to so attack) x 2, *darkness* x 2/*hold person* x 3, *silence 15' radius* x 2/*cause blindness*, and *dispel magic*. It has no treasure.

The second chamber is similar to the first, save that the pool is twenty feet deep. The third room has forty feet of water.

All three rooms are fed by piped underground springs that offset water seeping away through the granite, to keep the water levels constant; salt blocks keep the water saline, as the incoming water rushes of them in the pipes). The doors between the rooms have no locks, and spiking them shut will take 4-7 rounds of hard pounding with a hammer or club; the rock of the ledges is very hard. Sturdy, massive brass portcullis arrangements can be lowered in the tunnels between the rooms to prevent the *ixitxachitl* from moving from room to room, although water and small living things (up to a foot long and half that wide) can pass through.

The two control wheels to raise and lower these devices are concealed (treat as a secret portal) behind a drop-hinged block of stone beside the entry door, to the left in the first, outermost room. Two stiff, green-corroded, unlabeled brass wheels turn clockwise to lower the portcullises (they are raised when the PCs arrive), the process taking at least two rounds per wheel. The right-hand wheel controls the gate in the opening between the second and third rooms, the left-hand one governs the gate that bisects the tunnel between the first and second rooms. Note: Bright lights shone down into the water will illuminate objects a foot or less from the surface, but penetrate no further; lights in the water (such as an immersed object on which *light* has been cast, or a glowing blade) will illuminate a 1-1/2'-radius sphere of water.

6. Specimen Closets: These five rooms are all identical 10'x10' stone cubicles, with stone shelves laid on cut ledges, and rotten wooden step-stools (which will collapse into dust and splinters if used). Each has a door that appears similar to the door into #2 (see above), but a small key-hole can be seen in the circular boss of the pull ring; the doors are

locked, and must be picked or forced with two successful lift gates attempts per door. They are stone set in stone, with solid stone sills, and will resist simple battering, ramming, and kicking. The keys have vanished, and are nowhere to be found in the halls. DMs should consider what each door-opening attempt does to the items stored in the room.

In 6A there are six *large* glass jars stoppered with cork completely sealed with melted wax; each contains a greenish fluid, and a wrinkled, circular mass that looks something like a shelled, intact walnut—pickled beholder brains, in fact, one to a jar.

6B contains two empty jars, and a stoppered, sealed jar of yellowish, cloudy fluid in which rests a mass of white, short, worm-like things rather like overgrown maggots—a jar of 63 rot grubs (see the MONSTER MANUAL book pg 83) which will be released from stasis as the jar is opened or broken, and will be (as always) fast and hungry!

6C is home to two fat jars of coiled, green segmented tentacles, waxy yellow at their segmentations and at the severed ends. They are preserved in faint brownish pickling fluid, and will no longer paralyze anyone touching them; each jar contains a single coiled tentacle.

6D contains twelve jars, all sealed and stoppered. Two contain greenish pickling fluid and grey, leathery, oval sack-like organs with bumpy, misshapen surfaces. These are troglodyte scent glands—if such a jar is opened or broken, the reek will have its normal effect (see "Troglodyte" in the MONSTER MANUAL). If a being carries around a gland—there are nine in one jar and six in the other—continuously, the stench will grow stronger (1-6 points of Strength loss in one round, the loss lasting as long as affected victims are within 2" of the gland, and 10 additional rounds after leaving the 2" area) for half a day, and then dwindle slowly (shorten length of Strength disability effect) until after two days of continuous exposure to air, the gland is



exhausted. Four other jars contain large, creamy-white feathers with a slight silvery sheen, and brown quills—griffon feathers (a preferred ingredient in the spell ink formulae for writing *fly* spells). Another jar contains long, thick spiderwebs from a giant spider; they have several magical uses, but few immediate, practical ones. Two more jars contain brittle, sharp, foot-long manticore tail-spikes, 20 to a jar. The last three jars all contain pickled eyeballs (no magical properties) of various creatures, sorted roughly by size: tiny, human-size, and BIG.

6E contains only one jar. It holds a single larva (q.v., *MONSTER MANUAL*) of 7 hp, which has just awakened from stasis, and wants out of its sealed jar (a task it cannot accomplish without aid). The jar has special tiny breathing holes pierced through the cork. This larva can speak and understand common, although he rarely tells the truth; he will beg and cajole the PCs constantly to release him, offering to lead them to nearby treasure and so on. He will be entertained by any suffering they endure.

7. This 20'x30' room is lit with a pale, pearly radiance emanating from a *glowing globe* (see col. 2) which hangs above a stained and scarred slate-top granite table (its top 5'x12', and littered with dissecting knives and pins, all covered with dust). The *globe* can be moved, of course, by a PC using the proper method. In the NE corner of the room is an obsidian plinth (itself worth 900 gp or so, if brought to a large trading city intact) on which sits a rather dusty but well-preserved stuffed dragonne (q.v., *MONSTER MANUAL*) which will radiate its protective magics faintly if a *detect magic* spell is cast on it. The dragonne is stuffed with straw-like reeds, and may (at the DM's option) contain a map, note, or minor item leading to further adventures in Myth Drannor. Both doors to this room are identical to the one leading into #2.

The *glowing globe* is a luminous magical sphere which radiates light. It will

follow the first person who touches it, remaining just over his right shoulder. These globes do not radiate any heat, and cannot be rendered invisible except by a *wish*. The globe will remain with its original owner until a *wish* or *remove curse* is cast on it, whereupon the next person to touch the globe will inherit it. This globe has a set light level (equivalent to a *continual light*), but in general 70% of the globes may have their brightness controlled at the owner's mental command, from dark to a blinding flash (effects of this flash last for 1-6 rounds).

8. A pair of broken, splintered wooden double doors, eaten to almost nothing by wood-worms, lies or hangs precariously here, gaping open to reveal the still-magnificent council chamber of the Guild of Naturalists. A sandalwood table, its top jet black and glossy, polished smooth under a layer of thick grey dust is surrounded by 33 rather rickety wooden chairs, filling the chamber. Behind it, facing the entry door, is a gigantic, ten-foot-tall mosaic sigil (that of the Guild), thus: with a matching sigil of like size worked out in an oval of mosaic tiles on the floor within the arms of the council table. Nothing else of interest is visible in this room; it has two lockable doors like those of the specimen closets (see #6, above); the one on the E wall (leading to #10-14) is locked and must be picked or forced; the door in the W wall (leading to #20-24) is unlocked and ajar.

Under the council table, in such a place that it is near the feet of someone sitting at the central chair of the five seats on the northernmost section of the table but out of the way of inadvertent feet, is a four-inch square block of stone raised slightly from the surrounding stone. If depressed, it will sink below the surrounding floor, and a faint metallic squeaking and rattling will be heard, as a long-disused winch causes the floor mosaic to sink downwards in the manner of an elevator, to convey creatures upon it to the Undercells (see #9 below). A second firm step on the

depressed stone will cause a loud click and then the mosaic, which drops on four chains, will begin to rise again into place. The stone will not move when the elevator is part way up or down, nor can the elevator be made to stop or hesitate, except when fully up, flush with the floor, or fully down. The mosaic is solid; it will not quiver, shift, or sound hollow when walked upon, so as to betray its function.

Under the table, at the E end, is nailed a pair of copper straps, holding an ivory tube. In the ivory tube lies a foot long, tapering wand of wood, with the word "Eltzamm" engraved in Common at the large end. It is a *wand of paralyzation* (see the *DUNGEON MASTERS GUIDE*, page 136) of three charges, and the engraving is its command word.

9. The Undercells, enterable only via the elevator described in #8 above (note: the elevator can only be operated from above; if no one is left up in #8 to operate it, the four chains can easily be climbed). The elevator can carry up to fourteen persons, or their equivalent weight (at approximately 200 pounds each) of treasure or accoutrements; if this weight limit is exceeded, the stone will simply lock in place and the elevator will cease to work until the weight is reduced to within the limit.

This lowest level of the halls is very damp; the walls are stained by a recent influx of at least four inches of standing water here, although it has all gone now, leaving only wet sand in patches on the floor. A large central chamber is lined on its southern walls with 18 small cell-like rusty iron cages. The bones of a rat lie in one, but the doors of all are ajar; the locks have no keys and are rusted solidly anyway.

At either end of the room the edges of doors can clearly be seen; these are closed, very solid stone blocks that will defy all forcing or lifting attempts; when down, they drop below the level of the chamber floor, so their bottom edges are unreachable, and they weigh close to a ton each. Two raised-stone-



block controls (see #8, above) are visible upon the careful examination, near the N wall beside each door; they will cause the stone doors to grind slowly upwards into the ceiling (they will not fall again until the control is activated).

The door in the E wall leads into a chamber once used to confine fearsome beasts; it is now empty save for a few very old bones in the corners. Examinations will show that these have been gnawed and split by a very large-toothed animal or animals.

The western door leads into a chamber containing sixteen stone coffins: massive rectangular blocks of granite, each holding a skeleton wrapped in a disintegrating shroud, a lid in a hollowed-out area, covered by a simple slab lid (none are undead, and none have treasure). In the center of the S wall of the L-shaped room is an inscription cut into the wall in Common. It reads, "Here lie the 'Beast-Tamers,' Naturalists Most Noble, Resting From Their Labors."

10. This large chamber contains a pool of dark, still water, its surface two feet below the unguarded edge of the floor, which runs around three sides of the pool, meeting the E wall of the chamber in an apparently blank wall (actually containing a secret door) on the north side of the pool, and ending in a 7' high, dark oval mirror (actually a permanent magical *gate*; see below) on the south side of the pool.

The pool is home to two fresh-water scraggs (see MONSTER MANUAL II, page 121) of 41 and 36 hp, which will remain concealed as much as possible until they can reach up to snatch someone on the edge of the pool into the water with them. Treat all such attempts as attacks, at +2 to hit; if successful, no damage is done but the victim is grasped securely. If not directly aided by another character *at the time* of the attack—not as an immediate reaction—the grasped character must successfully make a Strength Check and a Dexterity Check to avoid ending up in the pool. If both checks are failed, one

or more held weapons or items are dropped or let go in the process.

11. The "mirror" will reflect approaching characters, and the room (#10), as a normal mirror, but anyone touching or striking the mirror with hand, weapon, or any item will instantly be teleported into (as a suggestion) the center of the Court of Waterdeep, hundreds of miles away. (The DM is free to choose his own location in advance, even another dungeon complex.) The mirror cannot be damaged, and beings directly holding the person touching the *gate* will *also* be teleported instantaneously; physical restraints or aid cannot prevent this effect. (DMs may elect to have the *gate* reach other destinations, perhaps different ones in rotation or at random, each time the *gate* is used; note that this could well scatter a party across a continent or even a score of different planes, if desired.)

The *gate*, or teleport node, was built when Myth Drannor flourished to give the Naturalists—and those few elves who aided them in the manufacture of the *gate*—a secret connection to Waterdeep. The *gate* is apparently a one-way affair, having no corresponding visible portal at the other end, although it may once have been linked to magical items, now lost or hidden, that permitted two-way operation. Elves, at the time Myth Drannor flourished, used Waterdeep as the major port connection between Evermeet and Faerun. The mirror-*gate* cannot be destroyed; it will defy any attempts to physically move it by *teleporting* those attempting, regardless of the length or nature of the tools used, and will reflect all spells cast at or through it back, 100%, upon the caster. If this is impossible due to the nature of the spell, it will merely be lost. Full *wish* spells will cause the *gate* to vanish (moving elsewhere at random), even if the *wish* is that the *gate* be destroyed or moved to a specific location.

12. On the N wall of this 20'x30' chamber, on shelves, are stored empty jars of varying sizes with cork seals, dried, shrunken things that were once blocks of wax

(identical to those found in the specimen closets, #6), and rolled-up weighted capture-nets, coils of rope (both nets and ropes are rotting, and will be easily ruined by any vigorous use), and catch-poles: wooden poles with metal, mechanical grasping arms on one end, constructed so that pressure on a disc at the end of the pole will cause springs to close a quartet of surrounding large, metal fingers. The poles are ten feet long and have at their other ends metal sleeves that allow a second pole to be slipped in and then turn-locked into place, to extend the whole apparatus to 20'. These catch-poles have survived the long years of disuse well, and are still sturdy. As weapons, however, they are quite unwieldy unless one is especially skilled in their use by training and long practice.

A secret door at the E end of the N wall can be readily detected by the seams in the shelves which run across it, but as everything in the room is thickly coated with dust, it will have to be looked for to be found.

13. The unlocked secret door opens into this hidden, musty-smelling 20'x20' chamber. On the N wall is a discolored and mold-damaged map of the Realms, painted on a wooden board (it cannot be removed in an intact condition), depicting the lost kingdoms swallowed by Anauroch as flourishing, far fewer Dales than there are now, a smaller Sembia, more Elven woods and fewer northern cities everywhere across Faerun. Amn is not named, having not yet been founded as a kingdom when the map was made. In front of the map is a stout, iron-bound oak chest, containing 1200 gp (in 12 cloth bags). The chest is locked, and well-preserved; the key is missing.

Facing the map and chest obliquely in the SE corner of the room is a wooden desk, and seated at it, the collapsed skeleton of a man (*not* undead), Neziiral of the Naturalists by name if spoken to magically; he knows little of the halls. Neziiral has no treasure, but in the drawers of the rickety desk are a *potion*



of healing (q.v., DMG) in a glass vial corked and sealed with wax, and a *potion of speed* (q.v., DMG), similarly contained. There is also a small locked coffer of silver, tarnished black and lacking its key. Within is a cloth-wrapped item that will survive any accidental battering or deliberate attacks: a black obsidian talisman that looks like this: *picture*. It is an inch thick with rounded edges, is polished smooth, and has a white ivory inlay for the eye. On the reverse is a word in Common, "NAELOTH." If spoken aloud, it will *summon* the creature whose name it is—a hellcat (see FIEND FOLIO® Tome, p. 50) of 50hp, who can be made to serve the holder of its talisman for nine days. The hellcat will seek to subvert commands given to it, and lead the talisman-holder into misfortune and death, unless the holder is Lawful Evil in alignment.

In the W wall of the room, a secret door of greater-than-average width pivots outward, to allow access to #14.

14. This 20'x20' room contains only a xorn (see MONSTER MANUAL, p. 102) of 48 hp, surrounded by a flickering white aura. This is fading rapidly as the PCs observe it, for it was a separate stasis field maintained by a unique spell that was broken by the opening of the door. The xorn was not pleased by its capture and imprisonment, and will attack any living things it sees when able to do so (on the second round after the PCs open the secret door the xorn will be free to move). The xorn will phase into the floor to escape if brought to 1/4 of its hit points or less. Closing the door of this room will not renew the stasis; it is gone forever.

15. Here a side passage leads off the long main hallway of the complex. This passage is separated from the main hall by an iron gate and arch that stretch from floor to ceiling. Although this barrier is ornamented by floral scrollwork, and is of iron dark with rust, its bars are thick and solidly embedded in the walls; it will stop most beasts if closed and locked. It is presently ajar, having been picked open

(there is no key). The side passage it opens into leads to stone stairs climbing steeply (a rise of 30' in a run of 30'). At the top, the stairs open without a door or barrier into a gallery (see #16)—but sprawled face-down on the stairs near the top is the mouldering corpse of a dead male halfling, his skull crushed.

If *Speak with the dead* is employed, this is Dahvro, a 3rd level thief and adventurer, out of Westgate who was born in Sembia's hills long ago, and came here to find treasure with a group of adventurers who formed casually in Hillsfar; and came here to seek treasure. The group saw no life on the way down, turning left down the main hallway and straight to the iron gate, which Dahvro picked open. He does not know how he met his end, which occurred almost two years ago. The halfling is clad in black—gloves, pants, and shirt, all of leather. He is barefoot. At his belt is an empty dagger-sheath—the weapon is gone—a black silk mask, and a bag containing a small purse of 12 gp and a set of thieves' picks and tools. A 40-foot coil of waxed cord is wound around his waist at belt-level. His corpse is infested with 34 rot grubs (cf. MONSTER MANUAL, p.83) which will swarm to attack immediately upon the body being touched.

16. This large room is entered by massive, iron-barred wooden doors, each twelve feet high, the one from the hallway being two sets of double doors opening inward. All of these doors presently have their bars thrown aside, and hang ajar. This room was a viewing and training arena where the Naturalists watched creatures stalk prey, react socially to others of their own kind, fly if aerial in nature, and build nests or dens if the materials were provided. It is presently simply an open, empty chamber. The floor is covered with two feet of damp, mold-splotched sand; the ceiling is 40 feet above that and has crumbled and fallen in some places, but is stable and will not fall unless a *fireball* or similar explosion occurs in the chamber. The room ends on the south with a 4-tier viewing gallery of bare stone

seats stepped downward to a railless front row fifteen feet above the sand.

In this area is a gorgon (see the MONSTER MANUAL Pg 49) of 64 hp, who has emerged from stasis and left its cell (#17D), and is bewildered and angry. It will attack immediately if the PCs come here first; if not, it will observe them in silence, keeping out of sight and staying silent, until they leave the main hallway—whereupon it will move to the junction area where the entry hall joins the main hall and await the PCs alertly, ready to use its poisonous breath. It will refuse to be lured away from this spot, and will not flee from any foe.

17. Holding Cells: In these small compartments creatures were held prior to introduction into the arena (#16), or after study in the arena. All are stone-walled cubicles, with stone floors covered with sand (and in some places, rotten straw, too); all have an iron-barred front wall with lockable doors. All except D, J, and K are locked.

A is empty.

B contains three shriekers (see MONSTER MANUAL p. 87) of 22, 16, and 9 hp. They will shriek the instant PCs introduce any light into the area. This will alert all living creatures in this end of the Halls, and all creatures immersed in water anywhere in the Halls, by the vibrations.

C is empty.

D is open and empty; the gorgon (see #16) came from here.

E contains the nearly skeletal, shriveled corpse of an owlbear.

F is empty.

G is empty.

H contains the feathers and bones of a hippogriff, and a faint smell of death.

I is empty.

J is empty.

K is empty.

L contains the bones of a humanoid, with two skulls (an ettin).

M is empty.

N is the Keeper's Room; a corroded ring of brass keys hangs on the S wall of this area—keys to all of the cells



and all doors of the arena. Peepholes in the N, W, and S walls allow views into the surrounding areas (the W wall is stone, not bars, in which is a locked secret door into the corridor of the cells).

18. This 20'x40' chamber was once a robing room for Naturalists preparing to leave by one of the gates in the Halls, and its South and East walls are studded with pegs, on which hang the rotting wisps of garments. There is nothing of value here, and the garments will disintegrate if handled. On its eastern side, this room is separated from the hallway by rotting curtains which will also disintegrate into dust if disturbed. A narrow secret door on the N wall of this room leads to an office (#19) by means of a steep flight of stairs.

19. This 20'x20' office has no door, but opens directly out from the stairs. It contains two unsafe wooden chairs drawn up at a circular table. On the table is a crystal ball. On the floor near the N wall of the room is a copper-sheathed wooden chest (the sheaths now green due to the damp), which is locked and missing its key.

A round after the first PC enters this room a tiny light will appear in the depths of the crystal globe which will begin to grow. Two rounds later the ball, blinding in its brightness, will explode, showering the PCs in the room with fragments (anyone in the room must save vs. spells or take 1 hp damage from the flying glass). Released from this shattered prison, a xeg-yi (see MONSTER MANUAL II, p. 128) of 5 HD and 33 hp will attack any living thing it sees in the halls, and pursue until slain or until it has slain all such quarry. If the crystal ball is attacked before it explodes, such attacks will have no effect upon it, or upon the xeg-yi within.

In the chest is a *ring of warmth* (q.v., DMG), a *ring of water walking* (q.v., DMG), and a bone tube corked at both ends and sealed with wax. Within the tube is a scroll with a single unique spell on it; the same spell that has preserved

the many beasts in the halls over the centuries.

Phezult's Sleep of Ages

(Alteration) Reversible

Level: 9

Components: V,S,M

Range: 1"/level of caster

Casting Time: 3 rounds

Duration: Permanent

Saving Throw: Negates

Area of Effect: All living creatures in range

Explanation/Description: By means of this spell, a *stasis field* is created about the spell focus, radiating outward in an expanding sphere through solid rock and other physical or magical barriers. (Only an *anti-magic shell*, *prismatic sphere*, or closed cube- or spherically-shaped *wall of force* will stop its effects.) It expands 2"/round until it reaches a maximum spherical volume of 1" radius/level of the caster. All living creatures within this field, except the caster and any protected as noted above, must save vs. spells or be placed in suspended animation (whether they wish to be or not). Creatures of level or hit dice equal to, greater than, or up to three levels or dice less than the spellcaster save normally. Creatures of 4 to 7 hit dice or levels save at an additional -1 penalty for every level less than seven below the caster's. The body functions of affected creatures virtually cease, but they do not die as a result of this state—nor will they grow older as the years pass. If the creature in stasis is slain by another means (physical attack, crushing or burial or drowning due to environmental changes around their body, and the like), stasis ends instantly, and the body will decay normally, for the assaulted creature only, not all others caught in the stasis.

The spell requires at least nine drops of the caster's own blood smeared into an unbroken ring of a radius not more than the overall length of the caster's hand (wrist to fingertips), into

which are placed at least six gems (any type) of 500 gp value. This is the spell-focus referred to above. When the spellcasting is complete, four of these gems vanish, consumed in the act of releasing the spell's power. The rest fuel the stasis field and thus dwindle slowly as time passes. Roughly one year of stasis is yielded per 10 gp of gem value. Removal of *any* gemstone from the circle, or the breaking of the ring itself, will instantly end the stasis effect as will using up all of the gems. However, any number of gems can be added to the inside of the ring to increase the period of efficacy, by "refueling" it.

The stasis can be lifted from individual creatures without harm (and without releasing other creatures under the same stasis) by casting *temporal reinstatement* (cf. *temporal stasis* in the *PLAYERS HANDBOOK*) or *Phezult's Awakening* (the reverse of this spell) upon the creature(s) desired. If *Phezult's Awakening* is cast upon the spell focus, rather than on individual creatures, the stasis field shrinks gradually to not at the same rate at which it originally expanded, freeing any creatures as it does so, and no further gemstone material is lost. (The *awakening* does not require any gems or blood, but merely drops of pure or holy water.)

Creatures entering the field after it has reached its full extent (even decades or centuries after the spell was cast) must save vs. spells to avoid falling into stasis. The penalties for their level or hit dice apply as described above, but so does a +3 bonus to the save for any creature arriving in the field after it has stabilized at full extent. Such a save must be made each time a creature enters the stasis field, even if it has entered and been unaffected before, but each creature need save only once per exposure to a particular *Sleep of Ages* stasis field (i.e. not per each round of a single exposure).



Phezult's circle, which places a stasis over the entire hall complex (consider what Phezult's level must have been!), was drawn on the floor where the two large corridors of the Halls meet; its gems were only recently exhausted, breaking the stasis.

20. This chamber contains yet another mosaic sigil of the Naturalists set into the floor, and another mirror-*gate*. (For details of the *gate* refer to #11). This mirror-*gate* may lead to any location in the Realms at the DM's choice. Alternatives include the dust desert of Raurin (I3-5), the Moonshaes (FR-2), the edge of the desert of Anauroch, or any other location as the DM sees fit. This mirror may also be used as an arrival point for high-level characters from other campaigns. (In either case, the mirror-*gate* is one-way.)

The mosaic, like that in the council chamber (#8), is actually affixed to a single oval stone which, if stepped on, will

glow with a faint white radiance, and begin to levitate upward very slowly (1"/round). It will halt when stepped off of, but will continue to rise whenever touched, unless willed to go down. (This requires constant and firm concentration which precludes spellcasting, intricate handiwork or other mental activity, or heavy fighting.) The mosaic can levitate any weight or number of things that can be placed upon it, and will easily fit up the entry shaft as a sort of elevator. It has a *permanent levitation* placed on it, and could well be inadvertently lost skyward if someone falls asleep on it or carries a wounded or unconscious person onto it, since it will rise as long as a living being is touching it and cannot be willed downward by someone asleep or unconscious. If several living persons try to will it in different directions, it will rise instead. If all persons aboard unite to will it in one direction, or one person directs and none oppose, it can be made

to move horizontally, as well as downwards, with ease.

Four doors in this chamber (identical to those of #6) are all locked and the keys missing.

21. This 20'x20' room is empty.

22. This 20'x20' room is empty.

23. This 20'x 30' room contains a gorgimera (see MONSTER MANUAL II, p 70) of 61 hp. Before charging PCs can reach it, it can breathe down the corridor leading into its dark prison, which it do without hesitation the moment the door into its prison is opened.

24. This 20'x30' chamber is home to a female tabaxi (see the FIEND FOLIO® Tome, p. 86) of 14 hp; it is naked and weaponless, and will attack if menaced, but will cooperate with the party if offered food and freedom. It does not speak common, but its name sounds like "Miiyeriial" if voiced or announced telepathically.





Lashan's Fall

(first appeared as "Into the Forgotten Realms" in DRAGON® Magazine #95)

Players' information

The following text should be read to the players.

The Dalelands of the Forgotten Realms have been your homes, as well as your adventuring grounds, for many years. The following events are common knowledge among you and have weighed heavily upon your thoughts for months. Lord Lashan, recently made ruler of the tiny coastal land of Scardale (so named because it lies within a long river gorge, or "scar"), raised armies to conquer the surrounding Dales, and he nearly succeeded. It has been a long, bloody year of battles up and down the Dales, and most of them — Harrowdale, Battle-dale, Deepingdale, Tasseldale, and Featherdale — have felt Lashan's rule during it, while the remainder have had to fight off warriors in their very streets.

In the end, Lashan's military power was broken by the combined might of the kingdoms of Sembia to the south and Cormyr to the west (both of whom preferred a cluster of peaceful, independent Dales as neighbors to a tyrant's warrior kingdom), the remaining Dales and the magical powers they could muster, and by Lashan's heavy reliance upon mercenary troops. The tide turned at the battle of Mistledale, where the Lord of Shadowdale, Doust Sulwood, and his companions held off Lashan's forces until the other armies attacked his holdings in the south, and thereby prevented all the Dales from being swept by Lashan's troops. Relentlessly have Lashan's foes pressed him these last two months, and the empire he carved has melted away to nothing. Lashan himself has not been captured.

In all the hurly-burly of war, the elves, who for centuries barred men from entering their vast woods, suddenly vanished. The Elven Court formerly adjoined the Dales on the north and east. Rumor has it that all of the elves have traveled west overseas to Evermeet, the island kingdom of the elves, to be quit of men forever. Their disappearance leaves the Elven Court open to exploration—and deep within it lies the lost, fabled city of Myth Drannor, once a center of magical knowledge where men and elves worked together. It is thought to still contain much mighty magic in the surviving, underground halls of the School of Wizardry there. Lashan was known to have sent two expeditions (their fates unknown) into the woods during the past year to reach it. The Dalesfolk fear he is hurrying to Myth Drannor now with the last of his warriors, seeking magic to defeat his foes and conquer the Dales once again.

You are a diverse band of adventurers hastily assembled from taverns, temples, and gaming houses of Shadowdale and Mistledale. Shadowdale lies nearest to the lost city, and its lord, Mourngrym (for Doust Sulwood and his friends have left Shadowdale to seek adventure), has gathered you to get to Myth Drannor before Lashan does, and destroy, bear away, or bury forever any magic there, to keep it from the conqueror. You will be well rewarded by all the Dales, Mourngrym promises (and you know him for a man of his word, a cavalier of courtly manners and true honor)—but he warns you not to covet much magic for yourselves, for some of it is fey and dangerous. He would hate to have to battle you, instead of Lashan, come spring.

You set out hurriedly and travel through that vast wood for two days without meeting or seeing a living creature. Frost is in the air; winter is almost come—a winter in which Lashan, if successful, will try to build

his power again. An ancient map supplied to you by the sage Elminster leads you through the ruined, overgrown city of Myth Drannor to an empty, high-ceilinged hall whose doors are fallen and whose spired towers are no more. Within lies a stair leading down to the School of Wizardry. Time is running out, and you need to gather all of the magic you can and destroy the rest, to prevent Lashan's return to power. The adventure has begun.

DM's Information

Unknown to the party, Lashan has already beaten them to Myth Drannor's School of Wizardry—and he has paid a high price for it, too. Lashan and a hand-picked group of bodyguards entered the underground school and discovered that it was inhabited by the former head of the School of Wizardry until it was abandoned three hundred years ago when the city above it was taken in a war. The archmage was left in the school at his own request, to pursue his own increasingly evil experiments and summonings.

At long last the archmage, named Azimer, became a lich. He has also become gradually more and more insane, and even now as a lich he has but a tenuous grasp on reality. Azimer believes he is still a living human being and has continuous hallucinations and delusions that the school is active, that he is its leader, and that the world is his to command. He also believes there are unseen "enemies" constantly trying to get into the school, though he has done little to fortify the school over the years.

When Lashan discovered Azimer, the lich at first believed that the warrior was one of his sorcerous pupils and asked Lashan to perform some errands. Though Lashan's terrified bodyguards fled, attempting to escape the dreadful apparition of the lich, the hot-tempered and foolhardy Lashan elected to attack, and he easily wounded Azimer with his

School of Wizardry





magical sword. Azimer became instantly convinced that Lashan was one of the "enemies" who wanted to slay him, and he quickly destroyed the ex-tyrant and all of his followers.

Azimer has calmed down since then and will, if carefully treated, prove relatively harmless to an adventuring party unless provoked. He will not automatically attack anyone unless he is attacked first. See area 28 for more details on his current personality.

The School of Wizardry

1. In the center of the high-ceilinged, dusty hall is a spiral stairway with no rail, the stone steps corkscrewing down into darkness. The stairs are littered with dust, cobwebs, tiny skeletons of rats that crunch underfoot, and fragments of stone fallen from the ceiling far above. The stairs are dry, cold, and smooth, sculpted of single blocks of stone. They descend for 60 feet. As the characters descend the stairs, the first character carrying a light source will notice that someone else has come down these steps within the last day, probably a group of several men judging by the number of boot prints visible on the dusty stone steps.

Unless otherwise stated, all doors in this dungeon complex require a normal door-opening roll. (Azimer routinely bypasses all doors with his *dimension door*, *knock*, and *wizard lock* spells.)

2. The stairs end in an octagonal room, apparently carved out of solid rock. Four closed, featureless stone doors with brass pull-rings are visible, one in each of the diagonal walls of the room. In the center of the room is a circular, moated pool that looks as if it was once a fountain, now dry and choked with stony rubble. All is dark, silent, and still. Against the wall between the doors leading to areas 3 and 16 stands a 9-foot-tall stone humanoid statue, facing the center of the room. The statue is motionless, its eyes closed and its hands at its sides. In the rubble in the fountain is a brass key (which fits no lock in this complex) and a tarnished, green silver

piece. The "statue" is a stone guardian (AC 2, MV 10", 4 + 4 HD, 36 hp, 2 attacks for 2-9/2-9, size M). It can *detect invisibility*; it is immune to poison, cold, charms, holds, normal missiles, and fear; it takes one-quarter damage from edged weapons, half damage from cold, fire, and electricity. The guardian can be slain instantly by *dig*, *stone to flesh*, *transmute rock to mud*, or *stone shape*. The stone guardian will attack anyone forcing open the door to area 16. (All doors open outward, into this room.)

If the door to area 16 is touched, a *magic mouth* will appear on it and say, "You dare disturb the one who rules Myth Drannor? Give his name, or you shall not pass." The answer is "Azimer" (see area 28). Anyone calling out this word will find the door easily opened; it will be locked (non-magically). Forcing the door open (requiring a bend bars roll, as the lock cannot be picked) will wake the stone guardian. If the door leading to area 16 is not molested, the stone guardian will remain motionless unless attacked.

Lashan and several soldiers from his fallen army entered the Myth Drannor complex less than a day ago. Having heard that the last known ruler of the mages' school was an archmage named Azimer, Lashan gave the correct response and was allowed to pass through, unaware that Azimer was still around (see area 28). Lashan stationed two guards here (see area 5). Anyone can tell from looking at the floor that a number of men recently walked through this area, some going to area 16 and some to area 5.

3. This door opens to reveal a solid wall of stone rubble, which will spill into the room with a roar and a cloud of dust. The more rubble dug away by the party, the more rubble will fall into the space cleared. This formerly led to the living quarters of the mages and apprentices. (This area may be cleared and expanded for non-tournament campaign play if the Dungeon Master desires.)

4. This door opens into a smaller room

with garments hanging on the walls. Stone benches are placed in the center of the room and run all around the walls of the room beneath the clothing. Small cracks are visible in the walls, and something may be seen moving under a bench in the far corner. The moving being is a small, gray, harmless lizard (AC 6, MV 12", 1 hp). If disturbed, it will blunder straight out at the party and then run for the safety of a wide crack in the wall. The room is a former wardrobe; the benches are rotten, with rotten boots beneath them, and hanging from wooden pegs are rotting cloaks and hats. A small brass ring (non-magical) can be found sewn into the hem of one cloak.

5. The door from area 2 is already open, leading into a featureless 30-foot-long stone passage which leads to another open stone door. This last door opens into a 30' x 70' room with a 50' ceiling that was once a feasting hall. Rotting, long, wooden tables march in two lines down the room, with fifteen wooden chairs on either side and a high-backed seat at the far end. Archways open in the middle of the walls on the right and left, blocked by cobweb-shrouded curtains. At the far end of the room hangs a rusty iron bar high up on wall brackets; from the bar hang long tatters of mildewed, black fabric—once some sort of vast tapestry covering most of the wall. Not enough is left to tell what it depicted.

Two bodies (slain within the last day) will be discovered in this room. Both of the bodies are human males, wearing chain mail armor and carrying broad swords. Their military dress identifies them as followers of Lashan, from Scardale. One of the men has a *dagger* +2 on his belt in a plain sheath; the other has no extra equipment. Each of them was apparently struck by something on the face, arms, and chest that produced frostbite and killed them; they bear scars that resemble bony hand marks. They were apparently trying to flee from something coming from area 2 (see areas 2 and 15).



What struck each of these formerly 2nd-level fighters was, of course, Azimer, who was in a killing frenzy due to Lashan's successful attack upon him (see area 28). If *speak with dead* is used on either of the two men, he will shriek in terror, crying out about "The cold! The cold!" If asked who slew him, the man will answer, "The bones! The walking, cold bones!" The DM should play this up for the maximum horrific effect on the party.

6. The archway on the left opens into a smaller (20' x 30') room, with a single long table and five chairs drawn up around it. This was once an exclusive dining area for the teaching wizards, the Masters. A passage leads off to the south. If the furniture is examined carefully, a 1-foot-long, tapering wand of wood (stained to match the table) might be found slipped into ring-like holders on the underside of the table. It is a *wand of wonder*, with its command word ("Zamper") engraved on the butt. The wand will only be noticed by a *detect magic* spell, or if anyone searching the table rolls a 1 on 1d6.

7. Garderobe (toilet). This room contains only a wooden seat with a hole in it, a torch bracket above and a shelf beside it, and a peg in the wall for coats. The hole leads down into a stream far below; if one lifts the seat from its ledges, one can get down into the stream using a rope. Trying to climb down the narrow tunnel to the stream without a rope leaves a 40% chance for anyone (except a thief) to slip and fall, doing 2-12 hp damage to himself. If any characters drop into the stream below, which flows to the south, see area 24 for further information.

8. Garderobe, identical to area 7 except that anyone trying to climb down into the stream below will become stuck. A thief has a chance equal to his *climb walls* roll (one attempt only allowed) to get free and continue on down the shaft.

9. This was a kitchen, with a chopping-block table and a beam ceiling with iron

hooks overhead. All utensils are gone. A large, sooty stone hearth and chimney are also present. In the end wall on the characters' left is a low, arched opening that begins two feet up the wall. Two heavy wooden doors (with diagonal framing) face the characters on the wall ahead. If anyone inspects the chimney closely, a shrieking, yellow-eyed bat will fly out of the chimney right at the characters. It's an ordinary bat (AC 8, MV 1"/24", 1/4 HD, 2 hp, bites for 1 hp damage plus disease, as per *cause disease*, if a save vs. poison is not made). A character may climb up the chimney if he possesses any climbing ability; otherwise, a character has a 40% chance of successfully climbing the chimney passage. The chimney exits into the ruins of Myth Drannor overhead, serving as an emergency escape route (though it is a filthy one, too). If the chopping-block table is closely inspected, it will be found to be covered with a peculiar, gummy ichor. A large meat cleaver is lying on the tabletop, its blade also covered with the ichor. This is the place where Azimer has been killing larvae and night hags, which helps him to maintain his lichhood (though he no longer sees himself as a lich at all).

10. This 10-foot-wide, 20-foot-deep root cellar has a low, arched stone-block ceiling and a fairly level solid stone floor. In it are bunches of old, mouldering onions, a spongy, pungent-smelling keg of beer (now spoiled), a large pile of straw, and a row of six empty earthenware jugs. A seventh jug has rolled into a corner and still has its stopper in place. It is heavy, and sloshing noises come from inside when it is picked up. The jug once contained potent root wine; however, it and the beer have both spoiled and are now poisonous (loss of 2 hp, plus wracking pains and nausea for one turn if any amount of these is consumed; no spellcasting, attacks, or defense possible during this time), though neither tastes bad.

Hiding under the straw in the cellar is a larva (AC 7, MV 6", 1 HD, 8 hp, bites

for 2-5 hp damage). The larva escaped from Azimer a week ago when brought over to the kitchen (area 9), and Azimer, in his addled state, never thought to look for it again. If discovered, the larva will plead for mercy, spewing forth any number of lies and false promises to help the party. It only wishes to escape the dungeon. It will claim to be a paladin cursed by Azimer to look like a worm, but will not say anything more about Azimer except that the mage is crazy. The larva will make no reference to Azimer's lichhood.

11. The door to this room is latched but not locked. It creaks loudly when opened to reveal a long, bare room that smells faintly of herbs, apples, onions, and the like. The floor is strewn with damp, rotting rushes, from among which comes a phosphorescent glow at the far end of the room. The glow is from a small (one foot long), harmless glowworm. Nothing of value is here.

12. A room identical to 11 (another pantry), but without the glowworm. If the chamber is searched thoroughly, a narrow gap may be found in the walls at the back (leading to area 13). The gap will be found by a character on a roll of 1-3 on a d6 if the room is searched for at least 5 rounds.

13. A dark, rough-walled, natural stone passage with uneven footing, slick with damp and harmless molds and lichens, leads to a natural cavern. The cavern smells of wine and some unidentifiable rotting substance. The floor has a secret door in it (detected on a 1 on 1d6 by any character searching for it; roll once per turn of searching). If the door is opened, a small pit will be discovered in which the mouldering remains of several larvae and some minor treasure are stored. A *potion of fire giant strength*, 120 gp, and a *wand of magic missiles* (with 3 charges) are here.

14. The door to this room is made of stone and locked (it must be picked or forced open with a bend bars roll to get in). Within is a 20' x 20' empty room, once a storeroom.



15. Another storeroom with a stone door, but this door's lock has been picked. Opening this door will still require a bend bars roll, since material has been shoved against the other side of the door to jam it shut. Inside the room is the body of another of Lashan's men, an elf fighter/thief in leather armor who was probably the last of Lashan's men to die inside the mages' school. The elf escaped from Azimer as the lich chased and killed the rest of the men in the northern end of the dungeon across the chasm (area 16); having made it across the chasm, the elf discovered that Azimer had used *dimension door* to arrive in area 2 (judging from the screams of the guards there). The elf took refuge in area 15 after picking the lock, but Azimer found him anyway with another *dimension door*. Azimer, still enraged from Lashan's successful attack on him (see area 28), immediately slew the elf with his freezing touch. Frostbitten scars in the shape of skeletal hands appear over the elf's face, arms, and chest.

If searched, the elf will be found to have a set of thieves' tools, a pouch inside his armor with two gems (both worth 100 gp), a pass identifying the bearer as an agent of Lashan's army, and a *ring of water breathing* (as per the druid spell, with indefinite duration). A *speak with dead* spell will reveal the elf's spirit to be rational, but very calculating and angry that he has been slain. He knows it was a lich that killed him, but will not tell this to the party out of sheer maliciousness (he was a neutral evil elf). If he can mislead the party, he will do so.

16. The corridor ends on the lip of a vast, dark chasm: a natural underground rift lit here and there by glowing patches of yellow fungi. Some 70 feet away, on the other side of the cavern and slightly lower, the corridor opens out again. The rough, stalactite-studded ceiling of the cavern is visible overhead; the bottom is shrouded in darkness. (A pebble or other item dropped will take two seconds to hit,

indicating a depth of about 60 feet.) The chasm is crossed by a row of seven glowing, pearly-white squares, apparently made up only of light, each 7' x 7' and separated from the next square by a 3-foot gap (or 1½ feet from the tunnel floors on either side). All is silent. Far to the left, 90 feet away, some sort of arched bridge or viaduct can be seen paralleling the squares of light (see area 24); the sound of rushing water comes from the bridge.

The chasm is 60 feet deep, measuring from the level of the squares; any character falling into it takes 6d6 points of damage and must make a system shock roll in order to escape becoming lame (move at 3" speed permanently). Roll percentile dice whenever a character moves from one square to the next, with a result of 00 indicating that the character has slipped on a square's slightly slick surface and fallen. Do not roll when a character crosses from a tunnel to a square, or from a square to a tunnel mouth. A running character has a 10% chance of slipping off when jumping from square to square. A character will normally cross the chasm in 3 rounds, taking half a round (5 segments) to cross from one square to another; crossing from a tunnel to a square or vice versa is considered to be automatic. Running across the chasm successfully takes only half a round.

If struck solidly by a monster (see below) while on one of the squares, a character has a 5% chance of falling off per hit point of damage inflicted on him. The light squares will solidly support characters without dipping or moving, regardless of how much weight is put on them. A *dispel magic* cast on a square will cause it to wink out of existence instantly, dropping whatever is on it to the chasm floor.

When the foremost member of the party reaches the center square over the chasm, a doombat (kept as a guardian by Azimer; AC 4, MV 18", 6 +3 HD, 33 hp, bites for 1-6 hp and lashes for 1-4 hp, shriek ruins all spellcasting attempts and causes all hit attempts to have a -1 penalty; light spells will keep

it from attacking) will attack by swooping past the party, biting and tail-lashing as it shrieks for five rounds. The doombat, after it finishes the 5-round shrieking attack, will then start attacking characters by snatching at them with its feet (roll to hit as a 6 HD monster to grab victim) and dropping them into the chasm. Once someone has fallen into the chasm, the doombat will fly down and attack him there continuously until the victim is slain and another victim can be caught and dropped.

The doombat cannot enter the tunnels leading out of the chasm. It is famished from lack of food and will never retreat once its attacks have started. Anyone hearing the doombat's cries has a 5% greater chance of falling when moving from square to square.

When the foremost member of the party reaches the square closest to the northern tunnel entrance, a piercer (AC 3, MV 1", 4 HD, 20 hp, 4-24 hp damage from drop, 95% likely to surprise) will fall on him or her (normal hit roll required).

17. The chasm is dark, with a rocky floor strewn with sand (there was once an underground lake here), bones from the doombat's and piercer's victims, and some minor treasure. Glowing molds and fungi can be found here, and harmless crickets and cave snakes nest in the shadows. The shell of a long-dead giant scorpion rises ship-like at the eastern end of the chasm floor, and the remains of several humans litter the ground under the light squares. (All fell from the walkway above.) Only the most recently dead human may be contacted using a *speak with dead* spell; he will prove cooperative, but only if his body is given a proper burial (his religion requires his body to be immolated). He knows about Azimer's lichhood, having been in area 28 when Lashan attacked the former archmage, but he ran before he knew of Lashan's fate.

One skeleton wears rotten leather armor, with a *short sword* +1, +2 vs. magic-using and enchanted creatures,



and two normal silvered daggers (one at belt, one in left boot). It wears a gold ring (worth 10 gp) and has 60 feet of waxed cable looped around its waist as a belt. Beside this one is a skeleton in rusty but usable chain mail, with a crumpled metal shield under it, a long sword belted to it, and a handaxe fallen nearby. It has a tinder box, two large empty sacks, and a broken lantern.

A skeleton in tattered robes is close by, wearing a brass ring (a *ring of protection* +3) and clutching a broken staff. In its backpack are a stoppered stainless steel vial (a *potion of healing*, restores 2d4 + 2 hp), three broken candles, two quills, a bottle of ink, and a spellbook with 16 pages in it. The last three are blank; the others contain *burning hands*, *enlarge*, *identify*, *jump*, *read magic*, *shield*, *spider climb*, *write*, *continual light*, *invisibility*, *knock*, *locate object*, and *dispel magic*. Material components packaged in cloth bags, for the castings of all of these spells, can be found in the pockets of the robes.

Near the northern end of the chasm is a skeleton in red robes, with studded leather armor underneath and an iron helm. A shattered wooden pendant, probably once a holy symbol, hangs from its neck, and a smashed lantern is gripped in one hand. Two shattered glass flasks are in a pack on its back, and a hammer hangs from its left wrist by a looped strap. A *mace* +1 is in a wrapped sheath at its belt; this glows as a crimson *faerie fire* when grasped.

A freshly dead human in plate mail, with intact metal shield, helm, and armored boots, lies on top of the cleric's remains. A dagger is at its feet, a broad sword in its hand, and a (broken) javelin slung across its back. The human's shield has the insignia of Lashan's army upon it. His belt purse contains 15 gp, 2 ep, and 5 cp.

18. Two featureless stone doors (to areas 19 and 27) and a corridor open out from this chamber, which contains an empty torch bracket set into the wall in one corner and a sigil in red mosaic tiles inlaid in the center of the pale gray

floor. The mosaic pattern is that of the wizard's school that once flourished here. A roll of 1 on 1d6 indicates that anyone searching this area for one turn will successfully detect the trap on the sigil. The two doors are *wizard locked* (19th level). If the sigil is stepped on or disturbed in any way, a hole will slently open in the ceiling above it and an iron cobra (AC 0, MV 12", 1 HD, 8 hp, bites for 1-3 plus poison (sleep for 1-2 hours), saves as 12th-level magic-user, immune to all will-force spells and *webs*, takes half damage from normal weapons, 49% chance to hide in shadows, moves silently) will strike down out of it at anyone and everyone in area 18. The actual lair of the iron cobra is a 5' square alcove above area 18.

19. This 20' x 30' room is lined with deep, floor-to-ceiling shelves covering all four walls (except for the door). In the center of the room is a sturdy trestle table and two high stools. The shelves are crammed with stored material components for spells and equipment, including 16 brass braziers, a pot of pitch, eight intact turtle shells, and a wide assortment of jars containing everything from coal to crystals to human eyelashes. If the shelves are examined closely, a doorway-wide section in the south-east corner will be found to have joints in it (breaks or seams in all the shelves). If pulled, this section will swing out to reveal a dark passageway behind it.

20. This 30' x 30' room has an unlocked, open stone door; it contains only a wooden armchair and circular table, with a ring of eight stools around it. All are rotting and somewhat rickety.

21. This area is similar to area 20, except that the door is closed and *wizard locked* (19th level). The walls of this room are covered in illegible scrawl, written with a charcoal stick. Azimer, in his madness, believes he is creating a new potion formula that will give him immortality and godlike powers; in truth, as any magic-user of 8th level or higher will be able to tell, it is meaning-

less.

22. This large (60' high x 170' long x 40' wide at its widest) irregular, natural cavern has a sandy floor, and a clear-watered, cold, swift-flowing stream at its west end. The water falls down the rock face from clefts high up, collects in a tiny pool, and flows swiftly to the southwest where the cavern narrows. It is large enough for characters to swim across. The room is lit by a faint *faerie fire* radiance cast on the ceiling above the stream. Two of Lashan's men escaped as far as this cavern when Azimer became enraged, but their bodies lie in the northeast end of the cavern, slain by *magic missiles*. Each man is dressed in chain mail and carries a broad sword; neither possesses any equipment of consequence. If contacted by a *speak with dead* spell, either man will prove talkative, but neither knows of Lashan's fate.

23. The stream rushes rapidly along a natural passage, a rough-walled chute with 4-6 inches of dank airspace between the stone ceiling and the water. Characters swimming the icy stream will become numb almost immediately; they will find it hard to hold things, their coordination becoming slow, imprecise, and weak (reduce dexterity by half, dropping fractions). This effect will last for 5-10 rounds after a character leaves the stream. Between the cavern (area 22) and the viaduct (area 24), the swimmers will be swept into a skeleton lodged against an old iron grating (which is twisted to one side, allowing easy passage). Examination of the skeleton, which is that of a magic-user, will reveal a brass *ring of feather falling* and a silvered dagger in a belt sheath. The skeleton has a single pearl on a chain about its neck, a *pearl of power* which recalls a 3rd-level spell if worn by a magic-user.

24. The stream is carried across the chasm here by a 4-foot-high walled viaduct, before it plunges once more into a rocky tunnel. If the stream is followed further, the party will find it passes



underneath two shafts or holes—the garderobes of areas 7 and 8—before sweeping on for miles under the earth to join the River Ashaba just north of Mistledale. The cold water will quickly paralyze any unprotected character who is even partially immersed in it, with this effect beginning as soon as a character passes the shaft leading up to area 8. Any paralyzed character who does not have some means of breathing underwater will drown; those who survive will be swept along in the stream until they are deposited in the river after some five hours of travel. It is possible for a character to walk against the current, but only if some sort of protection from cold is employed (such as a *cube of frost resistance*, a *ring of warmth*, or a *resist cold* spell).

25. The door to this room is made of stone and is *wizard locked* (19th level). Within lies a 50' x 65' chamber carved from solid rock, containing a huge crescent-shaped table fashioned of black wood, with thirty-three straight-backed chairs of the same material drawn up around it. Three globes of glowing, immaterial light hang in mid-air on the far (east) side of the room, and each has an item hanging suspended in it: a staff, a large egg-shaped spheroid, and a crown. Three freshly slain human bodies lie on the floor around the table, each badly mauled and partially eaten. Overhead floats a huge brainlike monster with a parrot-like beak and ten tentacles, each as long as a man is tall. Four gemlike stones circle about its head, out of reach of the characters. It floats toward the characters, writhing its tentacles. The monster is a grell (AC 4, MV 12", HD 5, 35 hp, 10 tentacle attacks for 1-4 (plus save vs. paralyzation at +4) and bite for 1-6, flies by *levitation*, immune to lightning) that will attack anyone entering the room. It did not kill the three humans who lie about, having been fed them instead by Azimer (who keeps the monster as a "pet"). The condition of the bodies indicates that they were slain only within the last few days, in the

same manner as the dead in areas 5 and 15. They were former warriors of Lashan.

Treasure is scattered about the room, and consists of a short sword, three daggers, four iron spikes, a wooden mallet, a 60' rope, a bullseye lantern, a *wand of enemy detection* (four charges left), a purse with 6 gp, a *broad sword* +2, a hammer, a spear, three sets of chain mail, two blankets, two darts, a scroll of two *magic missile* spells (at 6th level of ability), and five flasks of flammable oil. Azimer had no use for such items (or so he believed).

Floating just above the grell are four *ioun stones*. The first is a pale green prism (adds one level of experience), the second a pearly white spindle (regenerates 1 hp of damage per turn), the third a pale lavender ellipsoid (absorbs spells of up to 4th level, burns out to dull gray after absorbing 10 spell levels), and finally a dull gray ellipsoid (burned out). The second and third stones function normally when whirling around the grell.

The three floating items in the globes of light are trophies. The glowing globes of air are merely permanent stasis fields; they hold any object placed in them motionless, *levitated*, and protected from decay. Characters reaching into the globes of light will not be harmed. The items are a *staff of curing* (four charges left), a red dragon's egg (fertile and hatchable within two weeks, value 1500 gp), and a crown of silver (worth 550 gp) set with six black sapphires (value 5000 gp each) and a 5000-gp-value clear red ruby, set in a spire in the center front of the crown. This ruby is actually a *gem of seeing*.

26. This hallway is lined on both sides with a total of fifteen life-sized stone statues, standing on 1-foot-tall blocks of stone. They are all extremely lifelike and all radiate a faint dweomer, but are merely well-sculpted statues of famous magic-users, nothing more. (DMs may consider having a few of these statues be petrified, powerful mages who taught at the school and elected to wait

in this way for apprentices to "wake" them in times of need.)

Two closed, *wizard locked* (19th level) stone doors are set in the walls of this hallway, one at the east end, and one at the south wall (leading to areas 27 and 28, respectively).

27. This 20' x 60' room was once the library of the School of Wizardry; now it is a fire-scarred ruin. Ashes and crumbling, charred shelves line the walls and litter the floor in the center of the room, where remnants show that three tables, with four chairs at each, stood here. Dust lies thick on the ashes; the fire was not a recent thing, and surprisingly few ashes are on the shelves. Close examination will reveal that the books and scrolls of the library were almost all gone or removed before the fire occurred. Walls, floor, and ceiling are all blackened by smoke, and if these are looked at, the outlines of a narrow door can be seen on the south wall, in the corner where it meets the west wall. If this area is pushed, it will slide noiselessly away to reveal a dark, silent passage.

28. This room is 30' x 30', and furnished with a massive carved wooden armchair, an oval side-table with a large book on it, and a purple tapestry on the south wall adorned with a golden sigil identical to the one on the floor of the central hallway (area 18). The room is illuminated by a brightly glowing ball of green fungus that sits in a bowl full of what looks like water and old, black blood. A skeletal hand, still blotched with scraps of rotting flesh, is visible, projecting half out of the bowl; the fungus is growing on the carrion. The bowl is under the table. Sitting in the chair is a skeleton with shriveled skin still adhering to it; it is wearing rotting robes, and its eyes are two cold, twinkling white points of light. It gestures at the characters to approach.

This is Azimer (AC 0, MV 6", HD 19, 76 hp, attacks for 1-10 (plus save vs. paralyzation), causes *fear* in all creatures below 5th level or 5 HD, struck only by magical weapons or attacks,



immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity* (see below), or *death spells/symbols*. Though as a lich he is immune to further attacks causing insanity, Azimer's mental illness predated his conversion to a lich, and his insanity cannot now be cured by any means.

Azimer is still well equipped with spells, and his condition still allows him to cast them (though he has a 1% chance per level of a spell attempted of blowing the spell so that it does not "go off"). His current spells are as follows: *magic missile* (x3), *read magic*, *shield*, *continual light*, *ESP*, *levitate*, *magic mouth*, *wizard lock*, *dispel magic*, *gust of wind*, *hold person* (x2), *suggestion*, *dimension door* (x2), *fire trap*, *wall of fire*, *wall of ice*, *cloudkill*, *feeblemind*, *hold monster* (x2), *wall of force*, *anti-magic shell*, *death spell*, *repulsion*, *cacodaemon*, *power word stun*, *reverse gravity*, *Otto's irresistible dance*, *power word blind* (x2), and *imprisonment*.

Note that Azimer's *magic missile* spells (each firing ten missiles that do 2-5 hp damage apiece) may be directed at separate targets if the lich so wishes. Azimer will employ these first, interspersing them with any defensive spells he deems necessary (e.g., *feeblemind* on spellcasters, *hold person* or *hold monster* on charging attackers, or *reverse gravity* on a group of attackers, *anti-magic shell* if he faces many spellcasters, and so forth). Azimer will use *dimension door* to get into area 29 if seriously threatened.

All of Azimer's spells are written in the book on the table. (This is his final spellbook, which he no longer needs but which he keeps for sentimental reasons.) The book has a *fire trap* cast on it (5' radius explosion doing $19 + 1d4$ damage when opened, unless the proper saving throw is made).

Azimer will at first greet the characters in a brusque manner, demanding (in a ghastly whisper) to know where the characters have been, why they haven't been studying their spellbooks, and scolding them for not seeming to care about how important their work

at the school is. He will then get up and become more friendly and patronizing, continuing to treat the characters as favored pupils in his "magic school" and calling them by the names of magic-users long dead who lived at the school. He will avoid touching the characters unless one of them appears to be belligerent or talks back to him; then he might gently rap the character once (doing normal damage from his cold touch) and continue with his business.

Azimer believes he is a living human being, and cannot be convinced that he is really a lich. He will treat any comments to the contrary as some sort of joke or insult, depending on how such comments are framed. If attacked, he will defend himself as described above. Though he still summons night hags and demons to collect larvae, enabling him to maintain his existence as a lich, he now believes he is doing this in order to achieve godhood (which will never occur).

No sign of Lashan will be seen in the room, and there are no signs of a scuffle. If Lashan's description is given to the lich (he was 6' tall, dark haired with a heavy beard, very muscular, and had green eyes), or if he is named, Azimer will become agitated and curse Lashan as a traitor, backstabber, thief, liar, and cheat. The lich will heap abuse upon Lashan, eventually stopping to give out a horrifying giggle and admit that Lashan now "sleeps at the center of the world." After *stunning* (with a *power word stun*) and *paralyzing* Lashan with his touch, Azimer used an *ESP* on the unfortunate tyrant, learned about his life, and then cast an *imprisonment* spell on him.

The Dungeon Master may have Azimer perform any number of bizarre behaviors and say nonsensical and "crazy" things when interacting with the party. Azimer has no desire to leave his underground home, and if left alone he will eventually waste away and his spirit will perish within a few hundred more years. Though he is evil and may certainly be dangerous, he is for the most part harmless—unless angered.

29. Here all the secret passages meet. A 1-inch-diameter hole is in the ceiling of this chamber, and within it is a slightly smaller keyhole. A 2-inch-diameter round hole is in the floor, extending down three feet. At the bottom of the hole in the floor can be seen a long, gold key, if a light is directed into the hole.

If the party figures out a way to get the key up out of the hole (various spells will work, or some sticky substance—pitch from a burning torch, for example—can be applied to the end of a staff, a stick of wood, or a rope) and inserts it into the keyhole in the ceiling, the door leading into area 30 will open. The lich will flee here if pressed, using a *reverse gravity* spell to get at the key, which is the only unfixed object here.

30. The passage here is guarded by a piercer (1 HD, 7 hp, does 1-6 hp damage) that hangs directly over the secret door entrance. This last irregular, natural passage apparently leads to a dead end; but shortly before its end, on the east wall, is a secret door (see area 29) leading into a natural rock cavern, once the quarters of the Master of the School. This cavern room is lined with books; most are light reading in rather archaic common and elven tongues, but spellbooks (one book per spell level) may be found, containing all known magic-user spells except for those named spells (like the *Bighy's hand* spells).

Also present are two wooden armchairs, a wide cot with cotton sheets and a wool blanket, a rug, a table, a chamber pot, two (empty) wooden kegs, two pewter tankards, an oil lamp and sixteen flasks of oil (on a bottom bookshelf to one side), a silver *horn of Valhalla*, an *alchemy jug*, a *wand of negation* (six charges left, command word "Arbraer" engraved on the butt), a *helm of comprehending languages and reading magic*, four *potions of healing* (each restores $2d4 + 2$ hp), and a *necklace of adaptation*. None of these items is labeled or in any way identified, and all are usable by any character class.



Books of the Forgotten Realms

Hereafter follow descriptions of some of the major magical tomes of the Realms. They are defined in terms of appearance, history, and contents. In cases wherein the tome contains new or unique spells, those are also listed in standard *Players Handbook* format.

Nchaser's Eiyromancia

Appearance: This tome is thin, bound in black leather, and bears the title *Eiyromancia* on the cover, stamped and inlaid with mother-of-pearl. The edges of the tome have all about been protected with beaten copper strips, and these are fitted with two clasps. The clasps are unlatched by twisting a silver knob on each; if the bottom knob is twisted without first twisting and removing the top one, a poisoned needle springs up the side of the knob. The assassin Nathode says it is coated with Type D (or equivalent intensity) insinulative poison, apparently renewed from a reservoir under the binding. Nathode did not handle the tome himself, but observed its effect upon another. His testimony verifies a folk legend which says that all who try to open *Nchaser's Eiyromancia* die.

Nathode's recollection dates back seven winters, when the book was brought to the court of Lord Nasher by a merchant, one Furjur the Flippant, who told the Lord that the tome was sold to him by a band of adventuring dwarves he encountered in a clearing deep in the northern forests. One of the members of Nasher's court attempted to open the book, with fatal results (this is what Nathode observed), and it was placed unopened in the Lord's library (Furjur had gifted it to the Lord in return for a charter). It was subsequently stolen during the riots of the Five Fires Rising, and its present whereabouts are unknown.

History and Description: The mage Nchaser has not been seen for nearly twenty winters. Before his disappear-

ance Nchaser wandered the Realms, working and seeking after magic, and upon two occasions served as an advisor to a local ruler. On the second of these occasions, while serving the High Captains of the city of Luskan, Nchaser wrote the *Eiyromancia* and gave it to the High Captain Taerl. Some time after Nchaser's departure, the tome was stolen, and like its author it has wandered the Realms ever since. Alustriel, the High Lady of Silverymoon, had it briefly, gifting it to a dwarf of the Citadel Adbar. The dwarf never returned home, and the book was lost again—and so it has gone through the years.

Contents: The wizard Arbane, who saw the book briefly while it was at Luskan (he was friend to the High Captain Suljack), reports that it contains four magic-user spells: *Nulathoe's Ninemen* (pronounced *Nin-em-en*), a unique spell of the fifth level used to protect and preserve a dead body; *Nchaser's glowing globe*, a unique spell of the fourth level which is used in the creation of luminous globes, and the rare spells *part water* and *statue*.

A unique spell is a spell not commonly available, found only in the text in question or else believed to have been first set down therein. In some cases it means only that the text in question is the earliest surviving source of the spell. The first of the unique spells was devised by Nchaser's tutor Nulathoe, and the second is of Nchaser's invention. By the kindness of Arbane the Mighty, both are reproduced below.

Nulathoe's Ninemen

Level: 5

Range: Touch

Duration: Permanent

Area of Effect: One corpse

Components: V,S,M

Casting Time: 5 segments

Saving Throw: None

Explanation/Description: This spell serves to protect dead creatures of all sorts against normal decay, magically strengthening the joints of corpses or corpse limbs to keep them supple and usable. Its most prevalent practical use

is to preserve dead comrades for placing atop a bier in a sepulcher, or in hopes that they may be raised. The magic-user requires fresh blood from a creature of the same race/species as the spell subject, and the dust or powder resulting from the crushing of a moonstone of not less than 7 gp value. As the words of the spell are spoken, the most vital areas of the body (chest cavity, head and neck, joints of extremities) are sprinkled with a small amount of blood, and the whole body is then sprinkled with the moonstone dust. The closing gesture of the spell is the touching of the corpse, whereupon the spell will take immediate effect. Note that this spell does not heal wounds or stanch bleeding.

Nchaser's Glowing Globe

Level: 4

Range: Touch

Duration: Permanent

Area of Effect: Special

Components: V,S,M

Casting Time:

Saving Throw: None

Explanation/Description: This spell requires a globe of blown glass of the finest quality, and a spark. By the use of this spell the caster creates an effect identical to a continual light spell centered within a transparent object, but with the brightness of the light under the caster's mental control. Continuous control need not be maintained; the caster can merely exert concentration to change the current luminosity of the globe, and it will continue to emit the desired amount of light until a new mental command is received (unless, of course, it should be destroyed). Mental control may be maintained over a globe from a distance of 9" per level of the caster (plus 4" per point of intelligence over 15). Control of a globe cannot be wrested from another except by means of a *wish* or *limited wish*—or upon the death of the owner, whereupon the expectant owner must touch the globe to take mastery over it.



The Book of the Silver Talon

Appearance: This book comprises 26 papyrus leaves sewn into a leather binding. The leather has been dyed black with some thick, durable dye that remains supple and covers the hide deeply, preserving the tome somewhat. Into the front cover is inset a silver claw or talon (held by means of its nails, which pass through the hide and have been folded under shrewdly with a hammer so as to close the grip), from which the book has gained its name. The edges of the leaves have been painted red, rather unevenly, mottling the border of each page.

History and Description: This book is believed to have been the workbook of the famous and much-feared archmage Asmiak, the "One Without Fear," when he was but an apprentice to the wizard Thurl. The strongest proof for this belief comes from the talon device set in the cover (the book is untitled and unsigned), which Asmiak used at the time. This does not mean the book was necessarily his, but a study of Asmiak's deeds reveals his recurring attempts to obtain the book (or re-obtain it, assuming he once possessed it). This indicates he knows the book exists, but its contents would be so superfluous to him now, at the height of his power, that his attempts seem to be evidence of an emotional attachment to the tome. Asmiak's attempts to possess the book have never been carried out personally, always by agents. At least eight former owners of the book, all of them magic users of low level, have met death because of Asmiak's servants, and other owners of relatively higher levels have narrowly escaped the same fate. Their reports indicate that Asmiak employs a varied complement of servants, many of them not human. One survivor by the name of Casimur, an ex-magic user who now runs the Whistling Wizard Inn, relates that he was slain by three gargoyles, who fled with nothing but that one book from among those in his library, and that he found this out when he was subsequently raised by the cler-

ic Steeleye.

The adventurer Steeleye confirms this incident, and adds that the gargoyles were slain with a shower of silver arrows by the elves of the High Forest as the creatures swooped low over the treetops, looking for a place to rest.

The gargoyles were flying east at the time, and Asmiak is rumored to live in that direction, far across deserts and mountains. The book fell into the forest and was not recovered by the elves, but somehow found its way to a bazaar some winters later where it was purchased by the astonished magician Phandal. He in turn exchanged it for other spells with the theurgist Alphon, who fled with the book into a forest to escape repeated goblin raids against his property. It is not known how Alphon fared after that, but the druid Rairun "Blackbrow" was the next known to have possessed the book. He tried to send it overland to a colleague, but the caravan vanished in the moorlands en route to its destination.

Although no trace of the caravan itself was ever found, an adventurer named Shoon later came across the book in the dungeons of a deserted castle and brought it to the city of Waterdeep. There he sold it to the merchant Deragus, who never had a chance to sell it, since his shop was robbed later the same night. The master thief Dunas is known to have had the book one winter later, and he traded it to an unknown magic-user for three magical weapons. The book's whereabouts at present are unknown. Dunas has been heard to say he's glad to be rid of the *Book of The Silver Talon*, and any who find it would do well to conceal it, or risk attack from the servants of Asmiak.

Contents: The first twenty-two leaves of the book contain spells, all written in magical inks upon the papyrus in a slanted, beautiful hand, including the necessary runes, glyphs, and symbols and notes on necessary conditions and components. The spells are, in order of their appearance in the

book: *read magic*, *burning hands*, *comprehend languages*, *detect magic*, *erase*, *write*, *identify*, *message*, *shocking grasp*, *shield*, *darkness 15' radius*, *detect invisibility*, *knock*, *ray of enfeeblement*, *web*, *wizard lock*, *blink*, *dispel magic*, *gust of wind*, *infravision*, *phantasmal force*, and *protection from normal missiles*.

Peculiar to the work are slight variations in the spells that appear to be Asmiak's own. The magician Phandal, who copied from the work spells he needed and noted the changes in those he already knew, notes that the *burning hands* spell developed by Asmiak (or taught to him by the wizard Thurl) took four segments to cast because of its longer verbal component, and took the form of a thin beam of flame like a rod or staff extending from the caster's forefinger. This beam can be varied in length from two feet to eight feet by force of will, but is stopped (and deflected, at possible hazard to the caster) by stone, thick wood, earth, and the like. Casimur, who retains this spell in his books, notes that it can be fanned back and forth rapidly by merely waving one's finger, and is therefore far more than a parlor trick for cutting ropes or lighting candles.

The twenty-third page of the book, which was beyond Casimur's mastery when he possessed it, contains notes on how to strengthen the spell's flame into a more potent weapon. This improved version is of the second level of spells, and the theurgist Alphon is thought to have employed it when battling trolls on the Evermoors. It takes six segments to cast, lasts for two rounds, and consists of a cone of flame extending 20 feet from the forefinger, six feet in diameter at its farthest extent. The intonation of the verbal component dictates how hot the flames will be; they may be so hot as to create a breeze and cause target creatures to fall back from the heat. The flame does +1 damage (caster's level +1, expressed in hit points) in the first round after being cast, and damage equal to one-half the caster's level (rounded up) in the second round.



Thus, a 7th-level caster does 8 points of damage to those struck in the first round, and 4 points to each victim in the second round. Phandal dubbed this spell the *flame ray*.

Other spell variations are minor. Asmiak's *darkness 15' radius* uses a tiny vial of ink smashed to the ground, serving as the center of the spell effect, as well as bat fur. Thus, the spell cannot be moved once cast, and the ink seems less effective than pitch or coal, because the spell lasts only eight rounds, plus one per level of the caster. Asmiak specifies giant octopus ink, but Casimur has subsequently experimented with giant squid sepia, and reports that it also produces darkness, although of but six rounds (plus one per level of the caster) duration. Asmiak's version of the *ray of enfeeblement* has a different verbal component than the accepted norm, and takes three segments to cast. It has a fixed range of 6", and a fixed duration of eight rounds. Similarly, Asmiak's *blink* spell has a fixed duration of four rounds, caused by the differences in both verbal and somatic components (the level and casting time remain the same).

Asmiak's *gust of wind* spell is an improved version; it emanates from a self-chosen extremity of the caster, and is thus directional—and the caster can rapidly change this direction. Its somatic component differs from the norm, and its material component is a sycamore seed cluster or milkweed seed (or similar seed, of the type having hairlike fibers that enable it to be borne aloft on a breeze).

The last three pages of the book are careful notes on the preparation of magical inks for all the first-level spells in the book. Users of the art will notice that these are not the only known ink formulas for these spells.

The Chambeeleon

Appearance: This tome is truly resplendent. Its covers are sheets of polished, iridescent abalone edged and cornered with beaten gold; its pages are of burnished electrum, into which

script has been etched and runes, glyphs, symbols and characters are embossed or raised from the surface. The Chambeeleon (pronounced *Kam-BEE-lee-on*) is probably worth 4,000 gp in materials alone. It is worth far more to a magic-user, however, because of its contents.

History and Description: The origin of this tome is unknown, but it is certainly of great antiquity. Many legends exist ascribing its authorship to various sea gods and powerful beings, but nothing of the book's whereabouts is verifiable until Alaer, holder of the Dolphin Throne an age ago, mentions it in an inventory of the sea elves' court at Thunderfoam. It was borne away from that city at some later time, and reappears in the memoirs of the hero Gala-daunt, who found it on the deck of an abandoned, drifting "ghost ship" which he boarded off the Emerald Isles. He sold it to a magic-user whose name was not recorded, who we know to have been the tutor of one called "The Mad Mage," who in turn was master to the wizard Arbane. It is likely that the Chambeeleon came into the Mad Mage's possession, but it did not pass into the hands of Arbane, so we have only Arbane's recollections to rely on for its contents. The present location of the Chambeeleon, or even if it still exists, is unknown.

Contents: Arbane said that he often read from the Chambeeleon as he was trained, but was only allowed to peruse certain pages. Many he glimpsed were beyond his understanding, but he remembers that the demon who guarded the book told him it had 66 pages in all and none but Arbane's master had ever mastered them all.

(Arbane's rather brief description of the demon suggests that it was a succubus. There is no mention of a guardian demon in the legends concerned with the book, so it is likely that the Mad Mage bound the demon to guard it, perhaps only for as long as Arbane was allowed access to its pages.)

All of the pages Arbane studied con-

tained spells. From his notes, he gives us this list: *water breathing*, *fly*, *lightning bolt*, *fire shield* (cold flame version only), *ice storm*, *airy water*, *cone of cold*, *conjure elemental* (see below), *disintegrate*, *glassee*, *part water*, *spiritwrack*, *cacodemon*, *Drawmij's instant summons*, *reverse gravity*, and *vanish*. "From the Mad mage's casual comments," writes Arbane, he believes the book also contains the spells *imprisonment* and *prismatic sphere*, but at the time lacked any means to verify this. If the book is entirely full of spells, and each stands alone on one page (as did those Arbane studied), then there may be as many as fifty spells in the work not on Arbane's list. One suspects, however, that there are far fewer, and most of the unknown pages contain records or other writing. Only the possessor of the work knows for sure.

Arbane mentions one important difference from the norm in the spells contained in the book: the *conjure elemental* spell as it is written therein will summon only water elementals, but these will be friendly to the caster and will never attack him or her.

Such an elemental may (5% chance) return to its own plane before the spell has expired, rather than attacking, and although friendly, it will act only upon the commands of the spellcaster, not helping independently.

If one may trust the more doubtful source of religious teachings, it must be noted that the priesthoods of at least seven aquatic gods worshipped by various creatures claim the *Chambeeleon* as their own, and assert that the bulk of its pages contain "the" record of the Creation associated with their deity. If this is so, none have proved it.

The sage Elminster has recorded dozens of powerful spell books and magical documents of all descriptions; the preceding are but a sample. He writes teasingly of scores of new spells, hitherto unknown to magic users "at large," and now-lost powers cryptically held within the lost volumes. Adventurers may bring word of more any day, he says, puffing contentedly on his clay pipe...



Seven Fingers (The Life of Thorstag)

Appearance: This memoir is a thick bundle of vellum sheets bound about with two leather straps and enclosed in a leather bag. A recent owner, the merchant Zephrum Nelagul, noted in his ledgers that “Seven Fingers” had 278 sheets, but also noted that it ended precipitously and seemed to have gaps in the narrative, which suggests that some pages have been lost or deliberately removed.

History and Description: The book was written by (or at least under the supervision of) the adventurer Thorstag “Seven Fingers” Amareh, a fighting man who rose to take the lordship of a tiny northern dale, where he died some seventy winters ago. Thorstag’s nickname and the main title of this volume come from his habit of severing the fingers of important enemies whom he slew, and storing these in an iron box. There were seven such enemies, and Thorstag evidently put the fingers to some sort of magical use, but their present location is unknown.

Contents: The volume recounts Thorstag’s reportedly boring and trivial life (“wearisome pages of dreams, underhanded schemes, and malicious violence,” Zephrum records), but contains three passages of special note.

The first is a detailed and exacting description of the selection of a card,

Void, from a deck of many things, so complete that anyone who reads this section could immediately recognize the same effects if they occurred in his or her presence.

The second is a recipe or description of the making of *Keoghtom’s ointment*, which may or may not be correct. Curiously, no owner of the memoir has made any mention of the accuracy of the recipe, but only of its inclusion; this hints that they have not attempted the process because it is obviously incomplete, or too difficult in execution or the procurement of the ingredients, or the writing itself contains some magical trap or guardian they would prefer not to disturb.

The third is a detailed inventory of the dowries of the princesses Elmyra and Hlassela of Cormyr, which Thorstag took part in guarding on an overland journey from Suzail, the capital of Cormyr, to Arabel, a city some distance to the north and east. The journey was safe, the princesses married, and set out forthwith eastward with their royal (but not identified by Thorstag) husbands. Neither Thorstag nor this writer (the sage Elminster) has heard of their fate, but in some eastern tomb or treasury the greater part of these dowries must now lie. Thorstag’s list includes weights and identifying marks of jewelry (since he had to guard against forgery and substitution of the pieces), and

adventurers or historians will surely find it a source of inspiration, if not a path to wealth.

The present whereabouts of the memoir is unknown. It was last seen in the hands of an unidentified man “with the clothes and manner of a southern merchant,” according to Zephrum Nelagul, who sold it to said merchant at a bazaar in Waterdeep for nine hundred pieces of gold. Zephrum attests that he obtained the book from an ignorant bailiff in Longsaddle, who sold it as part of the contents of a dead man’s house. The dead man, one Borwyn, was a trader in hides and leather goods who covered much of the north in his trade, and had acquired, in Zephrum’s words, “an odd assortment of keepsakes and valuables.” One can only conjecture that somehow Borwyn the trader visited the dale where Thorstag had ruled and was buried, or got the book from another person who was given it by Thorstag for safekeeping, or who took it after Thorstag’s death. If any reports come to light of the possible missing pages, more might be said of how Borwyn got the memoir, and of its original, complete contents.

The Nathlum

Appearance: A nondescript volume of brown, curling parchment leaves sewn to a grey canvas cover.



History and Description: The Nathlum is wholly and strongly evil; its protective magics cannot be dispelled (at least, not by the spell commonly known as *dispel magic*), and these protections cause all creatures of alignment and instinct deemed "good" to suffer blinding, burning pain in the eyes and head. (Elminster offers a confusing description of the symptoms which need not be detailed here but can be interpreted thus: Anyone of good alignment will suffer 2-4 points of damage per round that the book is held or perused.) Its origin and the reason for its name are unknown; its first definite identification is in the catalog of Tymor Threeshields, the inventory of the booty he brought back from the Orcfastings war, but hints of it can be traced through the scanty written records of the orcs under the leadership of Wund, and Orfidel writes almost four hundred years ago of his meeting with the evil mage Lethchauntos the Black, who went to dwell among the orcs, and describes what could well be the Nathlum in Lethchauntos's possession. From Tymor's hall, the volume went to Neverwinter as part of the dowry of Tymor's daughter Nulauznee (Elminster suspects that Tymor wished to be rid of it), and nothing more is heard of it until the Nathlum passes unexpectedly into the hands of Phrandjas of Port Llast (a northern town), a thaumaturge whose careful and exacting studies enabled him to subsequently rise quickly in the ranks of the Art.

Contents: Phrandjas takes characteristic pains over his notes regarding the Nathlum; we learn that it appeared to be complete when he received it, and held sixteen recipes for poisons, four *glyphs of warding* set down nowhere else, and the formula of the spell *maze*. Phrandjas, despite the pain caused him by perusing the book (because he was good), copied certain of the recipes for later sale to the alchemists of the town, and all of the glyphs, and Elminster has passed on some of this information.

The poison recipes have not been

made known by Elminster; in his words, "They are largely simple to make, and recipes will undoubtedly fall into the wrong hands, given your sometimes too efficient communications." For adventurers, however, he has provided the means of identifying the substances.

Lhurdas (also known as "the yellow death" and "Beltyn's Last Drink") is a wine-based poison. It has a sharp, dry white-grape wine taste, and will readily mix with such wine. It reacts with the digestive acids in the stomach (and is effective in human, orc, and elvish body chemistry) to eat away internal organ tissues. Ingestion produces rapid (within two rounds) nausea, convulsions, and terrific internal cramps and burning pain, doing 1-6 points of damage in its first effective round, 2-12 in the second, and 1-4 in the third. Thereafter it will do no more damage, regardless of dose, and further exposure to *lhurdas* will cause discomfort and inhibit healing, but cause no greater damage to the body for a period of 3-24 days. It is ineffective if applied externally. (Save for half damage.)

Varrakas is a black, thick syrup. To avoid detection, single drops are usually added to gravy or dark sauces, but the effects increase with the dose ingested. *Varrakas* has a slightly oily taste, but no strong flavor. Every drop of *varrakas* does 1-4 points of damage when it enters the bloodstream (it passes the digestive system masquerading as a nutrient), and does not act for a period of 18-24 turns after ingestion. *Varrakas* is harmless if applied externally, and is effective in all mammals. (Save for half damage.)

Prespra (also known as "Mother's Bane") is an odorless, colorless liquid that mixes readily with all drinkables except milks and products made from them, from which it separates. Effective only in humans and only when ingested, it causes sudden dizzy spells and visual distortion, beginning 1-3 rounds after contact and lasting for 1-12 rounds. During this time the victim moves unsteadily and fights at -2 to

hit, +2 (worse) on AC if having only normal (distorted) vision, or -1 to hit and +2 on AC if endowed with infravision or heightened visual senses. At the same time the victim endures 1-2 points of damage per round as surface blood vessels burst all over the body (giving a blotched, reddened appearance to the skin). Each round a successful saving throw will avoid such damage, but if the victim suffers an injury through combat or misadventure during the round, no saving throw is allowed (the cause and shock of the injury aggravates the sudden fluctuations in blood flow and pressure *prespra* causes; it works by alternately and erratically constricting and expanding blood vessels throughout the victim's body).

Belpren is a luminescent blue, acidic substance that does 1-12 points of damage instantly upon contact with skin or internal tissues. (No save.) Further applications of *belpren* to affected areas will not cause any further harm, but the damage given above is for a roughly hand-sized area of body exposure; for each additional such area of skin affected, an additional 1-12 points of damage will be suffered. However, no additional damage from ingestion is possible; immediate and involuntary vomiting will be induced by any further *belpren* applied to affected internal areas. *Belpren* will not corrode metal, nor will it harm cloth or cured leather. It dries and becomes ineffective in just over one round when exposed to air, and so cannot be used on weapons. *Belpren* can be neutralized by the application of lamp oil. It is effective on all creatures.

Orvas is a translucent liquid with a green cast and a bittersweet taste. It does 1-6 points of damage upon entering the bloodstream (immediately if by insinuation, which must be through a scrape or wound, or in 18-24 turns if by ingestion), and 1-4 points of damage each round for the following two rounds. A successful saving throw means that *orvas* is ineffective against the target creature. *Orvas* is an antidote to *varrakas* (see above) if introduced



into the bloodstream before *varrakas* has run its course. *Orvas* works in all mammals.

Huld (also called "Leap" or "Death-dance") is an odorless oil that is effective on non-humanoid creatures—except for demi-humans and humans—and works only by insinuation. Its effects are the same regardless of dosage, and appear 1-4 rounds after the application. (Save for no damage.) *Huld* causes severe muscle spasms involving nausea and the loss of motor control, balance, and speech, lasting for 1-6 rounds. During this time a victim is helpless but by no means an easy target for physical attack, since he or she is usually thrashing and moving about rapidly and wildly. Mental processes are entirely unaffected (i.e., psionic or other communication can be initiated or will continue, and in some cases can be used by the victim, as well as others, to control the poison's effects). A particular individual will be 95% resistant to *huld* for a period of 10-21 days after an exposure to it, and thus repeated dosages in a single encounter will almost always not be effective. *Huld* is generally thought to affect all individuals, but some apparent immunities are reported and conjectured.

Jeteye is a glossy (i.e., reflective) black liquid that affects all mammals upon ingestion. (Ineffective if insinuation contact only; save for half damage.) It causes the pupils of the eyes to go black (although this does not affect vision) and causes 1-8 points of neural damage immediately. No pain is felt by the victim, however; for *Jeteye* kills all pain and tactile sensation for a period of 9-16 rounds (the "black eyes" sign will be of the same duration as this anesthetic effect). *Jeteye* is sometimes voluntarily used before torture or immediately after battle injuries (preventing a system shock survival roll). It has a bitter, black walnut-like taste and is hard to conceal in food or drink.

Ulcrun is a milky-white, viscous liquid that is effective on all warm-blooded creatures, by insinuation only. (No saving throw.) Two rounds after contact, it causes 1-4 points of muscular damage,

weakening and softening tendons, ligaments, bones, and cartilage. On the following round it causes 1-12 points of damage, and 1-4 points on the round thereafter, whereupon its effects pass. Until healing processes (natural or magical) counter its effects, the creature affected will have lost 1-4 points of Strength and one point of Dexterity.

Dwarfbane is a rare, gummy oil that is poisonous only to dwarves. Insinuation, it is commonly smeared on weapons. It does not dry out, but prolonged exposure to air lessens its potency; it is effective only for 26-31 days. Upon contact, *dwarfbane* does 1-8 points of damage with a pain "like blazing skewers," and a further 1-6 points on each of the following three rounds. (A successful saving throw will halve all damage suffered.)

The *glyphs of warding* found in *The Nathlum* reflect its evil nature. All may be used only by those of evil alignments, and will harm only those of good alignments. Anyone of good alignment may pass a glyph's location unharmed by speaking its name or by destroying the glyph. The passage of neutral or evil characters will not trigger any of these glyphs. They are as follows.

Zuth can be cast only by a cleric of 6th or higher level. It is cast upon a door or the frame of an opening; anyone of good alignment passing through or under the portal will suffer 2-12 points of electrical damage arcing from side to side of the frame at many points around it, across the opening.

Yammas can be cast only by a cleric of 8th or higher level. When activated, from 11-18 screaming, chattering mouths will appear all about the glyph, and shoot forth on long (up to twenty feet) snakelike necks to bite at the creature activating the glyph. The victim must save against each manifestation or be struck by it, suffering 1-4 points of damage. The fangs dig in, much as a lamprey attacks, and the mouths drain 1 hit point of blood each per round thereafter until they or the victim are destroyed. Each can be severed by

inflicting 7 points of damage on it (as long as at least the seventh point is caused by an edged weapon), or by the victim pulling free of its grasp. All are AC7. Any character with a Strength of 16 or more is allowed to attempt saving throws against three of the mouths each round—if a particular save is successful, the mouth's grip breaks, it does not drain blood on that round, and it shrinks back into the wall or hangs lifeless. This glyph does not vanish after one activation; it will retract its surviving mouths and wait for the next victim, until all the mouths have been destroyed.

Hlack can be cast only by a cleric of 9th or higher level. This functions as a magical barrier preventing those of good alignment from passing. This barrier of force will stand until the actual area on which the glyph was cast is destroyed, thus breaking the glyph, or until a *knock*, *erase*, or similar spell is employed. Anyone of good alignment will strike an invisible wall and suffer 1-6 points of electrical damage. Further contact with the barrier will cause 1-6 points of electrical damage per round (no save).

Curtal can be cast only by a cleric of 10th or higher level. Attempts to pass this glyph will cause arms of fire to burst from its three pointed ends and strike the creature or creatures attempting to pass, each arm doing 4-16 points of damage. Each arm of fire will strike a different target if there are three or more targets available; otherwise two will strike the nearest target and one another, or all three will strike at a solitary target. (Save for half damage.) Activation of this glyph always alerts a guardian, sometimes summoning a demon or devil to the spot instantly, but more often warning spellcasters or beast-keepers to ready their charges. The glyph remains until *erased*, striking out with its arms of flame every time it is activated. *Dispel magic* will cause one of the arms of fire to shrink back and not strike for that activation. In each round that creatures stand before the glyph but do not speak its



name (i.e., not having passed it, but within 15 feet), *curtal* will activate—so slow-moving creatures could be struck several times.

The Workbook

Appearance: Details of the appearance of the Workbook are unknown, but it is said to be a bound volume with no inscriptions on the covers.

History and Description: Once in the elven city of Myth Drannor there was a school of magic. Its teachers were known as the Seven Wizards, and included the one known only as Mentor. Its founding and objectives are forgotten, for Myth Drannor has long been a ruin, and the Seven Wizards disappeared even before Myth Drannor's destruction.

Many of the mages whose names are now known all across the Realms were tutored at the Wizards' school, and it is common knowledge that Mentor caused spells of his pupils' devising to be collected in a book, once he had tested and approved their dweomercraft. Accounts of the Workbook's contents vary; it is quite possible that more than one such book was collected, although the existence of only this one book is certain.

The sage Flamsterd, of the Moonshae Isles, purchased the tome known as *The Wizards' Workbook* from a band of adventurers, and carefully copied its contents. He later sold the secrets of several of the Workbook's spells for very great sums of wealth, and purchased the entire island that now bears his name. His enjoyment of the isle was short. It is thought that one of his clients guessed what the sage possessed, for one night the sage and his entire Tower, on the seaward end of the isle, simply vanished. Others believe the sage came to grief while practicing his magic. Still others hold that he left this plane of existence.

No sudden rise in power was noted among those of the Art, however, and it is thought that the Workbook may have been lost or destroyed. Installments of

Flamsterd's personal diaries, the *Moonshae Chronicles*, were sent regularly from the sage's isle to his friend Elminster, and in one was set down the entire text of the *Workbook*. The purchased records of individual spells still exist, of course, scattered throughout the Realms. It is from Elminster's library that we learn the spells below; the present contents of the *Workbook* may well vary slightly. *Dismind* is thought by some to be the work of Khelben "Blackstaff" Arunsun, and by others to be the work of Mentor himself. The other spells bear the names of their creators.

Contents:

Spendelard's Chaser

(Necromantic)

Level: 4

Range: Touch

Duration: 1 turn/level of caster

Area of Effect: (One creature

Components: V,S,M

Casting Time: 8 segments

Saving Throw: None

Explanation/Description: This spell negates the adverse effects of all drugs (including alcohol) in the recipient creature. Dexterity and mental impairments are instantly "cured," leaving the recipient clear-headed and free of pain, able to undertake complex tasks requiring intense concentration, such as spellcasting. The pain of even mortal wounds will be removed, although the *chaser* in no way heals any damage extant in mind or body. If the condition has not righted itself by the time the spell wears off, its effects will return. But natural body processes continue while a creature is under the influence of the *chaser*, so that a hangover or other temporary discomfort may well vanish before the spell expires. The *chaser* will have no effect on insanity or magical conditions (such as *feeblemind*), but does give a +4 saving throw versus any poisons present in the recipient at any time while the spell is in effect. (If a saving throw versus the poison has already been failed, application of the *chaser* will permit a second, unmodified saving throw; it will not be at a +4 bonus, but

will not have any subtractions either.) The material component of this spell is a drop of holy water, touched to the tongue or skin of the recipient (the spell may be cast on oneself).

Caligarde's Claw

(Conjuration/Summoning)

Level: 4

Range: 6"

Duration: 1 round/level of caster

Area of Effect: One creature

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Neg.

Explanation/Description: Use of this spell requires the claw or foot of a creature, which is consumed in the casting, and brings into existence an invisible claw of force. The spellcaster indicates (by pointing toward a location; sight is not necessary) a target within 6". If the target saves, the *claw* will not come into existence. If the target does not save, the *claw* must locate the target (with a hit roll as if it were a weapon wielded by the caster). If it does so successfully, it will immediately do 1-4 points of damage. Thereafter, until the spell expires, the *claw* is destroyed, or the target escapes pursuit by becoming ethereal or otherwise physically leaving the plane of the caster, it will strike infallibly once per round for 1d4 damage.

Although the *claw* never misses, the damage done by its strike can be negated by an *anti-magic shell*, *shield*, *Bigby's interposing hand*, or similar magical barrier. It can be destroyed by *dispel magic*, but cannot be controlled or physically harmed. It is not a living thing, is not intelligent, and cannot perform any task other than its slashing, tearing attack. It can be dispelled at will by the caster, but does not require continued concentration for its maintenance, and will not vanish if the caster is killed or rendered unconscious. (The spellcaster can engage, of course, in further spellcasting while the *claw* operates.) Its attacks do not necessarily physically interfere with the actions and movements of the target, who may



well cast spells or engage in physical combat.

The *claw* will remain with its target unshakably, regardless of distance traveled, physical barriers, or aerial or underwater travel. It will never change targets, but will vanish at the death or disappearance (see below) of its target. If it fails to initially locate its target, it will remain within a 1" distance from the intended target's initial location, an invisible presence (use Grenade-Like Missiles: Misses Location Table, *DMG* p. 64, for the *claw*'s precise location), until the spell expires. If any creature approaches within 1" of its location after the missed target withdraws, the *claw* will automatically strike (hit roll required) without any attention or act of will on the part of the caster. The *claw* can thus be cast at a door to prevent unharried future entrance or egress. Note also that a careless or forgetful spellcaster could well be attacked by his or her own *claw* if it is approached too closely after missing its intended target. A spellcaster does not know if a *claw* is active, once cast, except by observing the behavior of the target—or, in the case described above, by suffering a surprise attack. The *claw* can then of course be immediately dispelled by the caster. If unsuccessful in a second attack against a different target than the initial one, the *claw* will continue to attack any target within a 1" radius of it until the spell expires, and may attack the target it originally missed if said target leaves and then re-enters the *claw*'s area. The *claw* can only locate and affect targets having a tangible existence on the plane in which it is cast.

Tulrun's Tracer (Divination, Alteration)

Level: 4

Range: 1"

Duration: 4 rounds/level of caster

Area of Effect: Special

Components: V,S,M

Casting Time: 8 segments

Saving Throw: None

Explanation/Description: When this spell is cast, the *tracer*—a continu-

ous, luminescent pathway akin to a *light* spell—comes into being within a 1" radius of the caster. It shows the most recent path of any single creature whose path the caster wishes to trace, described verbally by the caster over the material component (a pinch of phosphorus or a glowing life-form such as a fungus or glowworm). The creature must have been present in the 1" radius area about the caster within a period of 1 day per level of the caster for the *tracer* to appear. The *tracer* will show the route of the creature within the 1" area, and then expand (at a rate of 60"/round) along the route taken by the creature, moving in that direction for the duration of the spell. Once beyond the 1" initial radius, it will only show the path of the creature—who need not have been seen by, or be known to, the spellcaster—as long as it remains in physical contact with the ground. *Pass without trace* and similar magics will not confuse the *tracer*, and it will follow the creature's route through physical barriers (i.e., doors) and across gaps (i.e., the results of a *jump* or *dimension door*; to purely physical acrobatics) of up to 14". It will not otherwise show aerial travel, but will shine in and under water.

The path will end when the target creature is reached, when the spell expires, or at any place to which the target creature *teleported*, left the plane of the caster, or embarked upon a mount or conveyance such as a cart, ship, or *carpet of flying*. In the latter case, an individual reaching the path's end will receive a clear mental picture of the destination traveled to, even if on another plane. If the target creature took a mount or conveyance, the mental picture will be of the destination reached. Portions of the *tracer* can be negated by *dispel magic*, *continual darkness*, and the like, but it cannot be physically disturbed (i.e., a *gust of wind* would not shift it). When the spell expires, the *tracer* will have slowly faded into nothingness; no one not having reached its end will receive any mental picture of the target's destination. The

tracer is intangible and cannot be walked upon. It may be passed through or traveled within without harm and does not activate magic upon contact or distort magic or physical phenomena passing through it.

Tasirin's Haunted Sleep (Enchantment/Charm)

Level: 3

Range: Touch

Duration: Special

Area of Effect: One creature

Components: V,S

Casting Time: 1 round

Saving Throw: Neg.

Explanation/Description: This spell can only be cast successfully upon a sleeping creature. The slumber must be normal—unconsciousness, coma, or similar states of mental injury, such as concussion, drugs, astral or psionic activity, and *charm*-related spells will all cause the spell to be ineffective. *Tasirin's haunted sleep* puts the recipient into a deep sleep for one turn per level of the caster, and early awakening from this state can only be accomplished by a (*limited*) *wish*, *dispel magic*, the infliction of acute pain (i.e., wounding) upon the recipient, or at the caster's will. The target creature is allowed a saving throw, which if successful will negate the effects of the spell.

The caster is never directly aware of the target's thoughts or mental state, or of the success of the spell. While in such a deep sleep, the creature is open to the influence of subconscious visions or dreams. The spellcaster can project one specific scene or vision into natural mental activity, and this will come into the victim's consciousness soon after awakening. The vision's clarity, detail, and accuracy depend upon the caster's concentration, for the scene must be held in mind during the casting. Such visions can masquerade as divine communications or memories, and can be used to influence decisions, goad the recipient into a certain course of action, trouble the recipient, or, conversely, to calm and rest the recipient at a time of mental anguish or troubles. A spellcast-



er skilled in the use of this spell can boost morale, joy, or enthusiasm—or crush it.

During the “haunted sleep,” the recipient is especially susceptible to any one *suggestion* spell, which can be cast by the caster of the *haunted sleep* or another spellcaster, and is saved against at -3 by the creature in “haunted sleep.” Such a suggestion will be “heard” by the recipient as an inner mental voice, and must of course be in a language which the recipient understands to be successful. This spell cannot be cast on oneself.

Laeral's Dancing Dweomer

Level: 3

Range: 2" + 1"/level of caster

Duration: 1 turn/level of caster

Area of Effect: 4" diameter sphere

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Neg.

Explanation/Description: This spell requires a pinch of dust thrown into the air about the caster and any object (which will not be changed in any way by the spell) radiating a *dweomer* at the time. When cast, the spell causes many magical auras to flicker and dance about from object to object (including creatures and areas with large surfaces, such as wells). The auras are not visible to the unaided eye (i.e., *detect magic* or similar means must be used), and will not be seen by a creature saving against the spell or having *true sight*). If the spell is not saved against, the auras will totally confuse a *detect magic* or the like for the spell duration. The auras will not disappear when touched, but *dispel magic* will destroy all auras within its area of effect.

Archveult's Skybolt (Alteration)

Level: 4

Range: 1"/level

Duration: 2 rounds

Area of Effect: Special

Components: V,S,M

Casting Time: 4 segments

Saving Throw: 1/2

Explanation/Description: This spell requires a crystal—a faceted gem,

quartz, or cut glass — of at least an inch in length. The spellcaster throws the crystal at a target creature or area while speaking the final words of the spell, and its path creates a glowing “bolt” in the air similar in appearance to *Tulrun's tracer* (q.v.). The bolt is four feet in diameter, begins 1" from the caster, and extends onward to a maximum length of 1" per level of the caster. The bolt will not materialize underwater, and ends where the crystal strikes water, strikes any barrier, or passes beyond the caster's range. (The crystal is consumed instantly, in a burst, if it passes beyond the caster's maximum range, and is otherwise consumed at the expiration of the spell.) Any living thing coming into contact with the bolt will suffer 1-4 hit points of shock damage per level or hit dice it possesses (ignoring additions; a 5 + 5 hit dice monster would take 5-20 just as one of 5 hit dice would). A hit roll, with any modifications for missile-weapon ranges, is made when the spell is cast; refer to Grenade-Like Missiles: Misses Location Table, *DMG* p. 64, if a miss is indicated a creature struck by the crystal suffers 1-6 points of damage per level or hit dice it possesses. The creature may grasp the crystal and hurl it back at the caster, and the bolt will continue to form to the limit of the caster's range (so that a caster may be struck by his or her own bolt), but when directly grasping the crystal, any creature will suffer a further 1-6 hit points of damage per level or hit dice it possesses and must make a system shock survival roll.

A *skybolt* lasts for two rounds after its casting. It can be destroyed in whole or in part by contact with an *anti-magic shell*, *wall of force*, *shield*, or similar spells, *dispel magic*, or *gust of wind*. It cannot be deflected, grounded, or insulated against. It will not conduct through metallic substances, but note that armor that is not airtight will not negate the effects of a *skybolt*. Creatures and nonmagical objects entering the *skybolt* will not deflect, negate, or sever it. A crystal entering an area of magical protection which does not

allow formation of the bolt is instantly rendered harmless.

Dismind (Enchantment/Charm) Reversible

Level: 9

Range: Touch

Duration: Special

Area of Effect: One creature

Components: V

Casting Time: 2 segments

Saving Throw: Neg.

Explanation/Description: This spell consists of a phrase spoken while the caster touches the recipient (the spell may be cast on oneself, serving as a “last resort” escape from certain death, torture, or mental damage), causing the recipient's mind to fly from his body. The body instantly undergoes a curious transformation: it remains in the position it was when the spell was cast, surrounded by a glowing aura of force that allows nothing to touch the body, stopping all physical attacks, crushing, or probes. The limbs of the body can be shifted by pushing on the invisible armor of force, but when released will slowly drift back to the original position. Magical attacks, fire, poisons, and corrosive and disease-producing substances (including ochre jelly, green slime, rot grubs, and the like) cannot reach the body to do it harm. The bodily processes of a *dismined* person are totally suspended, so that the body does not age or breathe. *Dismined* persons have a vacant stare. They cannot use any of the senses of the body they have abandoned, nor can they return to it without aid.

The freed mind wanders behind mental defenses of its own making, immune to all forms of magical, psionic, and other mental contact or attack. A wandering mind is not detectable by any known means, and never leaves the Prime Material Plane. It cannot control where it goes and what it observes, and typically retains little memory of its visions and speculations. (A DM should describe 1-6 scenes or phrases of thought without giving any explanations.) A wandering mind cannot delib-



erately pray, study, or research spells, or choose to observe any particular event, locale, or individual.

A wandering mind can be fully restored to its body by an *alter reality*, (*limited*) *wish*, or *restore mind*, the reverse of this spell. The reverse can also be used to cure insanity and all mental disorders, feeble-mindedness, and physical brain damage. It will end any mental controls (including *quest*, *geas*, and magical *charms* cast by spell or by creatures such as nixies or vampires) of any form upon a recipient mind, totally freeing the mind from the influence(s) without causing the individual any harm—but it cannot restore lost psionic powers. A delirious, drunken, exhausted, or drugged creature can become clearheaded and mentally alert by means of this spell. A saving throw applies to both spells, and if successful against a *restore mind* (regardless of the wishes of the *dismined* recipient creature), the spell will have no effect. Such a failure does not mean the mind cannot be restored, but only that the particular spell cast at that time did not work.

Bowgentle's Book

Appearance: This slim, black volume is most expertly bound in glossy, tooled, black leather—the best yoxenhide, from the yoke-oxen, or “yoxen,” of the plains of Amn—which has been stitched into a full-fitted cover encasing two slabs of slate, and worked on the outside into a repeating pattern of a human and a dragon confronting each other, each spouting flame at the other. Within are fifty-three sheets of the finest white vellum, all sewn to a spine-cord strip of black leather with spun silk thread, the whole being of the most delicate workmanship. (Several additional pages seem to have been torn out.) The pattern of the covers extends without a break over front, back, and spine, leaving only a lip or border all about the edges of the tome, and an oval plate or raised area in the center of the front cover, which bears the character

known as “Bowgentle's Rune,” thus:



History and Description: Bowgentle of Silverymoon was a mage of gentle speech and manners, loved and revered in the North and the Sword Coast cities in his day, for he believed that magic belonged to all, and all should benefit from it. Many good works were ascribed to his name over the years he wandered the Realms, and legend has rounded out his deeds. Always Bowgentle sought new spells—and he embarked on reckless ventures to gain them, such as the plundering of Raurgoch the black dragon's hoard (slaying that monster with the very magic found in the treasure) and the breaking open of the Wizard-King's tomb, where that legendary mage, now living in lichdom, guarded his spellbooks as fervently as the crumbling bones of his mistresses and his dogs.

And ever Bowgentle gave of his knowledge to all who had the ability, and wrote out spells tirelessly for those who were too young, too sick, or yet unborn. He paid for the hospitality given him on his travels with spells, cast for good ends, and his name is yet remembered with affection and awe. It is often said of a gentle, shy, and well-favored babe that it “has Bowgentle's eyes,” and an act of selfless kindness is oftentimes agreed to be properly “of Bowgentle's way.”

When he grew old, Bowgentle came to the School of Wonder, founded some years earlier by the mages Myrdon and Salasker, and wrote down his spells for the apprentices there. He passed on his way, and when word came shortly thereafter of his death in a snowstorm in the high forests, the Masters commanded that Bowgentle's written spells be collected from the apprentices and close-guarded in the library there, for all to see and use. This was done, the book being constructed by elven craftsmen, and the cover depicting a famous scene of Bowgentle's youth: his fiery battle with a red dragon, whom he

teased (and enraged) by gouting flame back at it, before he vanquished the beast.

The book did not remain at the School for long, however—demons slew its Masters and most of the apprentices, and set the towers ablaze one crisp winter night (demons, some whispered, summoned by careless or jealous and vengeful novices who lost control of their servitors). The School was no more. Thieves were the first bold enough to venture into the smoking ruin, and one must have found and safely borne away *Bowgentle's Book*, for it surfaced some years later in Scornubel, identified by the sage Laertilus as amongst the treasures he appraised for Vaerum, the Master Thief. Vaerum, head of a local thieves' guild, soon fell victim to a “grey war” (one of the oft-occurring skirmishes between rival guilds), and the book vanished. Its present fate and whereabouts are unknown, but it is thought by most sages to still exist.

Contents: The book's contents are all spells and cantrips in “standard” form (as per the rules in the *PLAYERS HANDBOOK* and in *UNEARTHED ARCANA*) set down one to a page, save for the two unique spells described herein. They appear in the following order: the cantrips *clean*, *dry*, and *bluelight*, and the spells *affect normal fires*, *hold portal*, *identify*, *mending*, *push*, *read magic*, *sleep*, *continual light*, *darkness 15' radius*, *detect evil*, *detect invisibility*, *dispel silence* (unique spell), *ESP*, *forget*, *knock*, *levitate*, *locate object*, *magic mouth*, *rope trick*, *strength*, *wizard lock*, *blink*, *dispel magic*, *fireball*, *fly*, *hold person*, *infravision*, *Leomund's tiny hut*, *lightning bolt*, *protection from evil 10' radius*, *protection from normal missiles*, *slow*, *tongues*, *water breathing*, *Bowgentle's fleeting journey* (unique spell), *charm monster*, *confusion*, *dimension door*, *enchanted weapon*, *fire shield* (both versions), *minor globe of invulnerability*, *polymorph other*, *polymorph self*, *remove curse*, *wizard eye*, *Bigby's inter-*



posing hand, cone of cold, hold monster, passwall, and wall of force.

The two unique spells in Bowgentle's Book are these:

Dispel silence (Abjuration, Alteration)

Level: 2

Range: 0

Duration: Special

Area of Effect: Sphere of 1" radius per level of caster

Components: S,M

Casting Time: 2 segments

Saving Throw: None

Explanation/Description: By means of a hand gesture and the casting into the air of a pinch of powdered diamond (at least 50 gp worth of the crushed gemstone), the spell caster creates a powerful dweomer that negates existing magical *silence* within the area of effect, and dispels any *silence* created by spell casting or magical-item power within the area of effect for one round per level of the spell caster after the round of casting. Thus, a *dispel silence* cast by a 12th-level wizard would negate (no saving throws allowed) and *silence* cast on him or about his person, and prevent such *silence* from occurring or returning for twelve consecutive rounds after casting. *Dispel magic* will in turn destroy a *dispel silence* dweomer, but *silence* will not return unless cast anew, or if of a permanent (i.e., magical-item function) sort. The dweomer created by this spell is always a sphere centered upon the spell caster, extending through walls and doors, around intervening objects, and so forth.

Bowgentle's Fleeting Journey (Alteration)

Level: 4

Range: 0

Duration: Special

Area of Effect: One being

Components: V,S,M

Casting Time: 4 segments

Saving Throw: Special

Explanation/Description: By the use of this spell, the caster or another creature touched by the caster (an unwilling creature gains a saving throw

to negate the spell) is enabled to teleport to a specific destination — viewed and pointed at during spell casting. The location may be up to 1" per level of the caster vertically and 2" per level of the caster horizontally away from the caster's or spell recipient's initial position. The shift in position takes one segment, and the caster or spell recipient may remain at the new location for a round (or less, if the spell caster wills) before being *teleported* back to his or her initial location.

During the time spent in the location *journeyed* to, the caster or recipient can make physical attacks, move about, pick up or leave behind objects, manipulate items, or cast any spell for which components are at hand and which requires a round or less to cast. Note that it is possible for a spell to take effect after the caster *journeys* back to his or her initial position; this, however, cannot happen if the spell cast has an instantaneous duration (such as a *fireball*). If not made earlier, the return journey always occurs at the end of the round regardless of the caster's or recipient's wishes or state of consciousness (even if dead).

No possibility of error exists in teleportation. If the *journey* is made into an area already occupied by a solid body (unlikely, as the destination must be within the caster's view), or if the area of return is similarly blocked, the journeyer is stunned (unable to cast spells) and displaced into the astral plane. Note that the *journey* is a form of teleportation; neither physical nor magical barriers can stop it or the return trip, and a journeyer who is pinned down, constricted, or otherwise physically encumbered will simply vanish from such constraints on the return trip. All that the journeyer carries (save other living creatures, who will simply be left behind) will be teleported with him or her, up to a maximum weight equal to 5,000 gold pieces. The material component of this spell is a small ball of rubber (which may be uncured, just as it comes from the tree). Note that if the destination chosen is beyond the cast-

er's range, the spell will not work; one segment is wasted, and a second destination may be pointed at. If it, too, is out of range, nothing occurs, and the spell is wasted.

The Spellbook of Daimos

Appearance: This tome bears no title or inscription, and is fashioned of fine, heavy parchment pages sewn to a waxed cord binding, which is stretched and nailed to an oaken spine, to which in turn are bolted covers of fine bronze, the whole covered with stretched silver "dragonscale." The *Spellbook* weighs heavily and is three hand-lengths broad by four in height. It is as thick as two fingers, bearing within thirty-six pages. A permanent *magic mouth* has been cast upon it; whenever the tome is first touched by any (and every) creature, the *mouth* will appear on the front cover, and a cold, level male voice will speak in Common: "Put me down, or die." There are presently no magical safeguards on the volume to back up this threat, however. The book shows no signs of age or ill use.

History and Description: This volume first comes to light in Realmslore some three hundred winters ago, when the caravan-master Muirhar "Duskbrow," an Easterner, crossed Anauroch (The Great Desert) at the head of a caravan sixty-seven wagons long. The perilous crossing was made safely, but gnoll bands raided the caravan in Bleached Bones Pass. Many were slain before Muirhar's guards overcame the attackers. The gnoll corpses were stripped of weapons and goods before the caravan moved on, and strapped to one such corpse was found a battered leather satchel, obviously looted from an earlier victim. Within it was a note written in Common that said simply, "I have no further use for this or other things of this world. You are my most able apprentice, so it is yours. Use the Shout only in last resort. Daimos."

Muirhar took book and note to the mage Ulthorn of Waterdeep, who kept the tome secret for many years and apparently never used its powers until



the night of his death. His apprentice, Rendargallis, who studied the tome under Ulthorn's tutelage, reports that Ulthorn died in a sorcerous duel with a vastly more powerful foe, the Archmage Ahrabose, but, in defeat, slew his enemy by bringing the Tower of Yintros down upon them both with a *great shout*. Rendargallis and many other young apprentices and prestidigitators of Waterdeep searched the wreckage of the Tower that night, seeking items of power and written spells. The blasted corpse of Ulthorn was found, with his shattered staff and emerald sigil ring, but the *Spellbook* was gone. In the ashes that had been Ulthorn, some being had scratched in Common: "Daimos reclaims his own."

The whereabouts of the tome thereafter are uncertain, but confused tales have come to the northern Realms from Ankhapur far to the south, and from Twostars, a trailsmeet and well-stop on the Golden Way trade road east of the Inner Sea, of two separate skirmishes in which magic-users have employed *great shouts*. One of these two is known to a sage, Thantos of Selgaunt, who states that she is too young to have known the spell before, or immediately after, the death of Ulthorn in Waterdeep and, thus, must have learned it since. Perhaps she gleaned it from another source, but Thantos, the aged Rendargallis, and Elminster all agree that the *Spellbook of Daimos* is the only known source. Who or what "Daimos" is and the present location, aims, and powers (or even existence) of such a being are presently unknown.

Contents: The last two of the *Spellbook's* thirty-six pages are blank, but all others bear magic-user spells, as follows (in order of appearance): *identify*, *magic missile*, *invisibility*, *levitate*, *web*, *fireball*, *monster summoning I*, *slow*, *suggestion*, *confusion*, *fear*, *fire trap*, *polymorph self*, *animate dead*, *cloudkill*, *feeblemind*, *flame shroud* (unique spell), *watchware* (unique spell), *anti-magic shell*, *disintegrate*, *geas*, *globe of invulnerability*, *reincar-*

nation, *repulsion*, *Bigby's grasping hand*, *duo-dimension*, *power word stun*, *vanish*, *great shout* (unique spell), *incendiary cloud*, *mind blank*, *astral spell*, *gate*, and *imprisonment*. All commonly known spells are in the "standard" form (as noted above), save for *monster summoning I*, which Daimos (or another being) developed so that the caster can, by effort of will, determine the type of monsters summoned (75% chance of success at this). Casting time is increased to a full round (as the creatures desired must be mentally pictured and this image concentrated on), and the number of creatures that appear is still 2-8, random.

The three unique spells in the *Spellbook of Daimos* are as follows:

Flame shroud (Alteration)

Level: 5

Range: 1"

Duration: Special

Area of Effect: Aura about one creature

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Special

Explanation/Description: By means of this spell, a magic-user causes an aura of crackling flame to come into being about an unwilling target. Unless adequately protected against fire, the target takes fiery damage, all flammable objects upon his or her person (e.g., clothing or papers such as scrolls or spell books) must save vs. magical fire or be destroyed, and other creatures within 1" of the target may also suffer damage. The *flame shroud* envelops the victim and rages, throwing off small goutts of flame up to 1" distant onto every creature within range. Each goutt does 1-4 hp of damage to any creature it strikes, and may possibly endanger other flammable objects carried by such creatures. The target creature is allowed a saving throw each round against the *flame shroud*. The first save is vs. spells at -4; if successful, the *shroud* will not form, the target is unharmed, and the spell is lost. The second save (on the second round) is at -3, and so on, the save for the 5th round

being as normal, that for the 6th at +1, and continuing until a successful saving throw is made, whereupon the *shroud* instantly vanishes, and the spell is done. For each round enveloped by a *flame shroud*, the target suffers 2-12 hit points of fire damage. If flammable oil is carried by the creature, its damage is added to this if the container of oil fails its own saving throw. The material components for this spell are a pinch of saltpeter (powdered or in a natural substance such as dung), a small piece of phosphorus, and a tiny scrap of lace, cloth, or thick spiderweb.

Watchware (Evocation)

Level: 5

Range: Touch

Duration: Special

Area of Effect

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: When a *watchware* is cast upon an item, the caster is warned thereafter at the moment that the item moves or is moved from the place or position it was in at the time of spell casting, or whenever the item is touched by any living creature. A *watchware* may be cast on any non-living item of any size, but is usually cast upon a spell book, lock, door, wand, staff, or item of treasure. On the first occasion after completion of casting a *watchware* the the item is disturbed, the caster—even if asleep, *charmed*, or unconscious, and even if years have passed or the caster is a great distance or even several planes distant—will receive mental images of the item and its surroundings. If living creatures are within 1" of the item or have touched it, the caster will receive clear images of them and of their doings for 1 round per level of the caster when he or she cast the *watchware* after they disturb the item. This is not an *ESP* or a *wizard eye* spell; the caster hears nothing, knows nothing of what such creature say or think, and cannot see their surroundings or gain any hint of direction of travel after they leave the imme-



diating vicinity of the disturbed item. The caster may touch or move an item upon which he or she has cast a *watchware* without setting off the spell. Note that earth tremors and the like will set off the spell, even if no creature or deliberate intent to take or move the item is involved. Items upon which a *watchware* has been cast radiate a faint *dweomer*; if a *dispel magic* is cast upon an item under *watchware*, the *watchware* will immediately be activated, not dispelled. Note that a *watchware* works once only and is not a permanent or continual protection. Death of the spellcaster ends the magic, even if the *watchware* was not activated or the spellcaster is subsequently raised from the dead. The material components of this spell are a strand of spiderweb, a tiny brass or silver bell, and an eyeglass or speculum of glass or crystal.

Great shout (Evocation)

Level: 8

Range: Self

Duration: Instantaneous

Area of Effect: 2" by 9" cone

Components: V,M

Casting Time: 1 segment

Saving Throw: Special

Explanation/Description: The unleashing of a *great shout* instantly drains the caster of 2-8 (2d4) hit points, which can be regained by rest and curative magic; a system shock survival roll must also be made. The caster releases a wave of sound of stunning force akin to a *horn of blasting*; 18 structural points of damage dealt in a 1'-wide, 8'-long path—sufficient to smash a drawbridge, split a boulder, or flatten a normal cottage. All creatures in the cone of sound must save vs. magic; those saving are *stunned* into inactivity for 1 round and *deafened* for 2 rounds. Those failing the save are *deafened* for 4 rounds, *stunned* for 2, and suffer 1-10 hit points of physical damage. All magical and non-magical items in the "narrow path" described above must save vs. crushing blow or be destroyed. Creatures in the "narrow path" take double (2-20) damage if they fail to save,

and 1-10 (plus 2 rounds of stunning and 4 of deafness) if they successfully save. The material component for this spell is some minor item upon which a *dweomer* has been cast (or failing that, a scroll or magical item), which is held by the caster and consumed by the spell in the casting. Artifacts cannot be used to power a *great shout*.

Book of Num "the Mad"

Appearance: This tome is a slim volume of rough slabs of ironwood, tied together by leathern thongs in a "sandwich" around twenty-four loose, unbound sheets of fine parchment.

History and Description: Num "the Mad" (no relation to "Lum the Mad") was crippled from birth and grew up, ridiculed and teased all the while, in the alleys of Selgaunt port. His only place of refuge was the splendid Hunting Garden of the Hulorn of Selgaunt, a vast, high-walled preserve within the city forbidden to all save the Hulorn's guests (Num found an old sewer that led into its grounds). Able only to crawl, Num was seen one day and easily chased down by one of the Hulorn's huntsmen, who rode over him and unrested a lance to slay the intruder—and was himself slain by the fall of a dead tree. Num hastily left the Garden and made for the inland forests.

Although hitherto cynical and god-derisive, he saw the tree's fall not as chance but as the direct work of Silvanus, and he began to worship the Father with devotion. Seeking out a druid of the Circle nigh Shadowdale, he learned the basics of woodlore and worship, and soon became a hermit, holding himself apart from men and working tirelessly to improve the forest. At length he was healed of his disabilities by grateful sylvan elves, and he lived long in solitude and serenity, developing special prayers to Silvanus—for which, and for his works, he was rewarded with special powers from the Father. Upon his death, the elves kept his grove and cave-home from fortune hunters and searching

druids alike, and it was many years before raiding orcs under Gorth gained Num's prayer book, stealing it away to unknown hands. Num was not mad, but had strange manners of speech and thought, and was popularly believed among men to be so, hence his nickname. His prayers are finely written in a flowing hand, and are well thought of by elves and druids alike.

Contents: It is from the writings of the elf Ruven Mithalvarin that we have a record of the *Book* contents. Each page contains a single prayer. The first is a general giving of thanks (a non-magical ritual) to Silvanus. The other twenty-three are specific instructions and litanies on how to pray to the Father for specific spells, as follows: *faerie fire*, *invisibility to animals*, *pass without trace*, *purify water*, *fire trap*, *obscurement*, *hold animal*, *snare*, *tree*, *water breathing*, *briartangle* (unique prayer, described below), *call woodland beings*, *plant door*, *thorn spray* (unique prayer, described below), *commune with nature*, *control winds*, *pass plant*, *turn wood*, *weather summoning*, *animate rock*, *confusion*, *death chariot* (unique prayer, described below), and *transmute metal to wood*.

The special prayers devised by Num (or inspired in him by Silvanus) are as follows:

Briartangle (Alteration)

Level: 4

Range: 1"/level (distance from caster to chosen spell focus)

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 6 segments

Saving Throw: 1/2

Explanation/Description: A *briartangle* spell causes living shrubbery or undergrowth of any type to be instantly changed to densely tangled briars of the thorniest sort, growing to 6' in height and increasing in horizontal volume to a 1" circular radius, plus 1" additional radius for every 2 levels of experience of the caster (thus, a 2nd-level druid would cause a *briartangle* of



2" radius). The briars can be readily forced through, but will snag and halt missiles, thrown objects, or flying creatures within their confines; all creatures trapped within a *briartangle* when it forms, or those that enter it thereafter, will suffer 3-6 points of piercing and scratching damage per round, or portion thereof, that they remain in contact with the spell. Beings clad in banded, scale, or plate mail have all damage thus done lessened to 1-3 points per round. This also applies to creatures made of rock or with skin of comparable hardness, but creatures with lesser armor, such as chain, take full damage, with or without a shield. In all cases, a successful save vs. spells equals half damage. Spell casting requiring a somatic component is impossible within a *briartangle*, and cloth raiment and items must save vs. acid once per round (or portion thereof) that they are within the *briartangle's* confines or be rent and torn. A *briartangle* will vanish instantly if the caster so wills, but otherwise exists for 1 round per experience level of the caster, the plants afterwards reverting to their former state.

The material components of the spell are living plants of any type (which are transformed into the *briartangle*), mistletoe, a thorn from any plant, and a bud, petal, or leaf from a briar (wild rose). Fire will destroy a *briartangle* in a round, but creatures within it take 2-12 hit points of fiery damage (no saving throw). The area where a *briartangle* was cast radiates a faint dweomer for 2-6 turns after the spell has expired, and can be used to confuse creatures following a *pass without trace* trail by detecting a dweomer.

Thorn spray (Alteration)

Level: 4

Range: 1"

Duration: 1 round

Area of Effect: Special

Components: V,S,M

Casting Time: 3 segments

Saving Throw: None

Explanation/Description: By means

of this spell, a druid can cause barbs, spikes, thorns, or spines, either naturally growing or magically created (i.e., by use of a *spike growth*, *wall of thorns*, or *briartangle* spell), to spring with force from his or her hand, or from bushes or resting places (which must be within 1" of the druid), and serve as missiles. The thorns will do 1 hit point of damage each, and can fly up to 12" away, within the round of casting, striking as many targets as the druid wishes and the spell allows for (see below). The druid may direct the thorns in any combination at any living or non-living (i.e., a scroll, lantern, or wineskin) target(s) that he or she can see. The thorns strike only if a successful "to hit" roll is made (at +4) for each, as though they were directly wielded by the druid (i.e., no range penalties apply).

Sleep-venomed wooden darts are sometimes carried by druids who use this spell often. The missiles of a *thorn spray* twist and turn in flight to follow moving targets and avoid obstructions, and are fast enough to catch most birds on the wing (moving approximately 120 yards/segment). A maximum of four thorns per experience level of the druid can be animated by means of this spell. This spell will work underwater, but the thorns roll to hit at normal odds to hit, and the range is lessened to 9".

Death chariot (Evocation, Conjunction/Summoning)

Level: 7

Range: 1"

Duration: Special

Area of Effect: Special

Components: V,S,M

Casting Time: 1 turn

Saving Throw: Special

Explanation/Description: When this spell is cast, a clap of thunder sounds and a billowing cloud of smoke erupts from the caster. Within this cloud appears a flaming chariot pulled by two fiery horses. This vehicle moves 24" on the ground, 48" flying and can carry up to nine man-sized creatures (the caster need not be among them). The chariot will feel uncomfortably hot

to approach, and merely touching one of the horses will do 3-24 points of fiery damage, but boarding or touching the chariot will do no damage. Anyone in the chariot may control the path of the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, turn left or right, rise, or descend. The vehicle and steeds can be harmed by water (one quart will cause 1 hit point of damage) or by magical weapons. The steeds are AC2, and can be dispelled by inflicting 30 hit points of damage each upon them. The steeds and chariot can be forcibly returned to the Elemental Plane of Fire by use of such spells as *dispel magic*, *holy/unholy word*, etc. Fire or electricity will not harm the chariot or steeds, but cold-, ice-, or water-based magic will do them double damage.

A *death chariot* closely resembles a *Chariot of Sustarre*, save that its enchantments are less stable and more temporary; at the end of 1 turn after casting (or at any time previous to that, if the caster wishes), the *death chariot* will suddenly explode in a gigantic ball of fire and vanish (along with its steeds). All in the *chariot* or within 3" will take 10-40 points of fiery damage (save equals half damage); passengers will suffer a further 2 hp of blast shock (as oxygen is consumed in the blast, and air rushes back in to fill the void), and—if the *chariot* vanishes in midair — falling damage applies unless magical items or spells afford escape. Readily combustible materials such as cloth, wood, paper, and oil will be consumed in the blast (add flaming oil damage to any *chariot* passenger carrying it upon their person). All other items (including scrolls and spell books) gain a saving throw vs. *fireball*. If items also suffer a fall (i.e., from a midair *death chariot* blast), they must also save against its effects. The bringing of an *alchemy jug* or *decanter of endless water* into or onto the *chariot* will cause it to immediately explode. The material components of the spell are a small piece of wood, bark, or handful of shavings, two holly berries, and a fire source at least



equal to a torch. Note that a druid could well deceive others into thinking the *death chariot* is a *Chariot of Sustarre* by touching them before they enter the chariot and accompanying them. The druid causes the *chariot* to explode by act of will, not verbal command, so he or she could "bail out" before igniting the trap—or, alternatively, ride the *chariot* in safety for a short trip (i.e., across a chasm, down from a cliff, tower, battlement, etc.) and then leave it as a fiery trap, or even send it back at a pursuing enemy before causing it to explode. Attempts to *charm*, *sleep*, or *hold* the fiery steeds will be unsuccessful. The maximum duration of existence of a *death chariot* (if not exploded earlier) is 1 round per level of the caster; if kept until maximum duration, the *chariot* will fade away harmlessly, and not explode.

Briel's Book of Shadows

Appearance: This untitled volume is a large, leather-bound folio with twenty-one wrinkled, dogeared sheets of parchment sewn in place. It has received heavy (though careful) handling, and is obviously a workbook, full of scribbled notes and thoughts, rather than a formal compendium of spells.

History and Description: This untitled, ancient volume has traditionally been known as *Briel's Book of Shadows*, as it is thought to be the work of the Archmage Briel when he was but an apprentice under the tutelage of the great Aumvor the Undying (now believed to be a lich whose lair is somewhere in the vast mountain ranges of the North). The sage Ubergast of Amn points out that the informal handwriting found in the *Book* closely resembles that preserved in a letter in the archives of Baldur's Gate, wherein Briel wrote of his intention to found a school of wizardry there. Certainly no other claimant to authorship has declared himself, nor has been advanced as more than speculation by sages.

Contents: The book's inscriptions

are rambling, and the pages are much stained with various liquids and powders used as ingredients in spells, spell inks, and in the making of a homunculus. Its useful contents are as follows:

- Complete descriptions and instructions for the cantrips *exterminate*, *tie*, *wilt*, and *smokepuff* (all in "standard" form, as described above).

- The complete spells *affect normal fires*, *scatterspray* (a unique spell), *shield*, and *write*.

- The magical and medicinal uses of unicorn horns.

- A recipe, copied from another source, for the making of a homunculus (cf. *Monster Manual*).

Specifics of some of these contents follow:

Scatterspray (Alteration)

Level: 1

Range: Spell focus 1" distant per level of caster

Duration: 1 round

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Explanation/Description: By means of this spell, the magic-user causes any unconfined or untethered objects of chicken-egg size or less within a 1" radius spherical area of effect to spray violently outward in all directions, as though thrown by an explosion. The missiles are not created by the spell; the magic-user must employ objects at hand or on his own person. Typically coins, marbles, gems, dice, sling bullets, and the like are employed. The *scatterspray* plucks all such objects (except those actually within the robes, pockets, pouches, and pack of the caster) within the 1" radius area of effect up and hurls them 1" outward in all directions. Upon reaching the limits of this thrust, the objects rebound back inwards and ricochet about within the 2" radius total area for the entire round following the round of casting. All man-sized creatures within this greater (2") area take 1-4 points of shrapnel damage

(save equals half damage, round upwards); small-sized creatures take 1-6 points (successful saves halving damage); and large-sized creatures are unharmed. The material components for the *scatterspray* are the missiles (at least six egg-sized or nine coin-sized objects are required, but the spell will affect up to four dozen of either), and a flint and steel or tinder-box (not consumed in spell casting), with which a spark must be stuck. The caster can choose the spell focus (center of the 1" radius area of effect, and 2" radius blast area) by act of will, determining direction and distance (the intended focal area need not be seen). It can be distant from the caster by 1" per experience level of the caster. The spell caster is never harmed by the missiles of his or her own *scatterspray*. Other creatures protected by *forcecubes* and the like will be unaffected; *shield* spells and similar one-sided defenses will reduce damage suffered by 1 hit point. If a *scatterspray* is cast with insufficient missiles (see above) present, nothing will occur, and the magic will be lost. Sprites, insects of all types, and other flying creatures with delicate wings must save vs. spell when caught in a *scatterspray*, or be unable to fly (wings pierced and bruised, or torn, and numb) for 1-4 turns; large-sized creatures and those with powerful wings (such as perytons and pseudodragons) of sturdy construction are immune to this effect.

The uses of unicorn horns

The horns of unicorns are rare and precious things, seldom gained by a user of magic, so it behooves one not to waste or misuse any such gained. Often the horns of other creatures will be sold or offered as those of unicorns; the powers and properties below are unique to the true items, and testing will avoid successful deceptions.

When a unicorn lives, its intact horn has strong magical powers, notably the ability to call upon Silverymoon (the "divine unicorn," mentioned in



DRAGON® Magazine issue #54 in the Forgotten Realms pantheon, under "Cults of the Beast") for one clerical spell of any sort per day, something seldom done (some say Silvanus grants such magics). Unicorns cannot be coerced into such use of their horns—nor do the horns retain this power if removed from the host, or if the unicorn is slain.

Other powers do continue after the separation from the living beast, and these should be carefully noted; most importantly, they are sovereign remedies against poison.

Upon direct contact with any poison—liquid, solid, or vapor—a unicorn's horn turns from its usual ivory hue to purple, the intensity of the color (mauve through black) deepening according to the efficacy of the poison. (This effect fades in 1-4 rounds after the cessation of contact.) Some very rare horns are naturally of a hue other than ivory, but they are never purple, and turn to such hues only when poison is present. Powdered unicorn horn, taken internally (washed down with water or wine) is an antidote to all ingested poisons, neutralizing such immediately, to prevent any further damage. Rubbing an envenomed blade, spearhead or arrow-tip with powdered or whole horn will remove and negate the poison (so effectively that the process of removal itself is not dangerous). A unicorn horn carried next to the skin of any creature confers upon that creature a +7 bonus in all saving throws of any sort.

Druids have found that a *faerie fire* spell cast upon a whole horn or piece of one will last for 44 rounds. The efficacy of a *mending* spell is increased by touching a part of the item to be mended with a unicorn horn during casting; magical items can be made whole—although their dweomer is not restored—and shattered items with many fractures (such as broken earthenware pots or crystal flasks) can be completely restored. If the cantrip *bluelight* is cast with a unicorn horn in hand, the glow centers upon the horn,

not the caster's palm, and the horn can be released by the caster and the caster and horn separated by any distance without the light failing—until the caster ceases to concentrate on it.

Other powers of unicorn horns are rumored, but no more as yet have been verified. Powdered horn is known to be a possible ingredient (there are herbal alternatives) in the making of a *sweet water* potion.

Homonculous creation

Being A Recipe, Most Complete And Correct, Prepared By The Willing And Allied Hands Of The Grand Alchemist Of Neverwinter, Askrim "the Bold," And The Wizard Dauntus, Seneschal of Silverymoon: The Making Of A Homonculous.

Firstly, an acidic base of water into which is crushed a thousand thousand ants, and out of which is strained the insect remains, is prepared in a black iron cauldron.

Secondly, the following herbs must be crushed and powdered together in a separate vessel: an acorn, and a whole plant or large leaf each of balmony, birthwort, fennel, and ginseng.

Thirdly, a brass brazier must be lit, stoked with charcoal, and over the flames must be cast a handful of rose petals, incense, and a pinch of fine sand.

The cauldron of acid must now be placed on the brazier and heated. Straightaway, ere it comes to the boil, the powdered herbs must be stirred into it (mind that a dipper or ladle of wood and not metal is used), and the following ingredients must also be introduced into it, in the order given: the whole skin of any reptile (size is unimportant, so long as the skin is whole), a human eye, the brain of a mind flayer, the wings of a bat, and the mouthparts or whole head of a vampiric bat. These may be agitated and stirred as necessary—they must be wholly dissolved ere the mixture comes to a boil.

As the mixture begins to bubble in earnest, the magic-user shall let fresh

blood from his own body into a vessel by means of an incision, and one pint exactly must be added to the pot.

The alchemist then must tend the mixture constantly, allowing the brazier to burn out and the mixture slowly cool. When the side of the cauldron is no warmer than the room, the mixture may be covered (tightly, with stretched and tarred hide sealed with wax, to keep the air out) and left undisturbed for 1-4 weeks. When it is adjudged ready (by the smell of the seal, which should be sharply spicy) by the alchemist, the mixture shall be uncovered and put once more over a brazier with charcoal and incense. As it heats, the magic-user must cast a *mending* spell upon the fluid, then a *mirror image*, and then a *wizard eye*. He must then remain within the presence of the cauldron, or at least within the future radius of control of the creature (48"), as the mixture is heated to a boil. The alchemist shall then stoke the fires hotter, and when much of the fluid is boiled away, the completed homonculous will be revealed in the cauldron. When it has cooled (the vapors from the cauldron passing away), the magic-user must touch it. It will then be animate, and will survive (barring physical attack or misfortune) until the death of the magic-user, whereupon it will dissolve into boiling vapor and pass into nothingness. If it should die first and the magic-user survive its death, he must guard and hide its corpse well, for whatever is done to the carcass shall happen also to the spell caster—the remains should not be burned save the caster has magics to protect against fire. Remember too, that it can see in the darkness where one cannot, and can guard while one sleeps, waking one at the approach of any creature.

Sabirine's Specular

Appearance: A large, heavy tome (five handwidths across by ten handwidths high, two fingers thick) of twenty-eight fine vellum pages with stamped brass corner-pieces, and cov-



ers of thin black marble affixed to the thinnest of suth-wood sheets by large brass corner caps.

History and Description: Sabirine was a mage of long ago, instrumental in the exploration of the North; her adventures are a part of the fireside lore of traders and travelers there yet. She compiled and concealed spellbooks in various caches and favorite haunts about the wilderlands, and the one known as The Specular has survived, for it is known to have been in the library of the sage Eiron the Old in Neverwinter until his death—and the subsequent pillaging of his house by thieves of the Red Hand guild—only four winters ago.

Sabirine learned the secrets of lichdom but chose to die a natural death instead. She was a mage with an especial interest in cantrips, and was an enthusiastic advocate of the continued use and refinement of cantrips by magic-users of long career and high level. The *Specular*, for instance, contains three unique cantrips developed by Sabirine: *catfeet*, *snatch*, and *spark*.

Contents: Each cantrip and spell in the *Specular* is set forth alone on a page, and there are two additional pages at either end of the book; that at the beginning being an inscription identifying the tome as belonging to Sabirine, with her rune (an "S" depicted as a swan), and that at the end bearing a curious piece of black felt in the shape of a vial. The frontispiece page is actually a unique spell, *spell engine* (detailed hereafter) of unknown authorship, which has been concealed by use of a *secret page* spell. The command word of the *secret page* is not known. The last page is thought to be an unused magical *useful item* (see *robe of useful items* description in the *Dungeon Masters Guide*)—a *potion of extra healing*, Elminster believes.

The pages between bear six cantrips: *catfeet* (detailed hereafter), *clean*, *freshen*, *snatch* (detailed hereafter), *spark* (detailed hereafter), and *unlock*, and spells as follows: *comprehend lan-*

guages, *enlarge*, *light*, *Nystul's magic aura*, *sleep*, *bladethirst* (a unique spell, detailed hereafter), *detect evil*, *ESP*, *clairaudience*, *gust of wind*, *tongues*, *charm monster*, *dig*, *fire charm*, *Merald's murderous mist* (a unique spell taught to Sabirine by her tutor, the mighty archmage Merald; the spell is detailed hereafter), *polymorph other*, *Bigby's interposing hand*, *disintegrate*, *geas*, and *phase door*.

Spell Engine (Abjuration/Alteration)

Level: 8

Range: 0

Duration: Special

A of Effect: Sphere about caster, of 1" radius per level

Components: V,S,M

Casting Time: 1 turn

Saving Throw: None

Explanation/Description: This rare and powerful magic does not come into operation until another spell is cast within its area of effect. When that occurs, a huge, shining wheel or vertical disc of glowing white light will instantly appear (some inches above any ground or floor that was there at the time of casting, or is there at the time of activation) where the caster stood while casting the *engine* (even if that spellcasting occurred centuries before). It will begin to turn, with a gentle rushing noise, and will absorb the energy of all spells cast within its area of effect—so that they are wasted and do not work, but serve instead to power the turning wheel. The wheel does nothing except turn, light up an area, and benefit magic-user and illusionists with a curious side-effect: Its sound and energies and magical concentration, and spell memorizing times for spellcasters who study within its area of effect are halved. Once activated, an *engine* will not disappear until dispelled; if starved for magical energy, it will merely turn more and more slowly, and gradually grow dim, until it hangs motionless, translucent and ghostly.

A *spell engine* cannot be dispelled by *dispel magic* (which it will absorb), nor

affected by normal weapons (which pass through it as though it does not exist). A *wish*, *limited wish*, or *alter reality* spell, properly worded, will destroy it, as will contact with any magical item or artifact—which causes a magical explosion doing 1-20 points of damage to all within 1" (1-8 to those from 1" + to 2" away), and destroys a magical item; an artifact must make a saving throw. If such an artifact is not destroyed, there is a 75% chance that it will be shifted (with or without any creature wielding it) into another plane of existence.

Magic mouths, *glyphs*, *symbols*, and protective circles or other runic magics will not be affected by a *spell engine*; thus, a doorway can be guarded by a *symbol*, and a *spell engine* cast in front of the doorway will prevent the *symbol* from being dispelled. *Detect magic* will reveal the presence and shape of an unactivated *spell engine*; the wheel is typically 12' in diameter and 2' thick, standing upright on edge, although it will grow marginally larger if charged by many spells and the surroundings permit such growth (its area of effect remaining unchanged). It is often cast in a narrow passageway before a door. Until activated, the wheel of a *spell engine* has no physical existence and cannot be touched. A *disintegrate* spell will have no effect on an unactivated *spell engine*, but it will destroy an activated *spell engine*, with an explosion identical in effect to that caused by contact between a *spell engine* and a magical item or artifact. Note that a *spell engine's* area of effect extends through rock and void alike in a perfect sphere; it cannot be easily avoided by use of a *passwall*, *dig*, or *phase door*. Living creatures not possessing magical items can pass through the area of effect of an active *spell engine* without effect; it does not "drain" spells from minds. Inactive *spell engines* cannot be contacted by a living creature, magical item, or artifact, and thus cannot be so activated; nor will the presence of a functioning spell, psionic effect, or magical item function activate a *spell*



engine—it is only the actual casting of a spell that activates the *engine*.

The material components for this spell are a small disc of fine, polished ivory, bone, shell, or marble; a drop of water or one of the caster's tears; and a gem (any type) of at least 1,000 gp value.

Catfeet (Alteration)

A of E: 1 pair of feet (self)

CT: $\frac{1}{6}$ segment

Explanation/Description: This personal cantrip, enacted by making a stroking motion with the fingers of one hand, acts upon the caster (and cannot be made to affect another person) for one round (plus one additional round per experience level of the caster, above the first level). Movements or the weight (tread) of the caster's feet, regardless of the surface being walked upon or climbed, are rendered silent. This does not cloak any other sounds made by the caster, such as breathing, the swish of clothing, sounds made with the hands grasping or moving, etc. Anything dislodged or broken by the caster's feet will make whatever noise it normally would, and traps or other devices triggered by a footstep will also function normally. In addition, the caster will land, balanced and unwinded, on his or her feet, from a fall of any height suffered while the cantrip is in effect (and a modifier of -1 from each die of falling damage suffered applies).

The *dweomer* also lends some surety of traction and movement; a -15% chance of slipping or falling in damp, greasy, or otherwise slightly slippery conditions underfoot. Note that this does not enable the caster to climb or walk upon walls or ceilings unless other magic is employed (such as a *spider climb* spell), but will reinforce all such magics to lend increased safety in hazardous conditions.

Snatch (Evocation)

A of E: 1 person

CT: $\frac{1}{6}$ segment

Explanation/Description: This person-affecting cantrip causes a brief, violent jerking force to act upon a body portion or limb of a subject creature.

This force has little strength, but may serve to cause a running being to stumble or turn about, or cause someone to fumble or drop small objects such as keys, material components, gems, coins, and the like. A saving throw (of the subject, vs. spell) determines whether such objects are actually dropped, or a fall or mishap actually occurs—or whether the *snatch* merely delays the subject for 1-3 segments. In no case can successfully *snatched* objects be animated or conveyed magically by the caster; the *snatch* is a brief tug, not an *unseen servant*. The caster hisses softly at the subject being (who must be within 4" of the caster—within 1" if the caster is a 0-level apprentice), and simultaneously makes a jerking motion with a hooked finger, visualizing the location and precise direction of the desired *snatching*, to enact the cantrip.

Spark (Evocation)

A of E: Special

CT: $\frac{1}{2}$ segment

Explanation/Description: This personal cantrip is enacted by the caster snapping his or her fingers and making a popping verbal noise simultaneously; this causes a large, powerful blue spark to come into being at any precise location (familiar, or unseen and merely chosen by direction and distance) within a range of 1" per level of the caster. The energy of the spark will be transmitted by any conducting materials it contacts, but the spark does not require the presence of electrical (or any other) energy, and is not affected by dampness or other atmospheric conditions. If the caster is of 6th level or higher, the cantrip will produce 2-5 (1d4 + 1) sparks in the same spot, in rapid (successive segments) succession.

Bladethirst (Alteration)

Level: 2

Range: Touch

Duration: 1 round

Area of Effect: Blade(s) of one weapon

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By means of a pinch of powdered silver, adamantite, or mithral, and at least a drop of (human) blood, the caster endows the blade (or blades) of an edged weapon with a +3 bonus to hit on the following round only. This temporary magic is visible as a blue-white glow about the weapon, and fades when the blade strikes a creature or the spell expires, whichever first occurs. The weapon must be touched by the caster, and can be wielded by the caster or any creature — but if it is thrown, cast, or launched (i.e., a fired missile weapon such as an arrow), the +3 bonus will not apply. (Note that an arrow held to stab like a dagger would gain the bonus.) The weapon does not gain a +3 bonus on damage, but is considered magical for hit purposes on the round following spellcasting, and if it must make a saving throw during that round, it gains a +3 bonus on the save. (Polearms such as spears and halberds are edged weapons, but spiked weapons such as a flail or a morning star are not.)

Merald's Murderous Mist (Evocation)

Level: 4

Range: 0

Duration: 2 rounds

Area of Effect: 2" radius sphere

Components: V,S,M

Casting Time: 4 segments

Saving throw: Neg.

Explanation/Description: A billowing cloud of misty vapors is created by the use of this spell; it radiates outwards from the caster to fill a 2" radius spherical area above and below the caster's ground level, penetrating all obstructions in only two segments; at the end of the round of casting the magic takes effect, and the mist changes in hue from blue-gray to green, becoming poisonous. All breathing creatures within the area of effect not possessing a (magical) separate air supply — except the caster, who is immune to the effects of his or her own *murderous mist*—must immediately save vs. spell. Those who save are unharmed. Those who do



not take 2-8 points of damage from the vapor, which is corrosive to flesh but does not affect clothing or items. Creatures which can't move out of the area of effect within the round take a further 1-4 points of damage on the following round, as the vapors begin to combine with the air and disappear. The globe of *murderous mist* is a magically bound, precise area unaffected by natural or magical winds. *Dispel magic* or *part water* will cause it to disappear before expiration of the spell, and various magics or items (such as *rope trick* or a *portable hole*) will protect an individual by providing escape from the *mist*, but it is otherwise unaffected by natural or magical forces.

Glanvyl's Workbook

Appearance: A small (one handspan in height, seven fingers wide, and two thick) volume constructed from two leather-covered boards held together by brass triangular-head nails, through a central spine of heavy hide to which are sewn a dozen parchment sheets. The outside front cover bears a personal rune, thus: 

Beneath it, an inscription in Common: "Glanvyl—his Workbook." Both rune and inscription are burned into the leather, and the grooves filled with molten copper, which has hardened into rainbow-scarred, predominantly orange metal tracteries.

History and Description: Glanvyl is an unknown magic-user who assembled this Workbook—probably under the tutelage of one or more magic users of greater power—in the caravan-crossroads city of Scornubel some three hundred years ago. It was hidden in a chest of silk gowns, behind a loose stone, in a cellar wall of a house owned by the merchant Pentle, and before him by the illusionist and adventurer Alkunda Gar. After Pentle's house was destroyed by a fire, one of the rebuilders found it, and took it with stealth to the sage Bendulphin, who gave him five hundred pieces of gold for it.

Bendulphin died of natural causes,

shortly thereafter, and his son Tresk took the Workbook to Waterdeep, where he sold it to a conjurer, one Braszetor. This new owner disappeared shortly thereafter, and his rooms were rifled by the Master Thief Nighteye—or someone else who dared to use his mark. The whereabouts of the *Workbook* at present are unknown; Nighteye has probably traded or sold it, but he could have done either of these things with almost anyone, anywhere.

Contents: From Bendulphin's notes, we learn that the *Workbook's* twelve pages bear the following spells and writings: the unique cantrips *horn*, *listen*, and *scorch* (all described hereafter), set forth one to a page, and the spells *write*, *detect magic*, *Leomund's trap*, and *Nystul's magic aura*, one to a page, in the order given. These are followed by a page of notes on the intensities and hues of various dweomers viewed by *detect magic* (confused and subjective—of little practical use), and then a unique druid spell, *smoke ghost* (presumably copied by Glanvyl through use of a *write* spell, and then found to be an untranslatable druidic prayer—or perhaps never identified by him at all). Particulars of this spell are given below. The last two pages of the workbook contain spell-ink formulae for writing the spells *haste* and *lightning bolt*, respectively.

Horn (Evocation)

A of E: Special

CT: Special

Explanation/Description: A *horn* cantrip causes the haunting sound of a non-existent horn or trumpet being winded to be heard within 2" (6" if loud). The pitch, volume, apparent distance (echo and muffling), and length of note (only a single call is permitted) are all controllable by the caster. The caster faintly or inaudibly hums a tone to set the pitch, and then opens his or her mouth into an O-shape while cupping the fingers of one hand over it. The trumpet call will last as long as the mouth is open in an O. The volume and steadiness of the note are controlled by

the fingers (which flare open to increase volume, and pinch shut to mute it) and can be shaken to give a tremulous note. A caster practiced in the use of this cantrip can imitate horn blasts perfectly.

Listen (Alteration)

A of E: 1 creature

CT: $\frac{1}{10}$ segment

Explanation/Description: A person-affecting *listen* cantrip enables the caster to attract the attention of a target creature within 6". The cantrip is activated by the caster's pointing at the target and then at himself, while simultaneously saying, "Ahem." The target will then be alerted to the message subsequently (beginning within one segment of the casting) spoken by the caster—i.e., across a wide street or crowded room, etc. The cantrip does not act as a *message* spell; there must be no barriers to sound between caster and target, and the cantrip does not improve the target's hearing or the volume of the caster's voice—nor does it capture the target's full concentration, so it will not ruin or delay spellcasting. If the message is spoken in a language not understood by the target, the cantrip does not translate it. The cantrip is ideal for alerting a friend to the presence of the caster. A *listen* cantrip will never be cast upon the wrong target due to movement during the caster's pointing; the caster's view of the target determines the target.

Scorch (Alteration)

A of E: 1 object

CT: $\frac{1}{3}$ segment

Explanation/Description: This reversed cantrip, despite its name, creates neither flame nor heat. Instead, by magically exciting the molecules of any non-living object (of up to 100 gp weight), it causes the object to char without noise, smell, or smoke. The caster must touch the object (hit roll required if another creature is attempting to protect the object or keep the caster from it), and the object is allowed a saving throw vs. magical fire. If the save fails, the object is consumed. This



cantrip will readily destroy magical writings such as spellbooks and scrolls. The verbal component is a hissing noise; the somatic component is merely touching the object to be affected.

Smoke Ghost (Alteration)

Level: 4

Range: 1"/level

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 4 segments

Saving Throw: $\frac{1}{2}$

Explanation/Description: By means of a pinch of dust and mistletoe, cast into an existing fire or cloud of smoke (of magical or natural origin), a druid can affect smoke, drawing it into a wraith-like cowed form which will fly or glide, drifting up to 14" per round in the direction he or she wishes. The *smoke ghost* is not a living creature or sentient force, and cannot wear clothing, carry things, or be made to speak. It is merely an apparition with one attack ability: it can envelop an opponent and suffocate it with thick, choking smoke and ash. This causes 1 hp of damage per round the victim is within the *ghost* (the druid can cause the *smoke ghost* to move with an opponent) and blinds the victim so that all attacks are at -2 to hit, spellcasting and even normal speech are impossible for the victim (violent retching and coughing will occur when these are tried). The victim will be rendered unconscious through suffocation in 4-9 (1d6 + 3) successive rounds of envelopment.

A successful saving throw vs. the *ghost* (one, against breath weapon, must be made each time a creature is enveloped, even if the same creature has escaped from within the *ghost* once or several times before) causes the victim's attacks to be only at -1, damage to be -1 hp only at the end of each two successive rounds of envelopment (no damage for lesser time periods, or fractions) and means suffocation will occur only at the end of nine successive rounds of envelopment. Beings who have thus saved vs. a *ghost* can manage

to utter item command words, *power words*, or cast some other spells and cantrips that require only a single spoken word; doing so usually wracks them with uncontrollable coughing fits for the following round. A *smoke ghost* is a cloud of thick, billowing grey smoke approximately 9' high by 2' in diameter, and cannot achieve a greater stable volume, but its precise form is variable, in accordance with the caster's wishes. A *smoke ghost* can rise up into the air 1" per level of the druid, or be made to sink to the ground, flowing along the earth like some sort of living blanket, and can swoop and maneuver through cracks and crevices precisely as the druid wills. It can shift into a globe-form or wall-form in 1-4 segments. A druid who cannot see his or her *smoke ghost* cannot direct it, nor can a druid whose concentration is turned elsewhere (i.e., in casting another spell) do so. In both cases, the *smoke ghost* will hang motionless until it is dispelled or the spell expires (a *ghost* that reaches the caster's maximum range will also stop and remain in place until disappearing, or until directed elsewhere by the caster. The caster can will the *ghost* to disappear into nothingness at any time (which will take 1-6 segments). It can also be destroyed by a *gust of wind*, *dispel magic*, or strong natural winds.

The Red Book of War

Appearance: A massive two-volume, two cubits wide by three high (a cubit being the length from the elbow to the end of the middle finger). Its covers are made of armor plates beaten flat, carefully shaped, and hinged at the spine of the book to form a very strong binding, containing fifty-one thin pages of burnished copper, carefully stamped with letters and sigils, each page containing one prayer or clerical spell on one side only. No sigil or title is visible on the outer covers. A permanent, pale-red flickering *faerie fire* emanates from the book's pages.

History and Description: Worship of the war-god Tempus is well estab-

lished in the more lawless and troubled lands of the Realms, and a numerous, well-organized priesthood has come into being over the years. *The Red Book of War* is one of half a dozen or so similar volumes, temple tomes containing prayers for use by the priests of Tempus. However, the *Red Book*, unlike its fellows, has gone missing—lost to thieves in Telflamm when the great Tower of Tempus there was robbed one night three winters ago by representatives of the local thieves' guild. It seems that Taeron, High Priest and Champion Rampant of Tempus in Telflamm, refused to render unto Volludan, Guildmaster of the Shadowmasters of Telflamm, certain protective monies—and so the Shadowmasters relieved the temple of several of its greatest treasures, including two great magical blades, a *helm of brilliance*, and the *Red Book*.

The Shadowmasters promptly quarreled over their booty (aided by vengeful priests and worshipers of Tempus—i.e., most of the mercenaries in the city), and Volludan and several of his lieutenants perished. All of the temple treasures were recovered except the *Red Book*, which is still actively sought by all priests of Tempus; a reward of 25,000 pieces of gold (plus, if the finder is a faithful of Tempus, a promotion of one rank in the priesthood) can be claimed at any temple of the Wargod in return for the complete *Red Book of War*. *The Red Book* will be recognized on sight by all canons and higher-ranking priests of Tempus, and they will do anything—including mounting an ambush or pitched battle with all the armed men they can muster—necessary to regain it. Its present whereabouts are unknown, but it is thought that thieves conveyed it far from Telflamm, and that it may have changed hands several times since its theft.

Contents: *The Red Book* contains the following clerical spells, one to a page, appearing in the order mentioned (all are in standard *Players Handbook* form except for some unique spells, which



are described hereafter—these unique prayers being special to the priests of Tempus; they may or may not be heard, and answered identically, by other deities): *bless, command, cure light wounds, detect magic, remove fear, augury, chant, hold person, know alignment, resist fire, slow poison, spiritual hammer, animate dead, continual light, cure blindness, cure disease, dispel magic, feign death, holy flail* (special prayer, see below), *locate object, prayer, remove curse, speak with dead, cure serious wounds, detect lie, divination, exorcise, neutralize poison, protection from evil 10' radius, reveal* (special prayer, see below), *tongues, atonement, commune, dispel evil, flame strike, quest, raise dead, true seeing, blade barrier, heal, speak with monsters, stone tell, word of recall, bladebless* (special prayer; see below), *gate, regenerate, restoration, resurrection, sacred link* (special prayer; see below), *symbol, and wind walk*. The special prayers to Tempus contained in the *Red Book* are as follows:

Holy Flail (Invocation/Alteration)

Level: 3

Range: Touch

Duration: 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: By calling upon his or her deity, the cleric casting a *holy flail* spell temporarily transforms his or her own holy symbol, or any non-bladed weapon which the cleric touches wielded by another being, into a magical holy flail. For one round per experience level of the cleric, the holy symbol or transformed weapon becomes a snakelike, flexible field of force attached to a rigid hand-hold; an invisible, crackling spectral flail that is +2 to hit when wielded in battle, and is considered a magical weapon for hitting purposes. A strike from a holy flail does 2-7 points of damage and, if wielded by a cleric, an additional 1 hit point per experience level of the cleric dam-

age per strike to all undead, and to any creature of a greatly different alignment than that of the cleric (see below).

If a *holy flail* spell is cast upon a bladed weapon, nothing will happen and the spell will be lost. If it is cast upon a weapon held by a creature of a greatly different alignment than that of the casting cleric (i.e., good vs. evil; lawful, chaotic, and neutral considerations do not matter in this case), the *flail* will not form. A *holy flail* will always vanish if it is transferred from one creature to another, unless the being receiving it is the spellcaster or another cleric of the same deity. A *holy flail* does not need continued concentration on the part of the cleric to maintain it, and can be dropped to enable spellcasting (or thrown as a weapon) without vanishing. A *holy flail* created from a holy symbol can only be wielded by a cleric of the same deity as the symbol, or it will vanish. The material components of this spell are the holy symbol or weapon (which is not consumed or damaged in any way by the spell) and a pinch of powdered gemstone (of any type).

Reveal (Divination) Reversible

Level: 4

Range: Touch

Duration: 4 rounds

Area of Effect: 12" sight range

Components: V,S,M

Casting Time: 7 segments

Saving Throw: None

Explanation/Description: This spell is cast upon the cleric or another (willing) creature into whose eyes the cleric induces the material component of the spell. It allows the affected being to see clearly the location and outline of *symbols, glyphs of warding*, magically concealed inscriptions, and dweomers existing upon surfaces viewed, even if these are not yet activated (such as *magic mouth, Mordenkainen's faithful hound, Leomund's trap, Nystul's magic aura, hallucinatory terrain, wall of force*). No clue as to the precise nature of the magic is given by the spell, but protective circles, *symbols*, and *glyphs*

can all be scrutinized in detail and might well be identified by someone familiar with them, or recorded for later study.

Reveal will show the presence of *gates* (or other links between planes, including the presence of an astral silvery cord), inactive or not, but will not reveal astral, ethereal, or invisible creatures or things. Unlike *true seeing*, the auras of creatures are not shown; nor are polymorphed or magically changed things shown for what they truly are (although the dweomer of an *illusion*, for example, would be seen) or formerly were.

The spell requires an ointment composed of four drops of the cleric's (or spell recipient's) blood; two drops of water; two drops of giant squid sepia; a pinch of the powdered herb eyebright; and two powdered gemstones, a large blue sapphire and a carbuncle of at least medium size. The cleric mixes these in a bowl or depression of stone, china, or earthenware (not wood or metal) with his or her finger, speaks the words of the spell while holding his or her holy symbol over the paste, and then applies it to the eyes.

The reverse of the spell, *conceal*, will mask all the above things from any creature to whom the ointment (composed in this case of a pinch of powdered monkshood (aconite); six drops of onion juice; a pinch of dust; and seven drops of water, mixed and enspelled as above) is applied for one turn per level of the cleric casting the *conceal*, and if during this time the affected being employs *true seeing* or *detect magic* or equivalent magics, these spells will appear to work, but the phenomena listed above will simply not be seen by the affected creature. Awake, mobile creatures unwilling to have the ointment for either version of the spell applied to their eyes must be contacted by the cleric twice (two successful hit rolls required), but washing or any means short of *dispel magic, exorcise*, or a *limited wish* will not prevent the ointment from working.



Bladebless (Necromantic)

Level: 7

Range: Special

Duration: Permanent

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: Special

Explanation/Description: By use of this spell, a cleric heals a specific wound by bestowing a blessing on the weapon that caused it. This magic works only upon a non-magic bladed weapon, which the cleric must touch and hold as he or she intones the blessing. Immediately upon this being done, the last wound caused by that blade (if any wound has been so caused, to any living thing, within one turn per experience level of the cleric) will instantly be fully and completely healed, even if the blade was poisoned, a disease conferred, or a limb or head was severed. Such healing occurs even if the affected creature is several planes distant at the casting of the *bladebless* — and if death occurred due to a failed system shock roll or poison saving throw, then life is restored. (If death was due to cumulative hit point loss, life is not restored; nor will this magic heal other wounds upon the victim's body.) The healed creature need not ever be seen, touched, or even known to the cleric. If such a wound has already healed or been magically healed, it is unaffected, and the *bladebless* magic is lost. The material components for this spell are the weapon in question, the cleric's holy symbol, and a drop of the cleric's own blood.

Sacred Link (Evocation/Alteration)

Level: 7

Range: Touch

Duration: Special

Area of Effect: Special

Components: V,S,M

Casting Time: 2 rounds

Saving Throw: None

Explanation/Description: To bring about a *sacred link*, a cleric must hold in his or her hands the two objects to be linked, and then cast the spell. The two items must be fashioned of the same

material(s) and be roughly the same size; they cannot be living creatures; and ideally they will be nearly identical (i.e., matching swords, scrolls, statuettes, etc.) The *sacred link* spell causes an invisible magical bond to be created between the two items; both will radiate a very faint dweomer, and although the link is not a tangible pathway or thread that one can follow, what happens to one item will also happen to the other, even if they are separated by myriad planes or any distance.

The link lasts until one of the items is destroyed (or until a *dispel magic* is cast upon one of the items, which negates the *link*). For instance, if a map or scroll is sold to an enemy and the match for it is retained by the cleric, his or her temple, or even another being, several days after the sale this being could burn his or her copy—and the enemy's copy would also be consumed, regardless of its location or situation. (If the map was buried or underwater, no flames would occur, but the map or scroll would still turn to ashes and be destroyed, in unison with its burning twin; on the other hand, if the enemy's copy is in a backpack or on a desk with other papers, its immolation could well ignite other, adjacent flammable materials.)

By means of this spell a weapon can be damaged or destroyed by affecting its twin—or conversely, any item could be improved by plating with gold, adorning with gems, or careful carving. This spell can be used to link magic items, and thus, re-charging or activating one would identically affect the other—but there is a 3% cumulative chance per use of the *link* (which is involuntary and not under the control of the cleric or another being; one cannot choose to have one action duplicated in the twin item, and another not) that one of the items will shatter or explode, discharging all of its functions or charges and ending the *link*. The material components for this spell are the two items, the cleric's holy symbol, and a strand of fine wire, human hair, or spiderweb.

The Alcaister

Appearance: A large, russet-colored volume constructed of metal plates covered with burlap or hessian, tied together with a spine of waxed, intricately interwoven leather thongs ("like the lacings on a lady's high leather riding boots," according to the sage Nornagrym). To the weavings are sewn forty-six pages of the finest thick parchment, each containing a simple magical spell or cantrip—except the last, which bears a curious rune, thus:



and in Common, the word "Kuhoralminthannas" written in a circle around it. The outer covers bear only the inscription "The Alcaister" burned in small, fine flowing letters in Common, picked out in paints of silver. The book shows only light weathering, but its appearance gives the impression of some age.

History and Description: *The Alcaister* is of great antiquity but unknown origin; it was written somewhere in the North by a mage of good penmanship and some powers at least six hundred years ago, when it appears in a merchant's catalogue-of-cargo as declared before the plague-masters (quarantine officers) of the time, of Waterdeep. It was passed into the city, and presumably sold, but does not surface again until brought to the sage Ardagundus in Baldur's Gate by an adventurer, named Wilund, in payment for information as to the whereabouts and uses of the *Magical Chessmen of Ultham-Urre*. Ardagundus gave the book to his apprentice Nornagrym for cataloguing and study, and it is from Nornagrym's exacting catalogue that precise details of *The Alcaister* come.

Nornagrym is believed to have brought the book with him to Waterdeep upon his master's death, where it reposed in his library until his own death, whereupon it vanished again. It was observed by the sorcerer Zemloth of Amn to be in the library of his one-time tutor, Orgoth the Tainted (the same who was later destroyed by three



demons he had summoned), but was not found when the party of the adventurer Malahuke searched the hidden, untouched tunnels of Orgoth's ruined fortress. Its present whereabouts are a complete mystery, but Zemloth asserts that it must still exist, because he encountered a prestidigitator in a tavern in Zazesspur who employed a *sting* cantrip (set forth only, as far as Zemloth knows, in *The Alcaister*). The prestidigitator, one Mavrhune, was involved in a tavern brawl at the time and did not survive it, so Zemloth was unable to inquire where and from whom the cantrip had been learned.

The Alcaister has a tradition of slaying those who read it; as more and more of the book is perused, the reader grows weaker and weaker, and finally slips into slumber from which he or she does not wake. Nornagrym found the cause of this regrettable side-effect; the edges of *The Alcaister's* metal pages are coated with a colorless, transparent gummy substance of unknown origin—a contact poison as yet unidentified and seemingly unique. This substance works through skin (a cut is not necessary) and it numbs the senses subtly, so that the victim is not likely to notice its effects. Each contact with (or turning of) a page drains 1 hp; the body recovers from such damage at normal healing rate. There is also a temporary (2-5 turns) loss of one point of strength (18/percentage to 18, 18 to 17, and so on) for every 5 hp of damage so suffered. This substance retains its efficacy after many years and resists attempts to remove it, but Nornagrym found that its efforts can be simply avoided by wearing gloves or by turning the pages with a knife or other aid.

Contents: *The Alcaister's* forty-six pages contain the following inscriptions, one to a page: the unique cantrips *cut*, *gallop*, and *sting* (all described below), and the spells *affect normal fires*, *charm person*, *dancing lights*, *erase*, *hold portal*, *identify*, *magic missile*, *protection from evil*, *read magic*, *spider climb*, *audible glamer*, *ESP*, *fools*

gold, *locate object*, *magic mouth*, *mirror image*, *rope trick*, *wizard lock*, *clair-audience*, *dispel magic*, *flame arrow*, *gust of wind*, *haste*, *hold person*, *infravision*, *slow*, *water breathing*, *charm monster*, *dimension door*, *ice storm*, *remove curse*, *wizard eye*, *Bigby's interposing hand*, *cone of cold*, *feeblemind*, *anti-magic shell*, *death spell*, *geas*, *reconstruction* (unique spell, described below), *reverse gravity*, *simulacrum*, and *body sympathy* (unique spell, described below).

Cut (Alteration)

A of E: 1 object

CT: $\frac{1}{10}$ segment

Explanation/Description: By means of this useful cantrip, thin objects such as rope, cord, delicate chain, wire, cloth, wax candles, sausages, and the like, up to one inch thick per level of the caster, can be instantly severed. The caster must be able to see the object to be cut, and it must be within 2". The verbal component is a soft "snikt" sound, and the somatic component is a scissoring motion made with two adjoining fingers. Magical (even temporarily enspelled) objects are unaffected by this cantrip.

Gallop (Alteration)

A of E: One quadruped creature

CT: $\frac{1}{2}$ segment

Explanation/Description: When this useful cantrip is used, the caster may cause one four-legged creature (if intelligent, it gains a saving throw vs. spell—which, if successful, negates the cantrip) to move at its maximum movement rate for one round, plus one additional round per level of the caster. The beast may be ridden or not; direction traveled is arrow-straight (regardless of mount's, rider's, or caster's wishes) in the direction pointed at by the caster (if this leads into a snare, pit, or precipice known to the beast or any rider on it, a saving throw vs. spell at +3 is allowed; if successful, the beast will turn aside at the last moment and continue in a new course, detouring freely as terrain demands, until the cantrip expires). *Gallop* has the same effect on unfamiliar,

unwilling, lame, or exhausted creatures alike. The enspelled beast cannot pull a laden cart or wagon without incurring a half-movement-rate penalty, and although this cantrip can be used on exhausted creatures, they can be permanently damaged or even slain by the effort (system shock roll applies in many cases). The caster can ride the enspelled creature, and in any case can halt a *gallop* before its expiration by act of will, whenever he or she wishes, if the *gallop* is of his or her own casting. The cantrip is cast by touching the target creature, making a soft kissing or clucking noise with the lips as contact is made, and continuing this noise as the caster points in the desired direction of travel (impossibilities, such as straight up into the air or straight down into the ground, will have no effect and will merely waste the magic); effects are immediate.

Sting (Alteration)

A of E: One creature

CT: $\frac{1}{2}$ segment

Explanation/Description: This person-affecting cantrip enables the caster to harm a single creature up to 4" distant in a minor way: by making a buzzing noise and pointing an extended finger at an area of his or her own anatomy, the caster causes a brief (2 segment) but intense pain in the corresponding area of the target creature (unless the latter saves vs. spell). This pain causes no permanent damage (i.e., loss of hit points), but if applied to the eyes it can blind for 1 round, or it can silence coherent speech by afflicting the tongue, or cause delicate manipulation of tiny objects (jewelry, or material components in spellcasting) to be ruined, and the handled item(s) dropped or fumbled. Thus, spellcasting can be ruined by successful use of a *sting*. The cantrip is a once-only magic, causing but one pain if successful. It is often used to warn or cow ignorant creatures who threaten the spellcaster.

Reconstruction (Alteration/Phantasm)

Level: 6

Range: Touch



Duration: 1 round + 1 round/level

Area of Effect: Special

Components: V,S,M

Casting Time: 1 round

Saving Throw: None

Explanation/Description: By means of this spell, the caster temporarily restores or makes whole a broken item, even if it is badly shattered and/or portions are missing. The object is restored to its appearance before being broken—even to smell, weight, solidity, sound when struck, and texture, and will appear whole and unbroken to normal scrutiny. *Detect magic* will show the spell's dweomer, and a *gem of seeing* or *true seeing* spell will reveal the illusion for what it is, but the item can be touched and used—i.e., a rope or bar to hold things or support weight, a weapon to strike with, etc. — normally, without dispelling the illusion, and with results as though the item were whole. Thus, the hilt of a rusted long sword found in a tomb could be temporarily transformed into a brand-new long sword, doing the same damage in battle as the original did. Magical weapons can be temporarily mended by this spell, and due to the spell, will be magical for hitting purposes, but will not regain any bonuses or special properties; a silver or gold coin can be temporarily remade into a whole coin by means of this spell; and crushed gemstones restored to their previous, whole, form. If a *reconstructed* item is subjected to prolonged heat and impacts, however (e.g., a blade being reforged), or if a *permanency* or *enchanted weapon* spell is cast upon one, the magic will be ended, and the item will revert instantly to its real, damaged form. A *reconstructed* item will not revert to its true form if its illusion is merely revealed, and it cannot be “disbelieved” out of existence by an onlooker.

Living things cannot be affected by a *reconstruction* spell, nor can unbroken items be altered to the prior forms of their component materials; thus, a stone statue cannot be made to look like the boulder or mountain it was carved

from. The caster need not know the original appearance of the whole item to duplicate it. A maximum volume of one-cubic foot of actual item per level of the caster can be *reconstructed* (although the *reconstructed* whole may be far larger than this maximum, and will still appear in its entirety). The material components of this spell are the item (or fragment) to be *reconstructed*, a pinch of fine sand, and a pinch (of at least thumbnail size) of sticky sap or gum.

Body Sympathy (Necromantic)

Level: 8

Range: Special

Duration: 1 turn/level

Area of Effect: Special

Components: V,S

Casting Time: 8 segments

Saving Throw: Special

Explanation/Description: This is a “description” spell cast by a magic-user at an enemy who must be within sight of the magic-user and concentrated upon, or if not within view, visualized by the caster, who must speak the target being's true name (see *truename* spell, *Unearthed Arcana*) during the casting. It links the magic-user and his chosen victim (who must save vs. spell at -4 to avoid the spell's effects), so that whatever happens to the magic-user's body (i.e., drowning, burning, whipping, wounding, strangulation, *charming*, or *feeble-mindedness*, insanity, unconsciousness, etc.) happens to the victim; if the caster dies, so too does the victim. This is not similar to the *ESP* spell (neither being gains any hint of the other's thoughts), nor does it make the victim mimic the movements and speech of the caster. It is a two-way link; damage occurring separately to the victim (or curative spells applied to the victim!) will also occur to the body of the caster. Once cast, the spell operates regardless of the caster's wishes or lack of concentration—he or she cannot willingly break the link before expiration of the spell, and can engage in other spell casting or activities without ending the *body sympathy*. The link will

work across any distance and despite magical protections such as *anti-magic shell*, *prismatic sphere* or lesser barriers, but will not work from one plane to another (so if either caster or victim *plane shift*, become astral, or employ *oil of etherealness* or another such item, the link is instantly broken). Movement of target or spellcaster within a given plane will not affect the link, regardless of distances moved, speed of travel, or how often movement occurs. This spell is sometimes called “Death Link” by sages in the Realms.

The “gate page”

This last page of *The Alcaister* (that which bears the rune shown earlier) is a *gate* that will shift any creature standing on the rune (or at least touching it), with the book open, while the word written around the rune is spoken aloud by the creature touching the rune or another. This *plane shifting* occurs regardless of the wishes of the creature touching the rune, and will transport only one living creature (plus all items worn or carried by that creature) at a time to one of the following destinations:

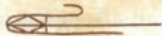
- 01-48 Prime Material Plane (if used while on the Prime Material, the destination will be an alternate Prime Material Plane)
- 49-66 Avernus (uppermost layer of the Nine Hells)
- 67-76 Concordant Opposition
- 77-88 Nirvana
- 89-92 The demi-plane of Shadow
- 93-98 Any one of the five planes of Limbo
- 99-00 Other (DM's choice)

The creature being *gated* must be holding *The Alcaister* with his or her bare hand as the word of activation is intoned to bring the tome along; otherwise it remains behind on the Prime Material Plane. (If the *gate* is used on a plane other than the Prime Material, the book will always accompany the creature back.)



Aubayreer's Workbook

Appearance: This book is fashioned of a long strip of green hiexel bark, folded and refolded upon itself accordion-fashion. It is bound, protected, between two rectangular pieces of oiled wood held together with hempen cord. Upon one of the boards is carved a rune, thus:



and by this rune the work can be identified as that of the mage Aubayreer.

History and Description: Aubayreer was a mage of the Dalelands in the first days of settlement, and later sailed east to what is now Aglarond, where he founded a sorcerous ruling dynasty that continues to this day. The many works Aubayreer made while High Mage of Aglarond, and later Mage-King, are kept securely in the libraries of the palace there, but the original workbook Aubayreer developed as an apprentice to the mages of the Covenant (see below) has been lost.

Early in the reign of Lurskas, grandson of Aubayreer, thieves broke into the royal libraries. Several were slain by the guardians and protective magics of the place, and these indeed kept the more powerful tomes safe, but the workbook was stolen. It vanished into the debatable lands east and south of Aglarond, and no definite trace of it has been found since, although reports of the activities of several mages (notably Nuzar of the Seven Curses) have hinted that they have perused Aubayreer's Workbook, or at least copies of the two spells Aubayreer developed which end the work.

That the book still exists is attested to by the unceasing efforts of the royal house of Aglarond to recover it. The present ruler, the shapeshifting Mage-Queen known as "The Simbul," is known to have slain the wizard Thanatus and to have ransacked the libraries of the school of magic at Mirrorstar in her attempts to seize the workbook.

Aubayreer's lone apprentice, the now-dead mage Nytholops, set down in his *Chronicles* the contents of the workbook, for it was from this book (and no other)

that Aubayreer taught him the Art.

Contents: There are (or were) 18 faces of folded bark in Aubayreer's Workbook. The foremost is usually blank; it served as a surface for various protective magics (*explosive runes*, *symbols*, and the like) when desired. The next 14 surfaces contain the spells *read magic*, *burning hands*, *dancing lights*, *enlarge*, *identify*, *light*, *message*, *write*, *ESP*, *wizard lock*, *dispel magic*, *explosive runes*, *fireball*, and *extension I*. Then follow three special spells — *hailcone* (Aubayreer's version of *ice storm*), and two unique spells, Aubayreer's *phase trap* and *thunderlance*.

Hailcone (Evocation)

Level: 4

Range: 1"/level of caster

Duration: 1 round

Area of Effect: 3" diameter cone

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: The spellcaster, by use of a pinch of dust (a grain or two of sand will suffice) and a few drops of water, causes large (two-inch and greater diameter) hailstones to rain down in a conical area, from a focus 3" above a surface or desired target downward in a cone opening to 3" base diameter. Creatures within the area of effect suffer 3-30 hit points of damage, and exposed items must save versus a *crushing blow* to remain undamaged. If the spell is cast in midair, creatures that fly as close as 6" below the focus and within the 3"-diameter area of effect will take 1-10 points of damage. Only fragile items within this area (from 3" + to 6" beneath), such as glass or parchment, must make a saving throw. Creatures that fly more than 6" beneath the focus in the area of effect may be struck by hailstones and thereby made aware of the spell effect, but these stones will have no appreciable force and will do no damage.

Phase Trap (Alteration)

Level: 4

Range: 2"

Duration: 1 round/level of caster

Area of Effect: One creature

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Neg.

Explanation/Description: With a word, a gesture, and the casting of a small transparent colorless gem of not less than 50 gp value into the air (where it is consumed), the spellcaster affects any one target creature possessing the ability to *phase-shift*—become *astral* or *ethereal*, that is—within a 2" radius. (If no such creature is present, nothing will happen and the spell and gem are lost.) If the creature fails to save vs. spells, it is forced into its opposite phase and magically held there for the duration of the spell. An encountered phase spider, for example, that was "in phase," physically attacking, at the instant of the caster's completing the casting of a *phase trap*, would be forced "out of phase," and thereby be rendered unable to attack, until the expiration of the spell. If it were out of phase (ethereal) when affected, it would be forced back into phase, and be vulnerable to physical attack at normal hit odds, until the spell was exhausted.

This spell will affect creatures employing spells or natural powers, and is effective against *blink* and *dimension door*; halting creatures employing either completely and forcing them "into phase" on the Prime Material Plane. Creatures who can adjust the molecules of their bodies lose all such powers while *phase trapped*. These powers include the xorn's and xaren's *pass through stone* ability, plus the psionic powers of *body weaponry*, *etherealness*, and *dimension door*—but *not dimension walk* or abilities that affect the molecules of other things, such as *molecular agitation* and *molecular rearrangement*. After the expiration of a *phase trap* spell, such powers will return, unless their own duration had elapsed while the *phase trap* was in effect.

A target creature that is *plane shifting*, *teleporting*, or using *transport via plants*, *phase door*, or *pass plant* spells is unaffected, but a creature in an extra-dimensional space of lesser, lim-



ited extent (such as someone embodied in a *rope trick* spell or a *portable hole*), will be forced to appear and remain on the caster's plane for the duration of the spell.

Xorn and xaren, and any such creatures that can "phase" their way through solid matter, save versus this spell at -2. Note that the spellcaster need not know or have seen the precise location of a creature, or even be certain of its presence, to affect it. If more than one eligible target is within 2", the *phase trap* will affect one of them at random—unless the caster perceives only one such creature before or while casting, in which case that creature will be affected.

A creature possessing the potential to become astral or ethereal can be affected by a *phase trap* if in range when it is cast. The affected creature will be unable to effectively exercise such powers until the spell wears off—regardless of how far the creature might move away from the caster. If the affected creature is a spellcaster with an *astral spell*, for instance, the spell cannot be used while the victim is *phase trapped*—and any attempt to do so will ruin and waste the spell. If the affected creature tries to use *oil of ethereality* or any other phase-shifting magical item, the magic will have no effect until the duration of the *phase trap* expires.

A creature on the Astral Plane when the *phase trap* is cast saves versus this spell at +1; a creature on the Ethereal Plane or the Prime Material Plane saves at normal odds.

Thunderlance (Evocation)

Level: 4

Range: Touch

Duration: See below

Area of Effect: One creature

Components: V,S

Casting Time: 4 segments

Saving Throw: None

Explanation/Description: Casting this spell brings into being a thin shaft of faint grey, shimmering force extending 2" from the caster's pointing finger. This "lance" is weightless and intangi-

ble, but if any creature touches or passes through any part of it, the lance vanishes with a loud clap of thunder, and the creature struck is dealt 4-24 hit points of damage. The lance may be willed out of existence by its caster at any time without any discharge or harm to the caster (although the spell is lost), and disappears in any event if the caster dies, loses consciousness, or begins to cast another spell.

The caster can employ the *thunderlance* in many ways—held steady, as a barrier against some creature's passage or as a tripwire, at ankle height, to stop a pursuer. It is also highly effective when wielded as a weapon; the caster can move his arm and finger about to strike with the lance. In any combat situation against a *thunderlance*, potential victims are regarded as having a base armor class of 10 (before any Dexterity adjustments); the blow of the lance is transmitted through armor and shields, and the presence of such protection does not benefit the target of a *thunderlance* attack. However, the bonuses of magical armor and shields are not negated, and will improve a target's effective AC by the amount of the bonus.

The damage of the lance is a physical blow, as opposed to (for instance) a discharge of electricity. It is fully effective against creatures that are resistant or immune to either blunt weapons or edged weapons (since the lance is actually neither of those).

The touch of a *thunderlance* destroys a *shield spell*, *wall of force*, or *minor globe of invulnerability*, but the lance itself discharges (vanishes, without damaging anyone) upon such contact. Stronger protective spells (such as *anti-magic shell*) will also cause the lance to discharge, but will themselves withstand the shock of its strike and remain in existence. A lance penetrates fire, water (including ice and snow), and electrical discharges of natural or magical (e.g. *wall of fire*, *wall of ice*) origin without discharging, and thus the caster may strike through such phenomena at an enemy.

Anyone wielding a *thunderlance* (i.e. spellcasting is complete, but the lance has not yet discharged) cannot be harmed by *magic missile* spells, regardless of what direction these strike from—their force passes harmlessly through the lance wielder to be absorbed by the lance, increasing the damage it does (by 2-5 hp per missile) when it discharges. This will not occur if the lance wielder has some other magical protection against *magic missiles*. A lance does not confer any protection against other forms of magical attack, nor can it be passed to any other creature without discharging it—an ally of the caster cannot wield the lance on the caster's behalf.

Orjalun's Arbatel

Appearance: This volume consists of nine plates of beaten and polished mithril, stamped by the elvish smiths of Silverymoon with letters of the High Tongue, graven on small dies that are positioned on the page and then struck sharply with a hammer so as to leave their distinct impressions. The plates are pierced at the top and bottoms of their left sides (as they are read), and fastened together with bronze rings. The work once had an ornate case of stained wood, and was carried wrapped in canvas, but these may well have perished.

History and Description: Orjalun, the white-haired High Mage of Silverymoon in the early days of the North (now believed dead), oversaw and took a large part in the construction of this work, designed to be a permanent repository for the most useful defensive spells he could provide for the continued safety and security of his beloved city in the years to come. But it never served so, for when Orjalun gave his staff of office to his chosen successor, Sepur, and left the city, Sepur revealed his true nature—taking the *Arbatel* and staff as his own, he also left that fair city.

Sepur's fate is unknown, although the sage Alphontras recounts the finding of



a broken staff atop a lonely, scorched tor in the Trollmoors. The *Arbatel* is first identified in the village of Longsaddle by Alphontras's colleague Eelombur the Learned, who observed it in the possession of the sorcerer Arathur Harpell. Arathur was later slain in a magical duel by the necromancer Marune, who held the *Arbatel* only briefly. Marune lost it somewhere in the winter snows when fleeing from the Lords of Waterdeep, and it must have changed hands several times in the following decade, for many hints of it are found in various records of the North.

It is mentioned once in this period by the sage Maerlus, who is represented in the *Letters to the Court of Elfrin* ("Collected by the King's Own Hand, being a record and discourse most fascinating upon our lands and times") by a letter he penned to the monarch, King Elfrin, wherein the sorcerer-sage described a number of items of power known to be within Elfrin's realm. In the letter, Maerlus describes several works and speculates on their locations; the *Arbatel*, he says, is in the hands of the reclusive wizard Lios—unless Marune has overcome him and regained it.

Elminster believes that Marune did slay Lios, but says that the activities of Marune from that time to the present reveal that he has not recovered the *Arbatel*, despite his repeated attempts to do so. Its recent and present whereabouts are unknown.

Contents: Orjalun was tutored by The Masked, most mysterious of the Seven Wizards of Myth Drannor, and two of the spells in the book are believed to be of his tutor's personal crafting: *encrypt* and *secure* (an improved version of *wizard lock*).

The first and last plates of the *Arbatel* are featureless, so as to reveal nothing of the contents within, but the seven interior plates bear one spell each (the method of scripting allows only one side of a plate to be used). These are, in order of appearance, *mending*, *charm person*, *encrypt*, *dispel magic*, *identify*, *guards and wards*, and *secure*. All of

the commonly known spells in the *Arbatel* appear in the standard (*Players Handbook*) form, and the two unique spells therein are reproduced below, from the books of Vauth, another apprentice of The Masked.

Encrypt (Illusion/Phantasm)

Level: 4

Range: 1" plus 1"/level of caster

Duration: Permanent

Area of Effect: See below

Components: V,S,M

Casting Time: 4 segments (plus writing time)

Saving Throw: None

Explanation/Description: By means of this spell, a normal message containing up to 66 characters or letters (about fifteen words) written on parchment, stone, or the like can be made unreadable (even to magics such as *comprehend languages*, *read magic*, and *true seeing*) to all but the spellcaster, any being or beings named in the message (regardless of the caster's wishes in this regard) and a specific recipient being, who must be named aloud and pictured mentally by the caster at the time of casting. Such a message will appear to all others as an illegible, smudged area radiating a dweomer.

A cryptic message will remain until *erased* magically, willed to disappear by the caster (who may be at any distance, but must be on the same plane to do so), or a *dispel magic* is cast so that the message is within its area of effect. Weathering and other physical effects such as burning, scrubbing, or defacing the smudged area will not destroy the message as long as the actual surface it was written on survives (*encrypt* can be safely cast on any reasonably stable surface, such as stone, wood, or paper, but not usually with success on messages scrawled in soot, dust, or snow); it will still be clearly legible to those identified above.

The message does not glow or in any way attract attention to itself—an intended recipient may well not see it if not looking for a message or not chancing to look in the right place. A message

encrypted in a language not known to the intended recipient is not made understandable by means of this magic; nor will it magnify script too small for the recipient to read. The text of a spell may not be cryptically concealed, but writing related to magic such as spell ink formulae, magic-item command words, and directions for magical processes such as enchanting a certain item or constructing a golem may be so concealed.

No part of any message longer than the first 66 characters will be obscured or protected by this magic—attempting to *encrypt* such an overlong message would result in wastage of the spell; the entire message could be read (or destroyed) normally. Additional writing in the same area after the spell is cast will not affect an *encrypted* message, thus, a second message can be written on top of an *encrypted* one to further conceal the former, without rendering the original message unreadable by those for whom it is intended. Moreover, adding words or characters to a message known to be *encrypted* will not cause it to appear; the additions will remain clearly visible and the original will remain concealed. Multiple *encrypt* spells cast on the same or adjacent areas will not allow messages longer than 66 characters to be concealed—rather, when a second *encrypt* spell is cast, the concealed message of the first *encrypt* spell will vanish forever, replaced by the second message. "Adjacent" in this case extends to areas of effect that are up to 10 feet distant, so that different walls in a small room cannot be used to *encrypt* multiple messages. Different sides of a wall or object cannot be used, either, unless the distance separating them is more than 10 feet. Writing used in *encrypted* messages can be very large or very small, written on walls, mountainsides, or even small bones or slivers of wood, and still be concealed so long as the maximum of 66 characters is not exceeded.

Encrypt may be used to conceal messages written by others, regardless of



time elapsed since the writing, and will be effective in obscuring even runes deeply graven in stone, or letters formed by patterns of colored mosaic tiles. In such a case, the surface will appear faded, stained, and/or discolored, or even covered with a smoky, sooty deposit so that the message is concealed. As aforementioned, no amount of physical cleaning will reveal the concealed message. The figure given for range in the above text is the distance at which the caster can obscure a message with the *encrypt* spell.

A *true seeing* spell will reveal clearly the outlines of an *encrypt* spell's dweomer, but will not allow the message to be read, unless the viewer can deduce by the shape of the dweomer what is concealed. Written or graven symbols can be *encrypted*, but magical symbols or glyphs will be unaffected. And *encrypt* will conceal, but not harm, the efficacy of protective pentagrams, thaumaturgic triangles, and the like.

If the caster of *encrypt* writes the message to be concealed himself or herself, this writing must be done directly; the spell cannot cause it to be magically written from afar. The material components for this spell are a pinch of dust or grey lint "fluff," and a feather, and are consumed in the casting.

Secure (Alteration)

Level: 4

Range: Touch

Duration: See below

Area of Effect: 30 sq. ft. per level of caster

Components: V,S,M

Casting Time: 6 segments

Saving Throw: None

Explanation/Description: By means of this spell, and a small piece of iron (or filings) and a tiny gem (or a like amount of gem fragments or powdered remnants), the spellcaster can make a door, chest, or portal *secure*. An object or area that is *secured* cannot be opened or passed through by any means except physical destruction of the object or area, or by *dispel magic* (or a *limited wish*, *alter reality*, etc., so worded as to

achieve the same effect). Unlike one affected by a *wizard lock*, a portal that is *secured* cannot be passed through by magic-users of any level (including the spellcaster), and can be passed otherwise only by avoiding it through astral, ethereal, or dimension-altering means such as *blink* and *dimension door*. The dweomer will resist fire, cold, and electrical attacks of natural or magical origin without allowing any damage to the *secured* item or area. Thus, a closed and *secured* door will deflect a magical lightning bolt back upon its caster, and will escape unscathed from a *fireball* blast. Physical attacks upon a *secured* area will be ineffective—totally negated—for one round per level of the caster (beginning with the round after casting). At the end of this time, the *secure* spell remains, but no longer affords any protection from physical attack.

When a *secured* area is touched, tested, or attacked in any way, it will flash with a white radiance on all sides and surfaces of the area. A *knock* spell is ineffective against a *secured* portal. Any spell, spell-like natural power, or magical item effect that attempts to alter the shape and nature of a *secured* area will be reflected back upon the caster/user with full effects. If the power affects an area rather than an individual, the user of the power will immediately become the central point of the area of effect. Magical powers that are "reversed" in this fashion include, but are not limited to: *enlarge*, *reduce*, *levitate*, *shatter*, *dig*, *passwall*, *stone shape*, *transmute rock to mud*, *move earth*, *stone to flesh*, *vanish*, *turn wood*, and *animate rock*. If the magic does not affect living creatures (such as *animate rock* or *move earth*), the usage of that magic is simply wasted. Powers that are directly under the control of the user (such as psionics or spell-like natural powers, but not spell casting) will have no effect on a *secured* area or object, but the power is counted as having been used. In all cases where magic can be "reversed" back upon the user, all those who could be affected are enti-

tled to saving throws if a save is normally allowed against the type of magic in question.

Light magics, *magic mouth*, *Nystul's magic aura*, and *Leomund's trap* cannot successfully be cast within, or upon any surface of, a *secured* area. Any *glyph (of warding)*, *explosive runes*, or *symbol* written upon any surface within a *secured* area will discharge immediately upon completion, possibly harming the writer and/or companions or other nearby creatures. A *disintegrate* spell that destroys a *secured* area will have the effect of negating the *secure* spell. A *glasse* spell will have its normal effect on a *secured* area. *Find traps* will not reveal the presence of a *secure* spell, but *detect magic* will reveal the extent of its dweomer. *Illusions* and other spells of concealment can be successfully cast upon a *secured* area.

The Scalomagdrion

Appearance: A large volume fashioned of parchment bound between slabs of wood and sewn to the black hide of an unknown creature, which has been stretched over the boards to form a cover. It bears no external legend or markings of any kind. Its covers are edged with beaten copper, now discolored to a vivid green by the elements. There are 26 yellowed and curling pages within, and some owners report a binding strip or tie of black hide which the book now apparently lacks.

The size and weight of the tome precludes its easy transportation by hand, under arm, or in satchel, and indeed it does not show the wear (scratched cover or corners, blotched or warped parchment due to wetness) typical of books that have seen much traveling out-of-doors.

History and Description: The true origin of *The Scalomagdrion* is not known. It is first mentioned in the writings of the mage Hethcanter, who owned the book in his youth. He does not mention how he acquired it, but does record that he gave the book to



Hym Kraaven (one of the Seven Wizards of Myth Drannor) in payment for magical training. Shortly thereafter his writings end; Hethcancer is remembered today chiefly for his spectacular suicide, hurling himself to his death from the highest pinnacle of the crag now known as Hethcancer's Leap. He did this when chased by almost a score of illithids; the sage Orfidel believes that these hated creatures sought *The Scalamagdrion* itself—an opinion shared with the sage Elminster.

Hym Kraaven never revealed or used the work in his teachings at the school in Myth Drannor (see "The Workbook,") possibly because of the contents of one of its pages. Of Hym Kraaven's fate or the means by which the book passed into the hands of its next known owner, nothing is recorded, but the sages Orfidel and Maerlus of the North were both present on Watcher's Tor when a hitherto unknown magic-user named Valathond used its spells to destroy the mage Gaerlammon in a formal duel.

Valathond was later slain by the Company of the Raven, but they did not find *The Scalamagdrion* amidst the treasure in his keep, nor does an examination of their tales of encounters and skirmishes with the mage over an entire season ere his fall suggest that he still possessed it. Auvidarus, sage of Hillsfar, and Laeral, wizardess and leader of the adventurers known as The Nine—two observers almost a world apart—have both recorded rumors ascribing ownership of the book to this or that mage. One of Laeral's collected rumors, interestingly, again mentions a group of illithids. But the veracity of these rumors is untested; the present whereabouts of the work are a matter of conjecture.

Contents: Elminster described the tome's contents, drawing upon his study of Hethcancer's careful notes, as follows:

The Scalamagdrion's first and last pages are blank. The remainder bear 23 spells, one to a page and with each page having a blank (rear) face, and one page

contains only a curious illustration. The contents of the pages are as follows, in order of appearance from the front of the book: (blank), *write, erase, tongues, message, unseen servant, wizard lock, identify, enchant an item, permanency, blink, disintegration, (illustration), feeblemind, fly, death spell, flame arrow, delayed blast fireball, invisibility, levitate, conjure elemental, minor globe of invulnerability, wall of force, remove curse, dispel magic,* and (blank). All spells appear in the standard (*Players Handbook*) form. The irregular order of the spells suggests that the book was created with its spells arranged according to the creator's wishes, and thus was not the workbook of a magic-user progressing slowly in magical ability under tutelage.

The unique feature of the work is the illustration found on the page between *disintegration* and *feeblemind*. It is of "warm, velvety texture," according to Hethcancer's notes, and is a strikingly realistic painting of some unknown, seemingly endless caverns (perhaps on some other plane), in which crouches a dimly visible, winged, reptilian monster on a bed of whitened bones. A word or name has been spelled out clearly in Common across the bottom of the page, by the arrangement of bones: "Nungulfim." Hethcancer notes that if this word is spoken over the open page, or the illustration is stared at for too long, the monster depicted therein will move.

From other sources he has not divulged, Elminster states with certainty that the page is a *gate* or *portal* to some unidentified plane or extra-dimensional space of endless caverns, and can be passed through both ways. Once the gate is activated, the monster will emerge from the page into the Prime Material Plane and attack all creatures nearby, seeking to slay and carry its prey back into the caverns to devour. Its true nature is a mystery, but what is known of it can be summarized as follows:

Scalamagdrion ("*Guardian of the Tome, "Nungulfim"*)

FREQUENCY: *Very rare*

NO. APPEARING: 1

ARMOR CLASS: 6

MOVE: 13"/8"

HIT DICE: 6+6

% IN LAIR: 100%

TREASURE TYPE: S,Q,Vx3 (in lair)

NO. OF ATTACKS: 4

DAMAGE/ATTACK: 2-12/1-6/1-6/3-12

SPECIAL ATTACKS: Nil

SPECIAL DEFENSES: *See below*

MAGIC RESISTANCE: *See below*

INTELLIGENCE: *Average*

ALIGNMENT: *Neutral*

SIZE: L (20' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil

LEVEL/X.P. VALUE: VI/525 + 8/HP

The scalamagdrion resembles a grey-scaled, green-eyed dragon with stubby wings and a long, bone-spiked prehensile tail. If it pounces upon a victim from above, it can rake with all four of its claws (each do 1-6 damage), or pin the victim with its great bulk and use its foreclaws to attack. The scalamagdrion's tail does 3-12 points of damage. It is fearless, enjoys human flesh, and is cunning enough to take a victim's body, fallen items and all, back to its lair to avoid being caught eating.

The scalamagdrion radiates *silence*, 15' radius about itself, and has a natural spell turning ability (as in a *ring of spell turning*, including gaining a saving throw for spells for which there is normally none). This makes it a deadly foe for magic-users; and indeed, none have yet prevailed against it.

Several wands and rings can be seen amid the bones upon which the scalamagdrion crouches. The monster and the gate to and from its abode cannot be destroyed or harmed by tearing out or destroying the page on which it appears, although any attempt at such activities will certainly cause it to issue forth.



The Tome of the Covenant

Appearance: This book is large, square, and (judging from Elminster's description) approximately two feet on a side. It is fashioned of cured white elkhide stretched over finger-thick boards of black wood, and both outside covers bear a rune in the center, depicting four arrows meeting in a circle, thus:



Four white vellum pages are sewn to the hide "spine" within.

History and Description: *The Tome* is the creation of the four most powerful (of their time) mages of the North, who formed the Covenant, an alliance (basically neutral good) founded to enforce a peace between warring tribal kingdoms, and to build the collective power and prosperity of the Northlands against the coming confrontation with the orcs and their kin. The Covenant has long been inactive: Grimwald and Presper disappeared on a journey of exploration into other worlds than this; Agannazar is believed to have perished in the destruction of the School of Wizardry at Neverwinter by the Red Wizards of Thay; and Ilyykur is known to have sacrificed himself in the Green Tower of Thulnath to destroy the archlich Ruelve.

The Tome was made to commemorate the founding of the Covenant, and as a source of power and a worship symbol for the apprentices who were intended to follow in the Four Founders' footsteps and become new members of the pact (none did). Each of the Four Founders contributed one unique spell to the work, and each of these spells appears alone on its own page. The spells appear with no names; they have acquired colloquial names through description of the book by various writers in the North, and by use of the spells by the original apprentices of the Four (and subsequently, in turn, by their apprentices). These apprentices, now themselves powerful workers of magic, are not identified by Elminster.

The sage does say that they did not cooperate as their masters had, but split in dissension, one of them presumably bearing the *Tome*. Its present owner, and whereabouts, are uncertain.

Elminster knows the precise spells set down on its pages from perusing the workbooks of the Four and certain of their apprentices, and has consented to reproduce them, below.

Grimwald's Greymantle (Necromantic)

Level: 5

Range: Touch

Duration: 1 round/level of caster

Area of Effect: One creature

Components: V,S,M

Casting Time: 6 segments

Saving Throw: Neg.

Explanation/Description: When a magic-user casts this spell, a silvery-grey radiance is produced about the material component. If the component (a bone or small animal skeleton) is touched to a target creature—successful hit roll required, as though wielding a dagger or club—the radiance leaves the component (which vanishes harmlessly) and expands to envelop the target in an aura, or *mantle*. This shimmering radiance takes effect on the round following the touch, and lasts for 1 round per experience level of the caster. While it is in effect, curative spells, healing, and regeneration of natural or magical nature will not be effective within the confines of the mantle; thus, a troll could not regenerate, a *ring of regeneration* would not operate, a *potion of healing* or *extra-healing* would have no effect, and so forth.

The *mantle* may be magically dispelled, and will fade away without effect if magic resistance or a saving throw (only one allowed) triumphs over it. At the expiration of the spell, curative forces still active will take effect immediately—but any such powers that were expended upon the victim while the *mantle* was in effect are forever lost. A *cure wounds* or *heal* spell, for instance, will take effect upon the recipient if the *mantle* expires before the victim does; similarly, a *ring of*

regeneration will resume functioning properly when the *mantle* disappears, and a creature that regenerates will retain the ability to do so. However, the victim of the *mantle* will get no benefit from a *potion of healing* drunk while the spell is in effect, and any usage of a *staff of curing* on the victim is fruitless, since those types of magic must take effect upon their application or not take effect at all. In such a case, the application of the magic (dose, charge, etc.) is wasted.

If the caster does not successfully touch a target creature in the round of casting or the round immediately following, the *mantle* spreads from the component into (and onto) the spellcaster, and remains in effect upon the caster for the full duration. There is no saving throw against this "backfire," but a *dispel magic* spell may be successfully employed by the caster or a companion to bring the bad effect to a halt.

Once the spell is cast and the *mantle* has covered a target, the duration and effects of the *mantle* are not under the caster's control. Creatures of any size may be affected. Note that use of the *mantle* is not basically a good act, and the spell must be used with due consideration of the circumstances and nature of the target by magic-users of good alignment.

Agannazar's Scorcher (Evocation)

Level: 2

Range: 7"

Duration: 2 rounds

Area of Effect: Special

Components: V,S

Casting Time: 3 segments

Saving Throw: See below

Explanation/Description: With this spell a magic-user calls into existence a jet of flame which bursts from his fingertips toward a specific creature. If the target creature is within 7" of the caster, it suffers 3-18 (3d6) points of damage, with no saving throw (assuming it is not immune to the effects of heat and flame). The flame-jet assumes the form of a 2-foot diameter cylinder of fire, up to 7" long, with the caster at



one end and the target at the other. This jet remains in existence for two rounds following casting, moving as the target or caster move, shifting so as to always point at the target, even if the target creature remains, or passes beyond, 7" distant from the caster. Any creatures touched by the jet as it leaps toward the target or moves sideways following a moving target will suffer 2-16 (2d8) points of damage (save vs. spells for half damage). The touch of the *scorcher* will set alight all readily flammable materials (such as parchment and dry clothing). It may well even damage sturdier objects.

Ilyykur's Mantle (Abjuration)

Level: 4

Range: 0"

Duration: 1 round/level of caster

Area of Effect: Aura about caster

Components: V,S,M

Casting Time: 4 segments

Saving Throw: None

Explanation/Description: When *Ilyykur's Mantle* is called into being, the caster is surrounded by a faintly luminescent aura following the contours (and conforming to the movements) of the caster's body. Spells can be cast out of this field without it having any effect, but spells impinging upon the *mantle* from without are affected as follows: the protected caster gains +3 on saving throws versus all Enchantment/Charm spells, +1 on saving throws versus all other spells for which there is normally a saving throw, and suffers only half damage when an electricity-related spell (e.g. *shocking grasp*, *lightning bolt*) does affect him. The *mantle* flares to a vivid (not blinding) white glow when the caster's mind is contacted by the psionic powers of another being, but does not protect against any psionic attacks or effects.

The material component for the spell is a natural (not cut) crystal of gemstone. Note that a small familiar or pet clinging to the spellcaster—there must be physical contact—can be protected by the *mantle*, but no creature the caster does not wish protected will be

shielded by the *mantle*, and in no case will it protect any such creature (familiar or otherwise) larger than a pseudo-dragon.

Presper's Moonbow (Evocation)

Level: 4

Range: Special

Duration: Special

Area of Effect: Special

Components: V,S,M

Casting Time: 9 segments

Saving Throw: None

Explanation/Description: This magic is usable only under a night sky in which a moon is present and cloud conditions allow moonlight to reach the ground. *Presper's moonbow* allows the caster to cause from one to four glowing motes, a form of *ball lightning*, to gather above the caster's outstretched hand. These grow in size and intensity, spinning slowly, during the round in which casting takes place. At this time they resemble *dancing lights*.

On the following round, the caster can elect one or more of the moon motes at a target, which must be within his view. Such direction is by concentration of will, requiring no speech or gesture. Moon motes directed at a target will shoot off after it, flying up to 26" per round, and will pursue the target around corners, through obstacles (but not closed portals or the like), and despite confusion spells like *invisibility*, *mirror image*, *illusion*, etc., striking at +3 to hit upon reaching the target.

Each striking moon-mote does 2-8 points of electrical damage (if cast as one of four), 2-12 damage (if cast as one of three), 3-18 damage (if cast as one of two), or 4-24 damage (if cast as a solitary missile), and is considered to be magical for hit purposes. Moon-motes which miss an intended target or are blocked by barriers dwindle harmlessly away to nothingness.

The spellcaster can direct the motes produced by a *moonbow* at different targets in a round, and must "shoot" at least one per round (but may shoot as many as desired, time permitting) until all the motes are gone. Unused motes

hang spinning in the air in front of the caster, within 1", and if struck by a *lightning bolt* or similar electrical discharge while thus waiting, will explode—doing full damage to all within 1", including the caster.

On the round after the first mote has been fired, the caster can cast another spell and direct any motes still left, and continue doing both so long as motes are left and spell casting times permit (directing a mote requires one segment each round, so spells that take one round or longer to cast cannot be used). Using this tactic, a caster with multiple *moonbow* spells could gather a waiting arsenal of many motes. If a round passes without the caster firing a mote at a target, all motes will dissipate. Note that a caster under the influence of a *hold* spell could shoot a mote at a target in his present field of vision; that act is a function of vision and intellect, not of movement.

A mote that is deliberately struck by a creature or object will discharge, doing full damage to all within 1". The mote has AC -6 for hit purposes. Metal, it must be noted, will conduct the full effects of a mote to anyone in contact with it, regardless of distance.

Although no saving throw is allowed, note that creatures immune to electrical damage or without tangible existence on the plane of casting (e.g. *ethereal*) will suffer no damage from a mote.

The material components for this spell are a wisp of cobweb, an amber, glass, or crystal rod, and a scrap of fur.

The Tome of the Unicorn

Appearance: *The Tome of the Unicorn* is a large book, two feet broad by three feet in height, and over four inches thick. Its covers and pages are polished plates of electrum, each appearing blank to causal observation. If any page is concentrated upon, however (precludes other study, spellcasting, reading, or similar reasoning tasks), its contents, written in Thorass, will begin to appear on the "blank" pag-



es in 3-8 (2 + 1D6) rounds, and remain for at least three rounds after study ceases. The book bears no title or identifying marks.

History and Description: Sages and bards of the Realms know that *The Tome of the Unicorn* is the long-lost grimoire of the Mage-King of vanished Iltkazar (a vanished realm that lay in eastern Calimshan some nine hundred years ago), the Lord-most-mighty Shoon. Shoon is said by some to survive today as a lich; the Tome is said to contain many spells found nowhere else, including means of creating a permanent gate between the planes of existence, and the means to create golem armies.

The Tome was said to either be stolen by adventurers who slayed Shoon, or to have been taken by the lich-mage when he retreated to the bowels of the earth to flee the retribution of the elven nations (see below). It has been revealed to have found its way into Ruathyn, where it was held in their most hidden library until recently. Within the last year, person or persons unknown have broken into the vault and stolen the book, which precipitated the most recent war between Ruathyn and Luskan. The book is still missing at this time.

Contents: The contents are 23 spells, one to a page, in the following order: *charm person*, *darkness 15' radius*, *ESP*, *scare*, *dispel magic*, *charm monster*, *fear*, *fire trap*, *polymorph other*, *wizard eye*, *animate dead*, *death spells*, *duo-dimension*, *phase door*, *statue*, *clone*, *glassteel*, *permanency*, *power word—blind*, *trap the soul*, *gate*, *imprisonment*, and *power word—kill*. The remaining six pages function as a magic-user's *Manual of Golems* (q.v. *Dungeon Masters Guide*), for the making of stone and iron golems only; normal costs and study times apply.

The inside front cover contains no spell; a protective *spell turning* magic has been cast upon it. If the book saves against any magical or physical attack, its damage is reflected 100% onto the

attacker.

The *gate* spell on page 21 includes instructions on how to make such a *gate* permanent, involving *permanency*, a dust compounded of several rare ingredients including certain rare crushed gemstones and *oil of etherealness*, and the blood of at least six creatures: three native to each plane the *gate* reaches.

The *imprisonment* and *power word—kill* spells on pages 22 and 23 are part of the book's curse. Every time either of these pages is perused, there is a 7% non-cumulative chance that the reader will suffer *imprisonment* as per the spell.

The back cover contains an extra-dimensional space: the lair of the demi-lich himself. Each time the book is opened, there is a 9% non-cumulative chance that the demi-lich's skull will emerge (e.g., rise up) and attack as detailed in the *Monster Manual II*. If the back cover, inside or out, is deliberately concentrated upon, this chance is 100%. Shoon will appear as a skull (not a wraith or ghost); stolen spells have served as energy factors sufficient to keep him in this state. Shoon will not howl; instead, he will hover, *levitating* in midair, and drain a soul on the third round of his appearance, using his spells to attack and defend until then. Shoon is interested in draining souls, not slaying. He will try to drain a soul every three rounds until successful. Upon draining a soul, Shoon vanishes back into the book. He will emerge again to steal souls only if the back cover is concentrated upon, or if the book suffers over 13 points of damage in any single round or is destroyed. It should be noted that destruction of the Tome will free Shoon, not destroy him.

Enchantments placed by the evil undead mage allow him to *Stealspell* (see below) one spell from the mind of any one person who touches the Tome in any round. If a target has no spells, or successfully saves (at -1) versus spell, the attempt fails and the round is wasted for Shoon. Such spell theft is not blocked by unconsciousness, insanity,

anti-magic shell, *mind bar*, or similar magical or psionic protections. Transfer takes one segment. The stolen spell is chosen randomly, *not* by Shoon.

Like a powerful incantatrix (which he may have been in life, for all others know) Shoon can use the energy of such spells to replace lost hit points (2-8 hp per spell level) or cast them, with the effects they would have had if cast by the original caster, by effort of will alone, one at a time and once per round. Shoon presently retains the following stolen spells (he can "hold" only an equal number of spells to those he could carry upon attaining lichdom, although these may be of any class and level; Shoon is at least a 26th level magic user): *hold person* x2, *dispel magic* (clerical) x3, *lightning bolt* (8D6), *cone of cold*, *Bigby's forceful hand*, and *volley*.

Stealspell (Enchantment/Charm)

Level: 7

Range: 1"/Level of caster

Duration: Special

Area of Effect: One creature

Components: V,S

Casting Time: 7 segments

Saving Throw: Neg.

Explanation/Description: This powerful magical spell is rarely known beyond the circles of the Witches of Rasheman, and how it came into the hands of Shoon is unknown. By means of this incantation, any single being indicated by the caster (within range) must save versus spells at -1 or suffer the theft of any one memorized spell or spell-like ability from his or her mind (creatures from planes other than the Prime Material save at no penalty, and if there are no spells available, then the spell has no effect.) The stolen spell is determined randomly. The magic of the *stealspell* works even against a victim who is unconscious or insane; psionic protections, *anti-magic shell*, and all similar shielding spells, and *mind bar* and the like, are not effective protection against this spell.

A stolen spell may be "cast" immediately by the user of this spell, or held in mind for later use. This casting may be



made without material components or even understanding or sufficient level to cast the spell. The identity of the stolen spell is not revealed by its capture. Any spell cast in this fashion is cast as if by the level of being the spell was stolen from. Psionic powers cannot be stolen in the fashion.

A stolen spell is transferred at the end of a round. If a spell is begun cast by the target, that spell will not be stolen.

The stolen spell may be retained as opposed to immediately expelled, and later recorded by a *write* spell, which will erase the spell from the stealer's mind without discharging its power. Such a *written* spell is useless to the caster if of a different class or higher level.

The stolen spell may be retained for up to 24 hours before discharged or fades from view. The being Shoon

derives his sustenance from stolen spells.

The Tome gains its name from its construction; the enchantments Shoon placed on it to preserve it and maintain the extra-dimensional space that protects himself involved the blood (and necessary slaughter) of no less than twelve unicorns. This act alone earned Shoon the revolt of the elves in his own realm, which he crushed only by slaying them all. Druids of Faerun still speak in derision with the phrase, "spill the blood of the unicorn, would you?", referring to this evil deed. For his part, Shoon is unrepentant; long ago when confronted about slaying the unicorns the then-lich shrugged his shoulders and said hollowly, "I still exist. They do not."

Shoon will not speak, but if communi-

cated with by *speak with the dead*, psionics, or magical *ESP* or *telepathy*, will prove dryly cynical, cold-blooded, uncaring, but quite knowledgeable of long-ago doings and of magical lore—and is lonely; he will converse calmly and willingly even as he attacks those he's speaking to. Note that Shoon cannot study and memorize spells as he once used to (although he could steal a spell from the mind of one who had memorized that spell from the Tome, if fortune favored him), and cannot tutor others in the arts of magic save by imparting brief advice; he cannot raise another's powers by a level through teaching. (Note to DMs: this is an extremely powerful item, linked to a powerful monster; much consideration should be given its potential effects before any use of it in a campaign.)

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This is a combined index for the *Cyclopedia of the Realms* and the *DM's Sourcebook of the Realms*. Entries and/or page numbers printed in bold type refer to the *DM's Sourcebook of the Realms*. Entries in bold italics refer to new spells.

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Area → Terrain → Movement →					
2 VR/U					
3 VR					
4 VR/R					
5 R					
6 R					
7 U					
8 U					
9 C					
10 C					
11 C					
12 C					
13 C					
14 U					
15 U					
16 R					
17 R					
18 VR/R					
19 VR					
20 VR/U					

1.1" = 100 miles 1" = 90 Miles

100 200 300 400 500 600 700

1" = 30 miles

30 60 90 120 150 180 210 240

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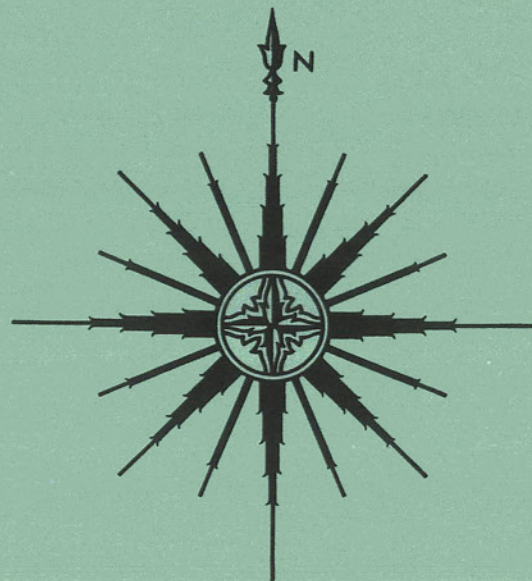
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Trackless Sea

Wave Rocks

to EVERMEET

Gull Rocks

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COMPANION SET

Scale: 1 inch = 50 miles

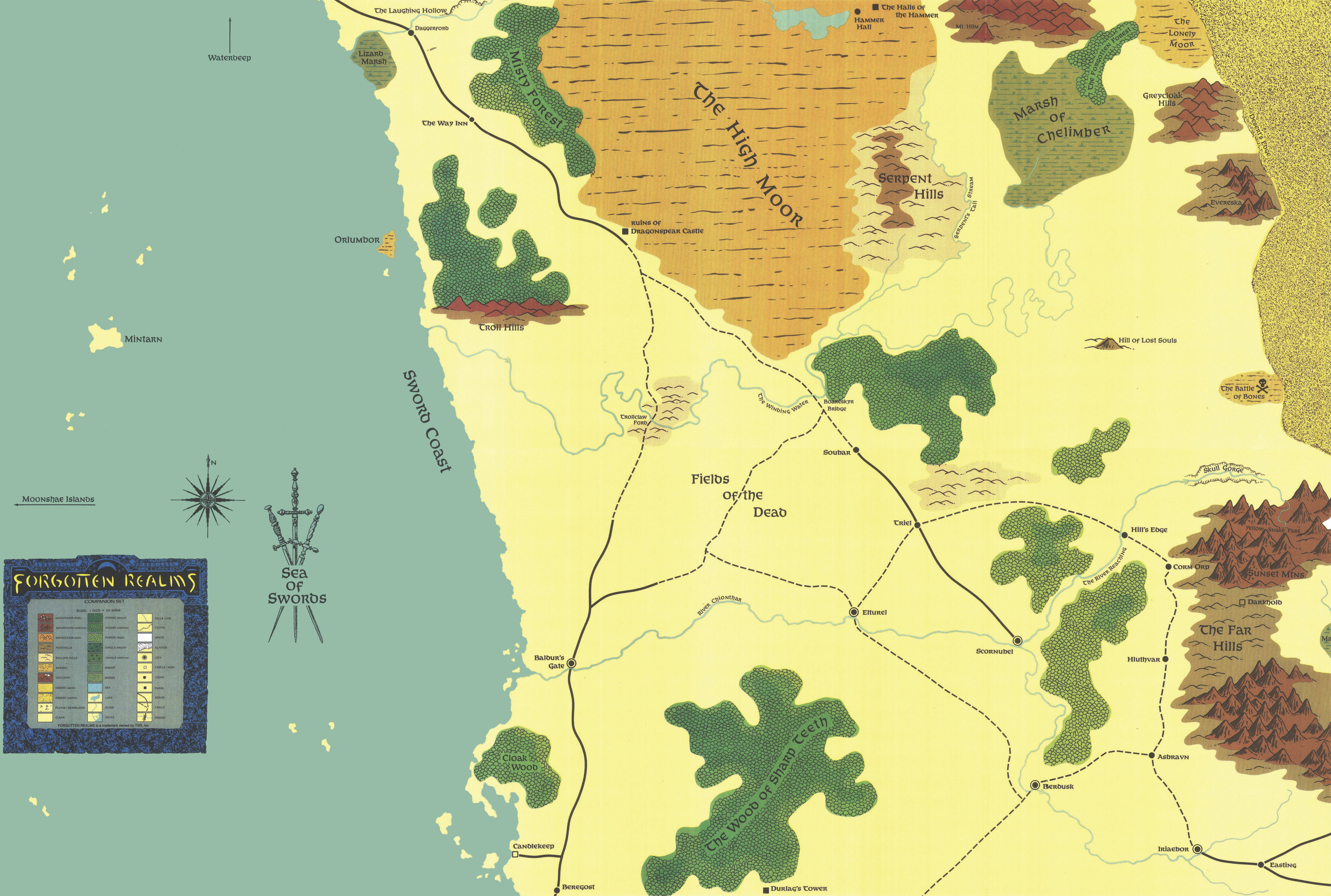
MOUNTAINS	CLEAR
FOOT HILLS	SWAMP
ROLLING HILLS	SEA
VOLCANO	LAKE
BARREN	RIVER
DESERT	CLIFFS
FOREST	SNOW
JUNGLE	GLACIER
PLAINS/GRASSLAND	CITIES AND MAJOR ROADS

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COMPANION SET

Scale: 1 inch = 50 miles

MOUNTAINS (HIGH)	FOREST (DENSE)	FALLS LINE
MOUNTAINS (MEDIUM)	FOREST (MEDIUM)	CLIFFS
MOUNTAINS (LOW)	FOREST (LIGHT)	SNOW
FOOTHILLS	JUNGLE (DENSE)	GLACIER
ROLLING HILLS	JUNGLE (MEDIUM)	CITY
SABERS	SWAMP	CAMP / KEEP
VOLCANO	MARSH	TOWN
DESERT (SANDY)	SEA	RUINS
DESERT (ROCKY)	LAKE	ROAD
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