

FORGOTTEN REALMS

THE GREAT DALE

UNAPPROACHABLE EAST CAMPAIGN GUIDE



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FOREWORD

This book is Jeff and Karl's fault, though I should also lay some blame on R P Davis.

Jeff Stevens, Karl Resch and I had begun an effort to create a new 5e adventure to be published on the DM's Guild. I began to comb through Forgotten Realms lore for a place to locate our adventure when I stumbled across the "Unapproachable East".

This WOTC publication detailed lands in eastern Faerûn that I hadn't previously read much about. I immediately grew infatuated with this part of Faerûn. The Great Dale was particularly interesting to me, as it seemed a perfect fit for the story we intended to write. Having decided to place our nascent adventure in the Great Dale, I began scouring publications for more recent material that updated the region's lore to the current 5th edition game year.

I soon became frustrated. Try as I might, I found very little published material describing events occurring between the years covered in the Unapproachable East and the current edition of the game. In game terms, roughly 100 years had advanced, yet very little was written on what happened in the Great Dale during that time.

I then had a series of online conversations with R P Davis. He'd already published "Timbertown", describing a region in nearby Impiltur. He was enthused to help with creating an update for regions covered by the Unapproachable East but he himself was too busy with other commitments to lead it. He encouraged me to pursue the update, and so I did. Now a good four months later, I am finishing up the final details for this book.

I do not doubt that scholars of realms lore will find errors I have made, or question some of the liberties we've taken to describe characters and events in the Dale. However, I've tried my best to treat Ed Greenwood's world with the respect it deserves, and also to honour the countless hours of work done by the numerous talented writers who have expanded on it since.

My only hope is that you, the reader, will find inspiration in these pages to help you craft your own adventures in this exciting part of the Realms.

Enjoy!

SPECIAL THANKS

I would be remiss if I didn't thank the many folks who've had a hand in creating this product.

Firstly, thank you to all the artists who have made their stock art affordably accessible on the DM's Guild and Drivethru RPG. Your creativity has helped to breath life into the words of this book.

Next, I feel lucky to have commissioned new art from some very talented individuals who were great to work with. Nastya, Daniel, Fez, John and Petar were all fantastic artists to collaborate with. Thanks for allowing me to share your vision in this publication.

Alex, Anne, Derek, Elise, Emily, Glenn, Oliver, Robert and Scott were all great writers to collaborate with. I hope to work with you folks again soon.

To Christopher and Travis, you both were instrumental in helping me bring this book to completion. Your coaching and words of reassurance, not to mention your hard work, made me believe we could finish this seemingly daunting task.

I can't forget to shout out to the many gamers I've had the pleasure of playing with over the years. Particularly I need to express my gratitude to my current home group. I feel lucky to be able to game with them and always look forward to whenever we can get together. It is because of them that my love for this game continues to grow, year by year.

And finally, I must thank my wife Lorraine and my daughters Claire and Sophie. It's only because of their continued love, support and tolerance of my D&D gaming obsession that I've been able to complete this work. I am forever grateful.

Joe Raso

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INTRODUCTION

WELCOME TO THE GREAT DALE!

This volume details many aspects of a wondrous region located in a remote corner of Faerûn—a land many refer to as the Unapproachable East.

The Great Dale is an ancient place. It is still afflicted with the fiendish horrors left behind by the once-mighty Narfell Empire. Terrible secrets lie hidden within ruins of broken stone or buried beneath the earth.

A powerful council of druids now act as caretakers for much of its sparsely populated territory. They seek to purge the demonic evils that still infest the Dale and the great forests that surround it. These old woods stand on ground where the veil that hides the Feywild is thin and its influence is still felt.

In the western edge of the Great Dale, the large settlement of Uthmere rises expectantly beside the waters of the Easting Reach, rejuvenated from the ravages of the Second Sundering. Dockyards that had lain useless for a century now bustle with life as its piers once again kiss the waters. This has not gone unnoticed, however, as enterprising individuals now descended on Uthmere hoping to win some fortune in this growing frontier town.

For those who dislike the bustle of city life, isolated farmsteads dot the Great Dale's interior. Their residents live a simple existence dealing with the persistent dangers that threaten any seeking to survive here.



ABOUT THIS BOOK

This guide to the Great Dale provides a wealth of material to run Dungeons & Dragons campaigns in this section of Faerûn. The book is organized as follows:

Chapter 1 describes the people who call this land their home, and introduces the Volodni, a new player character race.

Chapter 2 details how character class options fit into this region, including numerous new archetypes specifically crafted for this land.

Chapter 3 outlines how character backgrounds found in the *Player's Handbook* translate to the Great Dale. Three new character backgrounds are detailed herein.

Chapter 4 provides a sampling of new feats for players to consider.

Chapter 5 showcases a host of new spells that could be included for players or NPCs to use.

Chapter 6 details magical items that have some tie to this region.

Chapter 7 provides an overview of the Great Dale itself, describing the towns, landmarks, and places of interest, featuring mysterious ruins waiting to be explored.

Chapter 8 expounds upon the long history of the Great Dale, providing a wealth of lore from which new adventures could be built.

Chapter 9 identifies key factions that hold sway in this region.

Chapter 10 showcases some of the inhabitants of the Great Dale. This chapter includes a number of personalities that DMs can use to populate their games. There are also plenty of new monsters to challenge your players, including a demon lord that has affected this region for centuries.

Chapter 11 provides several adventure ideas for DMs to craft their own adventures in the Great Dale.

What treasures will you find within?

ON DATES AND NAMING

Throughout this volume, Dale Reckoning (DR) has been used whenever years are specified in the text. This is consistent with how most inhabitants of the Great Dale and surrounding areas refer to dates.

Wherever possible, naming from the roll of years has been given, derived from the prognostications of Augathra the Mad and Alaundo the Seer.

Rumors have surfaced that a new roll of years was revealed to the servants of Shar, called the Shadow Roll. However, no references to such a roll have been included within.

ABBREVIATIONS

The author has assumed readers have access to the three core rulebooks for Dungeons & Dragons: *Dungeon Master's Guide* (DMG), *Monster Manual* (MM), and the *Player's Handbook* (PHB). For material referencing other 5th edition publications, wherever possible, they have been included within this text. The following abbreviations are used to reference these other sources.

MToF – *Mordenkainen's Tome of Foes*

ToA – *Tomb of Annihilation*

VGtM – *Volo's Guide to Monsters*

XGtE – *Xanathar's Guide to Everything*

CHAPTER 1 – PEOPLES

NEW RACE – VOLODNI

Never cut down a live tree in the forest. If the Nentyach's druid's don't get ya, the pine folk will.

Stedd from Sarshal — Impilturan settler

Voldoni are the legacy of Nar refugees fleeing demons unleashed during the ancient wars between Narfell and Raumathar. They sought shelter beneath the bows of an ancient forest. Therein a great sylvan power denied them refuge unless they agreed to disavow their fiendish pacts and become one with the woods. Fearful of the destruction from which they fled, they readily agreed and were reborn as the pine folk, the volodni.



WOODY AND TOUGH

Tall and wiry, the volodni appear human-like but with tough woody flesh colored the browns and greens of pine trees. They grow long, bark-like hair and view the world through shimmering black eyes. They tend to use wooden weapons and wear leather armor dyed in the colors of their forest home.

CALM AND REMORSELESS

Most pine folk seem emotionless and cold, though a few can share the deep feelings of their distant human forebears. They have little use for laws imposed by rulers, preferring to live as their conscience directs them. They have long memories and are willing to wait patiently to enact vengeance on those who have wronged them.

SYLVAN SENTINELS

Many treefolk tend to be cold and dispassionate, remorseless and relentless in pursuit of any means which serves their ends. They remember every injury and have the patience of the bones of the earth when seeking revenge.

Most tend to be disinterested in material possessions, as they have little need for them.

FOREST PROTECTORS

The woods bordering the Great Dale are the volodni's home. They ferociously protect their forest from any who dare cut fresh wood or despoil their natural homes. They seek to regrow the ancient forests to their past expansiveness. The volodni have no love of civilization's growth or anything else that threatens the forests they call home.

VOLODNI NAMES

The pine folk frequently use a human name combined with a cherished forested location such as Dasha of Pineridge, Malark of the Silverbrook, or Navarra of Mauberg's Oak

First Names: (Male) Avan, Evendur, Gorstag, Petro, Randall, Stor, Urth; (Female) Anva, Esvele, Miri, Olma, Tana, Zlatara; (Gender Neutral) Baum, Jalon, Naury, Preed, Vancer

Favored Locations: Bright Creek, Dancing Falls, Deep Limb, Goldmarsh, Sharpridge, Whiteoaks

VOLODNI TRAITS

Your volodni character has a number of traits that are common to all of their race.

Ability Score Increase. Treefolk are hardy and resilient, as well as intuitive. Your Wisdom and Constitution scores increase by 1.

Age. Volodni reach adulthood in their mid-twenties and a few individuals live beyond 150 years.

Alignment. Volodni firmly believe in an individual's call to act as they see fit, so they lean toward chaos. Though they are seldom actively malicious, neither are they always benevolent, though volodni are good more often than not.

Size. Volodni are usually taller and leaner than most humans, averaging nearly 6 ½ feet in height, but weigh roughly the same as a typical human. Your size is Medium.

Random Height: 5'4" + 2d10

Random Weight: 110 lb. + (height roll) x (2d4)

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the gloom of the deep forest, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Plant Traits. You have resistance to poison and piercing damage, as well as advantage on saving throws against sleep and charm effects.

In addition, you have disadvantage on saving throws to resist damage from magical fire, and you count as a plant creature for *blight* spells and similar effects.

Cold Iron Anathema. Due to your fey ancestry, you have disadvantage on attack rolls made with metal weapons, and you can't regain hit points while you wear metal armor.

Deep Slumber. Volodni can rest soundly in nearly any environment. If you sleep for 4 hours, you receive the same benefit that a human does from 8 hours of sleep. However, because you sleep so deeply, your initiative rolls are at a disadvantage in the first minute after you awake.

Forest Hunter. If you are traveling alone, you can move stealthily through forest terrain at a normal pace. In addition, you can attempt to hide in forest terrain even when only lightly obscured by foliage, falling rain or snow, or mist.

Nature's Avenger. You know one cantrip of your choice from the druid spell list. Wisdom is your spellcasting ability for it.

Languages. You can speak, read, and write Common and Sylvan.

ORIGINAL SOURCE

The majority of the volodni traits presented in this section were first published by R.P. Davis in "Volodni – Treefolk Player Character Race", which is available on the DM's Guild.

Minor adjustments have been made to the original text, including replacing "Root and Branch" with "Deep Slumber", adjusting age to be consistent with 3E's version of the volodni, and providing directions for determining random height and weight for volodni characters.



COMMON PEOPLES

The Great Dale is a wild frontier land providing plenty of opportunity for people of all backgrounds to find adventure.

DRAGONBORN

Dragonborn are still a rare sight in the Great Dale. Their homeland of Tymanther lies far to the south, where the dragonborn struggle to maintain their lands against the forces of Unther. The Great Dale may be home to dragonborn who have a strong urge for exploration and independence, or who have found work as mercenaries in any of the larger cities around the Easting Reach.

DWARVES

A few dwarven strongholds are still found in the lands around the Great Dale. Beneath the Firward Mountains old shield dwarf communities still exist. Their dwindling numbers constantly resist the threats of bugbears from the mountain slopes above and demonic trolls lurking in the Underdark's depths below. Many of the younger dwarves have left seeking opportunities around the Easting Reach. A small community of shield dwarves has developed in Uthmere, supporting the reconstruction of the boomtown.

Impiltur is home to larger numbers of shield dwarves scattered throughout the country. A few isolated dwarfholds still survive in the Giantspire Mountains in the nation's northern extent. Other dwarves likely came from beyond the Great Dale.

ELVES

At one time, when the Great Dale was covered by a single great forest, the land was home to tribes of elves.

During the elven Crown Wars, dark elves arrived following fiendish advice. Their demonic guidance led them to an ancient node of evil that would one day become Dun-Tharos. However, their time in the Great Dale was cut short when the combined powers of the Seldarine transformed the dark elves into the drow and fled southward. Today, a drow in the Great Dale would be an unusual sight that would surely draw the attention of local residents.

Shortly after the dark elves departed, gold and moon elves arrived from faraway lands. For a time,



the Dale supported a number of high elf settlements. However, with the rise of Narfell, and its wars with the Rauthmari, most high elves departed for safer lands. Any high elves found today are likely those who have arrived from abroad.

The only remaining communities of elves in the Great Dale are wood elves. They primarily reside in well-hidden villages that still dot the Forest of Lethyr. In western Dunwood, the Elagieros clan of wood elves dwell in a section of the forest between Timbertown and the Giantspire Mountains.

A small faction of elves resent the continued human presence in the land. They blame humans for the continued fiendish threats that taint the Great Dale. What few know is that a number of these disgruntled elves now work with Eldreth Veluuthra, a militant sect of elves actively seeking to remove all of humanity from Faerûn.

GNOMES

At one time Dunwood supported a large population of rock gnomes. They crafted many mining tunnels traversing vast tracts of the now fiend-filled forest. The destruction of Narfell and the incursions of

demons afterwards greatly reduced the gnome population. Now a few gnomish communities remain in the foothills of the Giantspires and the Firward Mountains. Nevertheless, skilled gnome artisans are always among the growing cities of the Easting Reach.

The Forest of Lethyr still supports a few isolated forest gnome enclaves. These villages maintain warm relations with the Circle of Leth, and a few forest gnomes are found within the ranks of the druids and their Nentyar Hunters.

HALFLINGS

A limited number of halflings reside in this harsh land, though their resourceful nature has led them to be valued members of farmsteads across the Dale. However most halflings in the Great Dale are found in Uthmere, where they pursue the comforts of town life. Nearby Impiltur and Thesk support much larger communities of halflings, with the majority being Lightfoots.

HALF-ELVES

A limited number of half-elves are found in the Great Dale, with most living in the Forest of Lethyr. It is within this ancient wood that elves and humans have traditionally lived close to one another.

The druids of the Circle of Leth secretly guard a set of portals connecting the Forest of Lethyr with the half-elven nation of Aglarond far to the south. Occasionally, half-elven rangers and druids of that southern land come to Lethyr to learn from the Nentyarch and his followers.

HALF-ORCS

The humans of nearby Thesk have a more tolerant view of half-orcs than most places in Faerûn. When the Tuigan Horde swarmed across Thesk, orcish mercenaries from the Zhentarim were instrumental in stopping the invaders. Orc patrols purged Thesk of roving Tuigan bandits, and the people of the region have not forgotten.

The people of the Great Dale are not as welcoming as those in Thesk. However, the tales of orcish deeds fighting against the Tuigan Horde are well known and they help to temper any initial reticence when first encountering a half-orc.

HUMANS

Humans make up the vast majority of the races found in the Great Dale. A number of different human ethnicities live within this cold land.

Damaran. Most Impilturan settlers who have come to the Dale in the past two centuries are of Damaran heritage. They have fair to tawny skin and possess a range of eye colors. Their hair is usually brown or black.

Chondathan. The oldest human settlers of the Great Dale where Chondathans, who arrived over a thousand years ago. They tend to comprise the majority of the Dale's central and eastern farmsteads. They are typically tawny skinned with hair ranging from very light to dark brown or black. Green and brown eyes are the most common for this group.

Nars. These are descendants of the demon-worshipping Empire of Narfell. Today, most Nars have forgotten their dark past and live as fiercely independent horse-riding nomads wandering across the cold plains north of Dunwood. Most Nar tribes gather at Bildoobaris just north of Mount Nar. The place carries the same name as the annual gathering, which features drinking, feasting and trade. Nars have tanned complexions and commonly have straight black or dark brown hair.

Rashemi. The majority of Rashemi come from Rashemen just to the east of the Great Dale. In this land ruled by powerful berserkers, it is the Wychlaren, an order of female spellcasters, who truly control the land.

Rashemi tend to be shorter, with strong builds. Their skin is typically dusky and it is common for them to wear their thick black hair in one or two long braids. They are distrustful of any who have shaven heads as is the custom of their historical enemies – the Red Wizards of Thay.

Shou. The Shou hail from Kara-Tur, most being descendants of people who arrived during the Tuigan invasions of the 1300's. Thesk supports a number of Tuigan communities, though members of this group have spread to nearby lands.

Shou tend to have bronze complexions and most have black hair with dark eyes.

Tuigan. These are descendants of a nomadic horde that nearly conquered eastern Faerûn in the 1300's. They are found in small communities in the lands around the Great Dale. A Tuigan's skin is usually bronze colored and they typically possess black hair.

TIEFLINGS

The Dale has a long history of mortals courting with demons since the days of ancient Narfell. As such, it is not uncommon to find tieflings within the region. Most are found in larger settlements around the Easting Reach. They are usually looked upon with suspicion because their appearance reminds most of the ongoing fiendish threats that still plague the land.

OTHERS

A scattering of other people are found in the Dale, though their numbers are very small. Any other races not covered here likely arrived to the Great Dale from distant lands.

Aarakocra. A small tribe of aarakocra live atop Mauberg's Oak in the Forest of Lethyr. They help support the druid's school located within the huge tree below.

Firbolg. A smattering of firbolg villages can be found within the Forest of Lethyr, where they actively support the Circle of Leth.

Goblinoids. Goblins of all sorts live in scattered settlements around the periphery of the Great Dale. Powerful clans of hobgoblins control much of the mountains north of Dunwood, while bugbear tribes live atop the slopes of the Firward Mountains.

Lizardfolk. A community of lizardfolk live in the fens near Timbertown, where the Rawlin River empties into the Easting Reach. Another community is believed to exist in the southern reaches of the Forest of Lethyr near neighboring Thesk.

Orcs. Thesk is home to communities of orcs who are descendants of the Zhentarim forces that helped defeat the Tuigan Horde. The northern slopes of the Giantspire Mountains also support a handful of orc tribes.



CHAPTER 2 – CLASSES

The challenges presented to heroes in the Great Dale call for adventurers of all types. Each character class presented in the *Player's Handbook* is sure to be found somewhere within the Dale.

This chapter provides a brief description of how each class might be portrayed in the Great Dale. Additionally, a few new archetypes inspired by the regions around the Great Dale are also presented.

BARBARIAN

Barbarians are a great fit for characters from the regions around the Great Dale.

THE NAR

The Nar are survivors of the ancient Narfell Empire. They are fierce nomadic barbarians who traverse the cold northern plains on their hardy horses. A typical Nar barbarian would likely be proficient in Animal Handling and Survival, and choose the Path of the Berserker as their Primal Path.

THE RASHEMI

The people of Rashemen are known for the berserker warriors who fought against the Red Wizards of Thay for ages. They traditionally drink Jhuild to enhance their berserker rage (see Chapter 6 – Items of Interest). A typical Rashemi would take the Path of the Berserker. However, because the Rashemi have an affinity for the spirits of the land, both Path of the Ancestral Guardian^{XGtE} and Path of the Totem Warrior are good thematic choices as well.

BARD

Bards are always a welcome sight in the cold lands of the Great Dale. Many of the isolated farmsteads throughout the Great Dale celebrate the arrival of any entertainer as it provides a brief respite from the challenge of surviving in this difficult land.

Bards arriving from Thesk might follow the traditions of the College of Swords^{XGtE} while a minstrel from Rashemen might have the skills of the College of Valor to fight alongside the berserkers of that land. Wood elves within the Circle of Leth might be of the College of Lore, using their magical secrets to protect the lands of the Great Dale. The College of Glamour^{XGtE} is also a good fit given the heavy fey influence of the land.

CLERIC

In a land that has been overrun by fiendish threats for countless generations, clerics are a source of hope to most in the Great Dale.

The gods who receive the most veneration across the Dale are Chantea, Eldath, Mielikki, and Silvanus. In Uthmere itself the The Hall of the Just, once a temple dedicated to Tyr, still serves the clergy but also houses much of the growing city's administration. Hidden in dark places of Uthmere are shrines to Mask and Shar. Though no shrines exist for Talona or Auril, the Dalesfolk regularly speak words of reverence to both in hopes of warding off their attentions.

The Plague Domain is described below, which is a perfect fit for a cleric of Talona, a dreadful character most in the Great Dale would hope to avoid.

PLAGUE DOMAIN

With Talona's blessing we shall find the secret to unleashing a plague upon this land and finally cleanse the blight of men from these lands.

*Tharivol the Shunned
Leader of an Eldreth Veluuthra cell in Lethyr*



It is common when sickness and disease strikes a village or township for people to cower away from it. They fear the touch of the illness, fear that it might affect them too. Clerics following the Plague Domain have no such fear. They live to study the morbid steps of deadly diseases, combating them when they know how to, or perhaps letting the infection run its course with little hindrance. For some Plague Clerics, the information gained from the painful decay of a subject is sweeter than the blessed administration of a divine cure.

PLAGUE DOMAIN FEATURES

Monk Level	Feature
1st	Domain Spells, Bonus Cantrip, Hardened Survivor
2nd	Channel Divinity, Mist of Disease
6th	Protection of Body
8th	Divine Strike
17th	Death Bringer

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Plague Domain Spells table. See the Divine Domain class feature in the Player's Handbook for how domain spells work.

PLAGUE DOMAIN SPELLS

Monk Level	Feature
1st	<i>detect poison and disease, fog cloud</i>
3rd	<i>lesser restoration, ray of enfeeblement</i>
5th	<i>remove curse, stinking cloud</i>
7th	<i>blight, death ward</i>
9th	<i>contagion, insect plague</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn the *infestation* cantrip if you don't know it already. This doesn't count against your number of cantrips known.

HARDENED SURVIVOR

Also at 1st level, the blessing of your deity allows you to shrug off the effects of illness, making you immune to diseases.

CHANNEL DIVINITY: MIST OF DISEASE

At 2nd level, a flow of death and decay exudes from you as you present your holy symbol. As an action, you can use your Channel Divinity to make a 10-foot cube of mist appear centered on a point within 30

feet of you. Any creature standing within the mist immediately starts having a coughing fit and must make a Constitution saving throw. The creature takes necrotic damage equal to 2d10 + your cleric level on a failed save, and half as much damage on a successful one. In addition, if it fails the saving throw, it must use its reaction to step out of the mist by the safest, most direct route, as it attempts to stagger away from the deadly gas. If there is no room for it to get out, it will remain in the mist even if it failed the save.

The mist disperses at the end of your turn. Constructs are unaffected by the mist.

PROTECTION OF BODY

Beginning at 6th level, you can lessen some of the destructive elements that exist in the world. When you or a creature within 30 feet of you takes poison or necrotic damage, you can use your reaction to grant resistance to the creature against that instance of the damage.

DIVINE STRIKE

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

DEATH BRINGER

At 17th level, you may create three instances of the mist instead of one when you use Mist of Disease and the range of where you can place them increases to 60 feet. These instances of the mist cannot overlap.

ORIGINAL SOURCE

The Plague Domain was first published on the DM's Guild by Anne Gregersen in her production "Sir Alkian's Guide to Surviving the Apocalypse".

DRUID

The Great Dale has a strong tradition of druids within its lands. First and foremost is the Circle of Leth. This druidic group has protected the people of these lands from all manner of evil depredation for hundreds of years. A new druidic circle archetype is presented for them below.

In addition, a nefarious circle of corrupted druids known as the blightlords, who followed the Rotting Man during his conquest of Dunwood over a hundred years ago, still linger in the Great Dale. An archetype representing this group is also presented below.

CIRCLE OF BLIGHT

We shall scourge the land and raise an army of the blighted to reclaim Dun-Tharos once again!
Imred Dalesbane, Blightlord

TALONTAR BLIGHTLORD

The Circle of Blight is made up of devotees of Talona and the Rotting Man. Feared and reviled throughout the Great Dale, they revel in decay. Their plagues have transformed the Dunwood into a nightmarish swamp, and they seek to infect the healthy forests and tilled lands nearby.

Greatly reduced in number after the Rotting Man was driven out of Dun-Tharos a century ago, Blightlords remain individually powerful thanks to his legacy, and still walk the Great Dale and beyond, bringing degeneration and putrefaction wherever they step.

CIRCLE OF BLIGHT FEATURES

Druid Level	Feature
2nd	Circle Spells, Blightblood, Blight Touch
6th	Black Glaive
10th	Corrupting Blow
14th	Winterheart

CIRCLE SPELLS

Your devotion to decay grants you access to certain spells.

When you choose this circle at 2nd level, you learn the *infestation*^{XGE} cantrip. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Blight Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you



gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF BLIGHT SPELLS

Druid Level	Circle Spells
3rd	<i>ray of enfeeblement</i> , <i>Snilloc's snowball swarm</i> ^{XGE}
5th	<i>animate dead</i> , <i>erupting filth</i> (see <i>Spells</i>)
7th	<i>blight</i> , <i>shadow of Moil</i> ^{XGE}
9th	<i>contagion</i> , <i>enervation</i> ^{XGE}

BLIGHTBLOOD

Starting at 2nd level, you are immune to all diseases, magical or otherwise. In addition, blightspawned creatures you encounter don't attack you unless you attack them first, and any animal companions you might have or creatures you summon may gain the blightspawned template (see Chapter 10).

BLIGHT TOUCH

Also at 2nd level, you can use your Blight Touch to infect a living creature with Talona's Blight.

A creature you touch must make a Constitution saving throw against your druid spell save DC or become infected. It takes 1d4 days for Talona's Blight symptoms to manifest in an infected creature. Symptoms include fatigue and nausea. The infected creature suffers 1 level of exhaustion, and it does not regain hit points from spending Hit Dice during a rest.

At the end of each long rest, an infected creature must repeat the Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by 1. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

If a creature dies from Talona's Blight, it arises as a blightspawned creature (see Chapter 10) under your control.

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

BLACK GLAIVE

When you reach 6th level, you gain proficiency with glaives, if you didn't have it already. A glaive you wield deals an extra 1d8 cold damage on a hit. In addition, your spells with a range of touch may now have a range equal to your weapon's reach.

CORRUPTING BLOW

Starting at 10th level, your Black Glaive attacks become even more horrible and difficult to heal. A creature you hit with your glaive takes an extra 1d8 necrotic damage at the start of each of its turns for every successful attack you make against it. This damage persists until another creature within 5 feet of the creature uses its action to make a Wisdom (Medicine) check against your spell save DC or the creature receives magical healing. A creature reduced to 0 hit points in this way dies immediately and rises at the start of its next turn as a blightspawned zombie under your control. The blightspawned zombie template is found in Chapter 10.

WINTERHEART

By 14th level, your infected blood has caused a terrible transformation in your flesh. Your skin splits and oozes sticky fluid. In addition, you gain the plant creature type. You are immune to poison damage and you can't be poisoned. You can't be charmed, paralyzed, or polymorphed, and you have advantage on saving throws against enchantment and illusion spells and effects.

CIRCLE OF LETH

By the sun and snow. By the leaf and wind. Our roots shall grow to protect all who shelter within.

An old Volodni pledge to the Circle of Leth

The Circle of Leth is an order of druids formed in the Year of the Last Hunt (722 DR). In that year, The Great Druid of Leth claimed the title of Nentyarch and grew a living fortress of trees atop the fiend-corrupted ruins of Dun-Tharos. This druid circle protected the Great Dale from all threats until the Year of the



Unstrung Harp (1371 DR) when they were cast out of Dun-Tharos by the Rotting Man and his Blightlords. The Rotting Man's reign in Dun-Tharos did not last long, for he and his Rotting Lords were destroyed by demons from below Dun-Tharos, who now overrun the wilds of Dunwood.

The Nentyarch and his followers found refuge to the south, in the ancient wood elf fortress of Yeshelmaar. From this bastion in the Forest of Lethyr, the Circle of Leth seeks to purge Dunwood of its evil fiendish taint while protecting the goodly folks of the Great Dale.

Druids of the Circle of Leth have a strong affinity for nature and the untamed plants and creatures that live therein. They call on nature's divine essence to transform into plant creatures to help defend their forest homes.

IN OTHER SETTINGS

The druids of the Circle of Leth easily fit into any setting that already has a strong druidic tradition and wide regions of unspoiled vegetation.

CIRCLE OF LETH FEATURES

Druid Level	Feature
2nd	Bonus Cantrip, Plant Form (CR 1)
6th	Primal Strike, Plant Form (increased CR)
10th	Nature's Protection
14th	Silent Passage

BONUS CANTRIP

Starting at 2nd level when you choose this circle, you gain the *shillelagh* cantrip. If you already know this cantrip, you learn a different druid cantrip of your choice. This cantrip doesn't count towards the number of cantrips you know.

PLANT FORM

As a druid of the Circle of Leth, you can use your Wild Shape ability to assume dangerous plant forms. At 2nd level, you can use your Wild Shape to transform into a plant with a challenge rating of 1 or lower (you ignore the Max. CR column of the Beast Shapes table but must abide by other limitations there).

Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 3, rounded down.

PRIMAL STRIKE

Starting at 6th level, your attacks in beast or plant form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

NATURE'S PROTECTION

Starting at 10th level, you can't be charmed or frightened by fiends or plants, and you are immune to poison and disease.

SILENT PASSAGE

By 14th level, you can alter the environment around you in subtle ways to avoid detection. You can cast the *pass without trace* spell at will.

EXAMPLE PLANT CREATURES

CR	Creature
0	Awakened Shrub
0	Myconid Sprout
1/8	Twig Blight
1/4	Needle Blight
1/4	Vegepygmy ^{VGtM}
1/2	Myconid Adult
1/2	Vine Blight
1	Thorny ^{VGtM}
2	Awakened Tree
2	Myconid Sovereign
2	Vegepygmy Chief ^{VGtM}
3	Assassin Vine ^{ToA}
4	Whipwood ^{NEW}
5	Shambling Mound
5	Wood Woad ^{VGtM}
6	Direwood ^{NEW}

FIGHTER

There is a constant need in the Dale for those who are skilled in combat. All of the fighter archetypes are well suited to campaigns in the Great Dale.

Traders and travellers seek the protection of mercenaries as they cross the dangerous roads of the Dale; the Champion and Battle Master archetypes are good fits. Arcane Archers^{XGtE} in the Forest of Lethyr lend their might to the Nentyarch in protection of the land. Shou who have settled in the region brought Samurai^{XGtE} traditions from Kara-Tur. Impilturan nobility have introduced Cavaliers^{XGtE} as they seek to “civilize” the frontier. Others search out secrets of ancient Raumathar and become Eldritch Knights.

MONK

The Great Dale does not have a strong monastic tradition, however the nearby lands of Impiltur and Thesk do. Monk player characters likely came from either of these regions or even farther way, such as the Monastery of the Yellow Rose in Damara.

Below is a new Monastic Tradition, the Shou Disciple, brought to Faerûn by peoples from Kara-Tur, who arrived when the Tuigan Horde threatened the region more than a hundred years ago.

SHOU DISCIPLE

The master spoke of finding transcendence by knowing one's true self. I just want to survive to see tomorrow.

Bo Han - Shou Refugee

The varied peoples of Kara-Tur have a long and storied history of using the study of martial arts to attain enlightenment. Monasteries exist where students spend their lives trying to achieve spiritual perfection.

But not all are so dedicated to enlightenment. Some seek to focus on the practical aspects of martial combat. This is particularly evident by those who have left monasteries or never fully dedicated themselves to a teacher or their ideas. Many of the Shou refugees who settled in Thesk after fleeing the Tuigan Horde fall into this category. These individuals care less about self-actualization and more about surviving the attacks of thugs from the Nine Golden Swords.



SHOU DISCIPLE FEATURES

Monk Level	Feature
3rd	Inner Strength, Pragmatic Defense
6th	Warding Senses
11th	Combat Discipline
17th	Focused Fury

INNER STRENGTH

Your training and discipline enable you to shrug off injuries in the midst of combat. On your turn, you can use a bonus action to regain hit points equal to 1d8 + your monk level.

Once you use this feature, you must finish a short or long rest before you can use it again.

PRAGMATIC COMBAT

Although you have studied the unarmored defense techniques of the fighting monks of Kara-Tur, you recognize the value of armor and weapons.

Starting at 3rd level, all finesse weapons are considered monk weapons for you. Additionally, you gain proficiency with all melee and ranged martial weapons, but unless specified otherwise these are not considered monk weapons for you.

You also gain proficiency with light armor. You may use your Martial Arts feature while wearing light armor. Although you cannot benefit from your Unarmored Defense or Unarmored Movement features while wearing armor, you are still faster than most and your speed increases by 5 feet while wearing light armor.

WARDING SENSES

Starting at 6th level, your awareness of danger allows you to dodge away from dangerous attacks. When you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to spend 1 ki point to impose disadvantage on an attack roll that targets you before the outcome of that attack is determined.

COMBAT DISCIPLINE

Beginning at 11th level, the bonus to your speed while wearing light armor increases to 10 feet. You may now use any one-handed martial weapon as a monk weapon.

FOCUSED FURY

Upon reaching 17th level, your martial skills are so formidable that any simple or martial weapon is considered a monk weapon for you.

Additionally, once per turn when you hit a target with a monk weapon, you may spend 4 ki points to turn a normal hit into a critical hit.

PALADIN

If any land calls out for paladins, surely it is the fiend-infested forests of Dunwood. The growing town of Uthmere has had a temple of Tyr nearly since its foundation hundreds of years ago, and has been home to many a paladin in its time. Paladins who took the Oath of the Ancients can be found amongst the Circle of Leth, protecting all within the Dale.

Below is a new Sacred Oath that came from Impiltur, which has had a long history of fighting the same fiends that accost the Great Dale.

OATH OF SARSHEL

I have faced the Khov'Aniessa and survived, but many of my companions did not. I will remember their sacrifice and forever fight to defend the free peoples against any unholy power that threatens these lands.

Sarshel Elethlim, at the start of the Triad Crusade

The city of Sarshel in Impiltur is named after Sarshel Elethlim, a legendary paladin crowned King of Impiltur in the Year of the Proud Father (732 DR).

Sarshel was a veteran of countless battles against the demon hordes that assailed the Realms during the 700's DR. He wielded the mythic blade, Dornavver, more commonly referred to as Demonbane, and was one of the few survivors of the siege of Myth Drannor in the Year of Doom (714 DR). His greatest achievement arguably occurred in the Year of Visions (731 DR), when he shattered the Crown of Narfell, defeating the balor Ndulu beneath the Citadel of Conjurers.

One of Sarshel's enduring legacies is the founding of an elite order of paladins who follow a set of oaths he established during the Triad Crusades. These tenets focus on the elimination of fiendish and undead creatures that still threaten Impiltur and the eastern reaches of Faerûn.

TENETS OF SARSHEL

The tenets of the Oath of Sarshel demand that paladins face the threats of fiends and undead with relentless courage and be unwavering in the crusade against these evils.

Pursuit of Evil. You will relentlessly hunt any fiends that threaten the land until they are no more.

Defend the Realms. You will never falter in defending the land from those who would destroy all that is good.

Preserve Hope. You will be a shining example of honor, justice, and courage to those who fight by your side.

OATH OF SARSHEL FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Rampart of Strength
15th	Relentless Spirit
18th	Rampart of Strength (2 reactions)
20th	Champion of Sarshel

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of Sarshel Spells table. See the Sacred Oath class feature in the Player's Handbook for how oath spells work.

OATH OF SARSHEL SPELLS

Paladin Level	Feature
3rd	<i>heroism, protection from evil and good</i>
5th	<i>spiritual weapon, zone of truth</i>
9th	<i>beacon of hope, crusader's mantle</i>
13th	<i>banishment, guardian of faith</i>
17th	<i>dispel evil and good, hallow</i>

CHANNEL DIVINITY

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

Blessed Weapon. As an action you can use your Channel Divinity to enchant a weapon you carry with divine power. For 1 minute this weapon deals an additional 1d6 radiant damage on a successful attack and is considered a magical weapon. The enchanted weapon glows, providing bright light out to a 20-foot radius and dim light a further 20 feet beyond.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Inspire the Faithful. You can use your Channel Divinity to encourage an ally to resist the foes who assail them. As a bonus action, you may inspire one creature other than yourself who is within 60 feet of you for one minute to make all saving throws with advantage.

RAMPART OF STRENGTH

Beginning at 7th level, you now have a force of will that allows you to resist the attacks of fiends and undead. As a reaction you may choose to gain resistance to a single attack from either a fiend or an undead creature.

At 18th level you gain an extra reaction that can only be used with this feature.

RELENTLESS SPIRIT

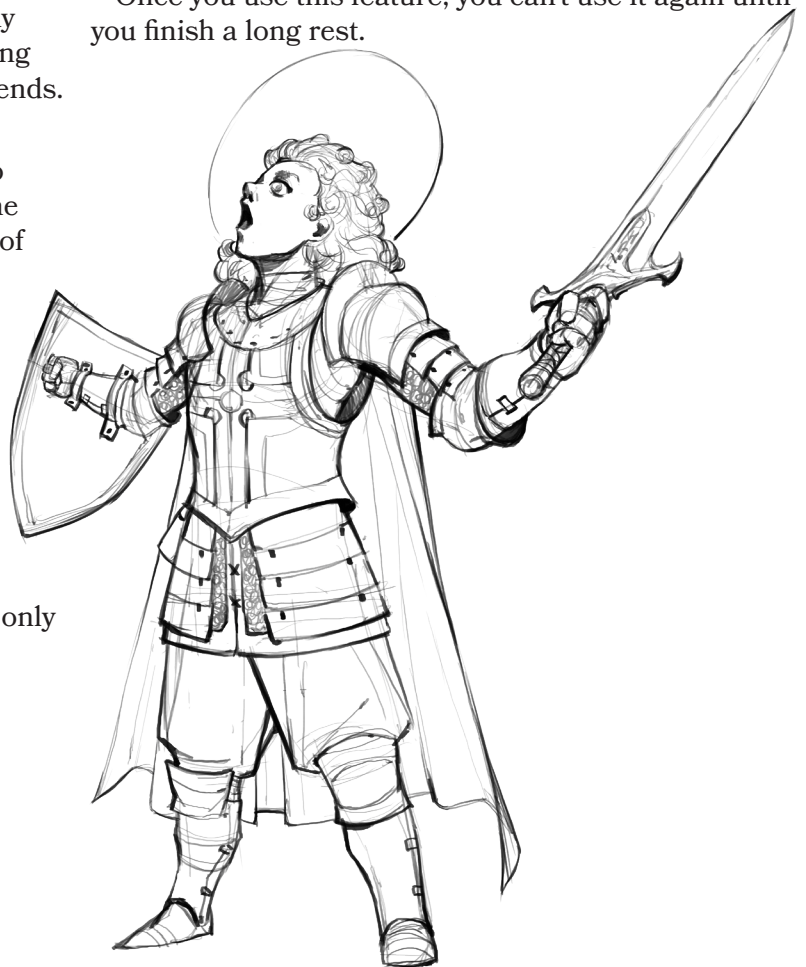
Starting at 15th level, your relentless crusade against the profane now grants you remarkable vigor when in combat with these foes. When a fiend or undead creature within 10 feet of you makes an attack that you can see, you may use your reaction to make a melee weapon attack against that creature if it is within reach.

CHAMPION OF SARSHEL

At 20th level, you become a terrifying foe to any fiend that opposes you. As an action, you can magically channel the fighting spirit of Sharshel to gain the following benefits for 1 minute:

- On your turn, you can choose to have one of your weapon attacks ignore any damage resistance the target may have. If the target is normally immune to the damage type inflicted by this weapon attack, that creature is instead only resistant to that damage. You may choose to apply this effect after you determine if your attack hits or misses.
- You have advantage on all saving throws against the harmful effects of fiends or undead (their attacks, spells, and other effects), and you are resistant to any damage they inflict.

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



RANGER

The wild untamed wilderness that comprises most of the Great Dale is a natural magnet for rangers. The Circle of Leth directs many rangers in their protection of these lands, including rangers who follow the Nentyar Hunter archetype presented below.

NENTYAR HUNTER

The Nentyar archdruid of the Circle of Leth grants unique primal abilities to a special conclave of rangers in their employ. These rangers master a greater command of druidic and totemic powers. Using these gifts, the Nentyar Hunters, as they are called, root out evil that would threaten the forest and the natural order.

IN OTHER SETTINGS

Outside the Forgotten Realms, these rangers are referred to as Wildheart Striders, named for their greater connection to the natural world. In worlds such as Eberron, these rangers serve the druids in the Eldeen Reaches. In Ravnica, these rangers might be guardians of the Selesnya Conclave's guildhall, Vitu-Ghazi, or gifted scouts of the Gruul Clans. However you might choose to use them, these rangers are often considered champions of the primeval.

NENTYAR HUNTER FEATURES

Ranger Level	Feature
3rd	Nentyar Hunter Magic, Navigator of the Wilds, Nature's Fury
7th	Agility of the Wild
11th	Master of the Hunt
15th	Untamed Ferocity

NENTYAR HUNTER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Nentyar Hunter Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

NENTYAR HUNTER SPELLS

Ranger Level	Feature
3rd	<i>entangle</i>
5th	<i>enhance ability</i>
9th	<i>dispel magic</i>
13th	<i>dominate beast</i>
17th	<i>hold monster</i>



NATURE'S GRACE

You can leap, bound, dive, and swim gracefully through any environment. At 3rd level, you gain proficiency in Acrobatics, if you aren't already proficient, and as long as you are not wearing armor heavier than light armor, and have at least one hand free, you have a climb and swim speed equal to your movement speed.

NATURE'S FURY

When you access the primal powers granted to you through your spells, it invigorates your inner hunter. Starting at 3rd level, while you concentrate on a ranger spell, your movement speed increases by 10 feet, and you gain a bonus to weapon damage rolls equal to your proficiency bonus. Additionally, once per long rest you may change a normal hit from a weapon attack into a critical hit.

AGILITY OF THE WILD

Starting at 7th level, you have resistance to the damage dealt by opportunity attacks. Also, when you provoke an opportunity attack, you can use your reaction to cause the opportunity attack to miss you, but you must choose to do so before the attack roll is made against you.

You can use this reaction a number of times equal to your Dexterity modifier (minimum of 1). You regain all expended uses of this feature when you finish a long rest.

MASTER OF THE HUNT

You swiftly coordinate hunts to the utmost efficiency, ending them faster than they began. Beginning at 11th level, you have advantage on initiative rolls. Also, when you roll for initiative, every allied creature within 30 feet of you gains a bonus to their initiative rolls and weapon damage rolls during the first round of combat equal to your Wisdom modifier.

UNTAMED FEROCITY

When challenged, you fearlessly strike back at all that would oppose you. Starting at 15th level, you can no longer be frightened.

Additionally, when a creature misses you with an attack, you can use your reaction to make an attack against the creature as long as it is within range of your weapon.



ROGUE

As with any land where civilization has grown, rogues are sure to be found aplenty in the Great Dale. Prevalent in Uthmere and the larger settlements around the Easting Reach, highway robbers and other bandits also prey upon unwary merchants traveling the dangerous roads of the land.

Presented below are two new roguish archetypes. The first—the Black Flame Zealot—is a tradition that arrived from Thay. They are thieves infused with divine might.

A second archetype, the Thug, uses intimidation and brute force to great effect.

BLACK FLAME ZEALOT

Do not test me. I will happily burn you in the name of the Lord of Flame.

Krillak, Black Flame Zealot

In Thay, there is a secret society of holy slayers devoted to Kossuth, the Firelord: The Order of the Black Flame.

Raised from youth in stealth, secrecy, and infiltration—and trained in the rites of Kossuth’s clergy—Black Flame Zealots use stealth, divine magic, and their fanatical zeal to further the interests of the Lord of Flames. Not even the exalted Zulkirs of Thay are immune from the machinations of Kossuth’s servants, for the Order is respected in Thayan society and often used by the privileged as assassins.

Black Flame Zealots often accompany Thayan embassies on their missions to others of the Forgotten Realms, and more often than not the Red Wizards acting as emissaries don’t know they are being watched.

IN OTHER SETTINGS

Black Flame Zealots fit nicely in other settings wherever you have deities that use roguish servants to enact their shadowy agendas. Any deity that includes Fire or Stealth in their portfolio may make use of these zealots.

BLACK FLAME ZEALOT FEATURES

Rogue Level	Feature
3rd	Spellcasting, Servant of the Black Flame
9th	Fateful Strike
13th	Zealous Heart
17th	Unholy Immolation

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See Spells Rules for the general rules of spellcasting and the Spells Listing for spell lists, both in the *Player's Handbook*.

Cantrips. You learn three cantrips: *fire bolt*, *sacred flame*, and one other cantrip of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Black Flame Zealot Spellcasting table shows how many spell slots you have to cast your cleric spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *command* and have a 1st-level and a 2nd-level spell slot available, you can cast *command* using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level cleric spells of your choice. The Spells Known column of the Black Flame Zealot Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any spell list.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through self-discipline and devotion to Kossuth. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus
+ your Wisdom modifier

BLACK FLAME ZEALOT SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	Spell Slots Per Spell Level	1st	2nd	3rd	4th
3rd	3	3	2	-	-	-	-
4th	3	4	3	-	-	-	-
5th	3	4	3	-	-	-	-
6th	3	4	3	-	-	-	-
7th	3	5	4	2	-	-	-
8th	3	6	4	2	-	-	-
9th	3	6	4	2	-	-	-
10th	4	7	4	3	-	-	-
11th	4	8	4	3	-	-	-
12th	4	8	4	3	-	-	-
13th	4	9	4	3	2	-	-
14th	4	10	4	3	2	-	-
15th	4	10	4	3	2	-	-
16th	4	11	4	3	3	-	-
17th	4	11	4	3	3	-	-
18th	4	11	4	3	3	-	-
19th	4	12	4	3	3	1	-
20th	4	13	4	3	3	1	1

SERVANT OF THE BLACK FLAME

Starting at 3rd level, Kossuth's confidence in you allows you to cast the *flame blade* spell without using a spell slot. The flames manifest as flickering tendrils of deepest blackness.

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

FATEFUL STRIDE

Beginning at 9th level, you can take a single step to pass through obstacles in order to reach your foe. You can cast the *dimension door* spell without using a spell slot.

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

ZEALOUS HEART

At 13th level, your zeal drives you so strongly you can't be frightened.

UNHOLY IMMOLATION

By the time you reach 17th level, your zeal burns so hotly that any creature you reduce to 0 hit points is immediately consumed by Kossuth's ebon flames and reduced to a fine black ash. The only way to restore life to a being slain in this manner is through a *true resurrection* spell.

THUG

Seems you're late paying again. Harash don't like people being late. I'm here to make sure you ain't gonna be late again.

Perric the Cruel

Where many rogues focus on deception and guile, you are not one of them. You reinforce verbal threats with acts of violence. You excel at inciting fear in those who oppose you. You know the best way to strike with a club and mace and you have discovered that the application of pain is an effective motivator when dealing with uncooperative individuals.

THUG FEATURES

Rogue Level	Feature
3rd	Brutal Bludgeoning, Incite Fear, Punish the Fearful
9th	Beat Down
13th	Wave of Fear
17th	Stunning Strike

BRUTAL BLUDGEONING

In addition to finesse and ranged weapons, you may also use a club or a mace to deal Sneak Attack damage.

INCITE FEAR

While you choose this archetype at 3rd level, you become skilled at inciting fear in your opponents. You gain the ability to use a bonus action to use a threat of violence to attempt to frighten one creature within 30 feet of you that can see or hear you. The target of this ability must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, the creature is frightened of you until the end of your next turn.

You also gain proficiency and have Expertise in the Intimidate skill if you don't already have it.

PUNISH THE FEARFUL

At 3rd level, you gain an additional way to use your Sneak Attack: you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of the target and the target is frightened of you, provided you do not have disadvantage on the attack.



BEAT DOWN

Beginning at 9th level, when you deal bludgeoning damage with a weapon attack, the target of the attack must make a Constitution saving throw (DC 8 + your Strength modifier + your proficiency bonus). On a failed save, the creature falls prone and its movement speed is reduced to half of its normal speed until the end of your next turn. If the creature is frightened of you, its saving throw is at disadvantage against this feature.

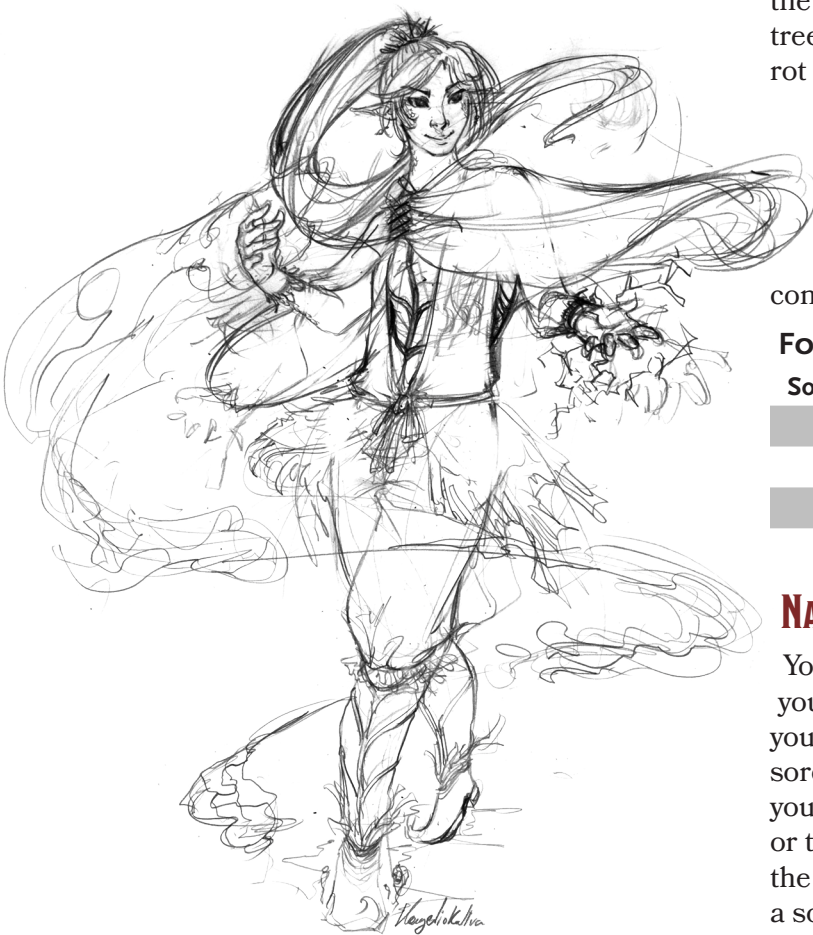
WAVE OF FEAR

Starting at 13th level, your skill at intimidating others is so effective that you can now frighten crowds. You may use a bonus action to attempt to frighten groups of creatures with threats of violence. Using a bonus action, you may force all creatures within a 30-foot cone who can see or hear you to make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus). On a failed save, creatures are frightened of you for up to 1 minute.

If a creature ends its turn in a location where it doesn't have line of sight to you, that creature can make a Wisdom saving throw to end this effect and they are immune to your Wave of Fear and Incite Fear features for the next 24 hours. If you targeted a creature with a melee attack while it is affected by your Wave of Fear ability, that creature's saving throws to end this effect are at disadvantage.

STUNNING STRIKE

At 17th level, you can daze creatures with your powerful strikes. If you use a club or a mace to deliver Sneak Attack damage, the target must make a Constitution saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or become stunned until the end of your next turn.



SORCERER

Those who carry magic in their veins are found in all lands, and the Great Dale is no different. Sorcerers of any origin can find their way to the Great Dale.

Included below are two new sorcerer origins.

The first, the Forest Soul, are individuals who are innately tied to the forests of the land. The second is the Rauthmari Battlemage. This origin showcases the warrior-sorcerers who fought against the Empire of Narfell long ago.

FOREST SOUL

A few special mortals may claim to possess a forest soul. Perhaps in the distant past the blood of your ancestors mingled with peoples of the forest. Many with fey ancestry can lay claim to a lineage that includes enchanted creatures of the sylvan realms. Whatever the source, you are one with the trees.

You are comforted being around vibrant woodlands where healthy trees still spread their branches across the land. Conversely, your soul aches whenever living trees are cut down and when darkness, sickness, or rot infests the woods that you love.

Normally those with a strong connection to the land might seek the teachings of druidic circles, but you were not one of these. Instead, the natural powers of the woodlands feed you with arcane power and magical talent that few comprehend.

FOREST SOUL FEATURES

Sorcerer Level	Feature
1st	Nature Magic, Fey Friend
6th	Leaf Tongue
14th	Forest Walk
18th	Tree Form

NATURE MAGIC

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

In addition, you learn the *entangle* spell. It is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. If you later replace

this spell, you must replace it with a spell from the druid spell list.

Starting at 2nd level, you may use a bonus action to create a spell slot using half the number of sorcery points normally required, to cast a spell you know from the druid spell list. This spell must be cast during that same turn as your bonus action. This spell slot is lost if you do not cast the spell by the end of your turn.

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

FEY FRIEND

Fey creatures of the forest appreciate your attunement with nature and are hesitant to anger you. You gain advantage on any Charisma checks you make when interacting with non-evil fey creatures. Additionally, you can speak, read, and write Sylvan.

LEAF TONGUE

At 6th level, you gain the ability to speak with plants. As an action, you may spend 3 sorcery points to cast the *speak with plants* spell.

FOREST WALK

At 14th level, you gain the ability to step from one tree to another. When you are within 5 feet of a tree that is taller than you, as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also within 5 feet of a different tree.

TREE FORM

Starting at 18th level, you can spend 6 sorcery points as a bonus action to magically transform yourself into a Huge-sized animated tree similar to a treant. Any equipment you wear or hold molds into your new form.

You gain the following benefits when you take on this tree form:

You gain 138 temporary hit points

Your Strength score becomes 23 and your Dexterity score becomes 8. All other ability scores remain unchanged.

If you remain motionless, you are indistinguishable from a normal tree

You deal double damage to objects and structures with your weapon attacks.

You gain the following actions:

Multiattack. You can make two slam attacks.

Slam. *Melee Weapon Attack:* +10, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

You remain in this form for 1 minute. It ends early if you are incapacitated, if you die, or if you dismiss it as a bonus action.

RAUMATHARI BATTLEMAGE

The Raumathari battlemages of old were an order of sorcerers who mastered an innate connection to the principles of war and the art of combat. The very heat of battle ran in their blood, and through intense focus and constant practice they managed to become some of the most fearsome warriors and spellcasters in all of Faerûn. Their bloodlines still linger today. Those that seek out the teachings of the Raumathari battlemages can revive their legacy once more, becoming the living embodiment of sword and spell.



IN OTHER SETTINGS

Outside of the Realms, this Sorcerous Origin is referred to as War Magic, and could be the result of a magical event such as the reincarnation of a legendary warrior with an intuitive and magical use of their weaponry. In a setting such as Eberron, it could be the result of a bloodline hailing from the plane of Shavarath.

RAUMATHARI FEATURES

Sorcerer Level	Feature
1st	Sword Focus, Sorcerous Combat
6th	Extra Attack
14th	Warrior's Soul
18th	Wardbreaker's Strike

SWORD FOCUS

Starting at 1st level, you can create a magical bond between yourself and one melee weapon allowing you to transform the weapon into an extension of yourself. During a long rest, you can spend 1 hour performing this ritual. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

While bonded to this weapon, when you attack with that weapon, you are proficient with it and you can use it as a spellcasting focus. When you make an attack using this weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls, and the weapon counts as magical for the purpose of overcoming damage immunities and resistances.

You can only bond to one weapon at a time this way. If you attempt bond yourself to a new weapon, you must end your bond with the previous one.

SORCEROUS COMBAT

By channeling your magical abilities through your bonded weapon, you convert your innate magical prowess into martial mastery. Starting at 1st level, as long as you hold your bonded weapon, you gain a bonus to your AC equal to your Charisma modifier as long as you aren't wearing armor.

Once you reach 3rd level, you can spend 2 sorcery points to envelop your bonded weapon in magical energy. Choose one damage type: acid, cold, fire, lightning, poison, or thunder. For the next minute, your bonded weapon deals an additional 1d6 damage of the chosen type to any target you hit with the weapon. As a bonus action, you can change the damage type, choosing from the options above.

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

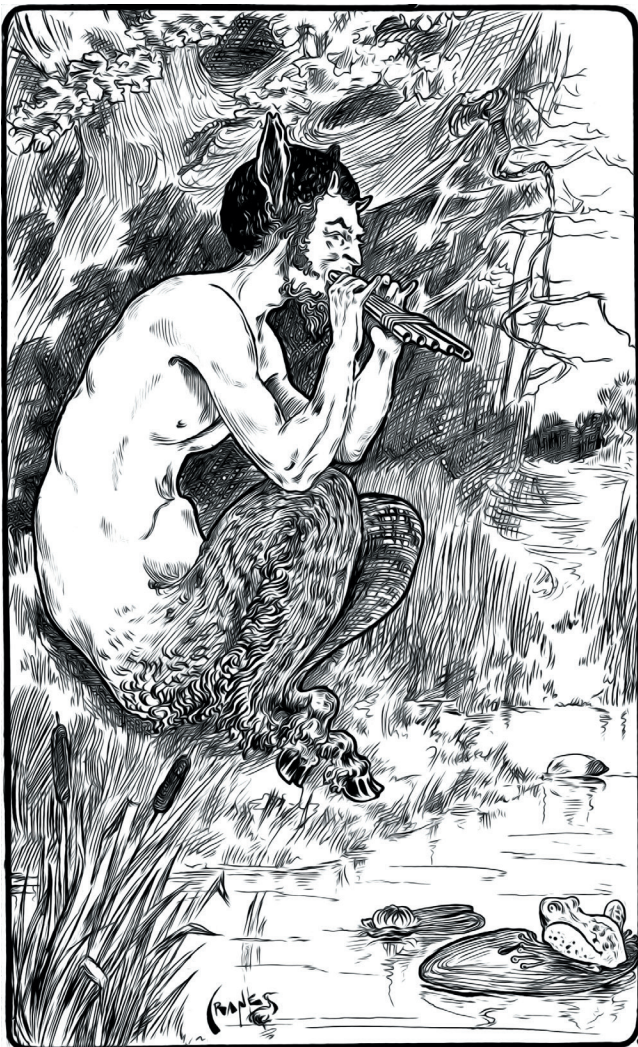
WARRIOR'S SOUL

You have the heart of a warrior, and that dauntless spirit spurs you to overcome any trial.

Starting at 14th level, you can no longer be frightened. Additionally, when you roll a Strength, Dexterity, or Constitution saving throw, you can spend 3 sorcery points to give yourself advantage on the saving throw.

WARDBREAKER'S STRIKE

You can sever your foe's strength with a simple swing of your weapon. Starting at 18th level, when you hit a creature with your bonded weapon, you can spend 6 sorcery points to weaken the creature's resistance against your spells. If you do, the next time you damage that creature with a spell, the creature has vulnerability to all of that spell's damage.



WARLOCK

Warlocks are those who have gained their powers through pacts with powerful entities. The Great Dale is filled with stories of those who have bargained with powerful beings from beyond.

The ancient civilization of Narfell was fueled by the pacts it made with all manner of fiends. The Forest of Lethyr have strong ties to the Feywild; Many warlocks from these woods may find themselves with Archfey patrons.

The following sections provide details of fey and fiendish patrons that warlock characters within the Great Dale could easily align with. Also included are additional Eldritch Invocations to consider for warlock characters.

ARCHFEY PATRONS

The forests of the Great Dale have always had very strong ties to the fey, particularly what remains of the Forest of Lethyr. Two Archfey patrons that work well within the Great Dale include the Faerie Queen Titania and her rival, the Queen of Air and Darkness.

NATURE OF THE PATRON

Often frustratingly inscrutable, the Archfey operate from a perspective rarely understood by mortal races. Most fey, whether they are generally seen as good or evil, are fickle and tricksome creatures. Their perceptions of ownership and bargains, trust and truth, are often far different from the understanding of humanoid races.

Archfey are these concepts writ large, their machinations and motivations often seeming completely incomprehensible to the non-fey they interact with. Their capacity for charm, anger, glibness, and spite are as great and complex as the Feywild itself.

TITANIA

Faerie Queen of the Seelie Court, Titania is the opposite of her sister, the Queen of Air and Darkness. She is a ruler of the fey and is especially revered by pixies and sprites, who see her as their deity.

As a patron. Titania is a creature of good, though she is capable of great wrath when battling against true evil or when defending fey lands. Though one of the most powerful fey, and a likely patron to numerous warlocks, her constant duties as ruler of the Summer Court make her personal involvement in a warlock's

affairs unlikely. She is much more likely to work through one of her innumerable and loyal fey servants.

QUEEN OF AIR AND DARKNESS

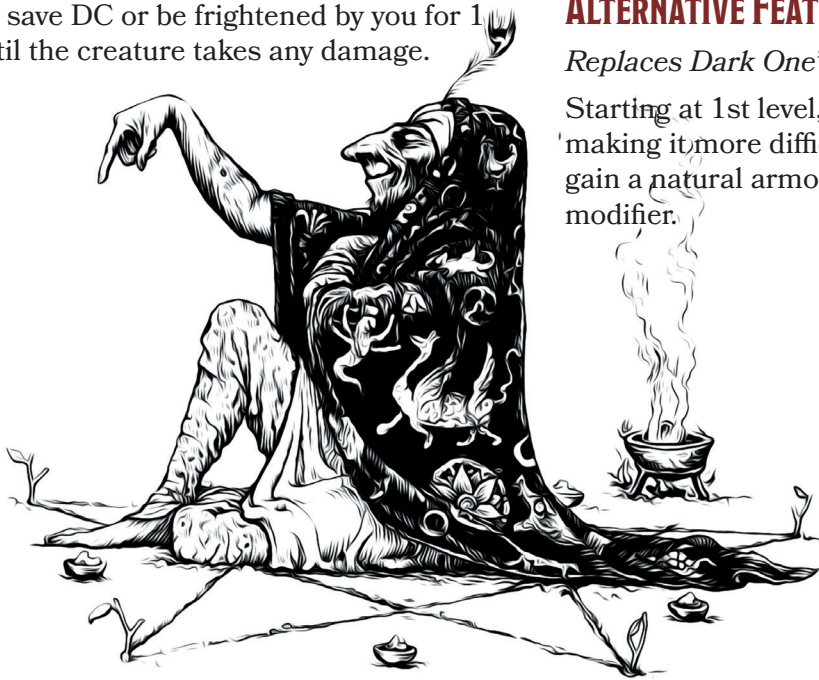
This Unseelie queen is an invisible and evil fey presence in the heart of Pandemonium. She is served by many types of evil creatures, notably corrupted fey, elves, and undead. Those who are able to discern her physical form describe her as a fey woman with white skin and pitch-black hair and eyes. Once a good sister to Titania, the Queen of Air and Darkness now seeks the corruption and death of the Seelie Court.

As a patron. The Queen of Air and Darkness is a being of hate and malevolence. Though she is considered chaotic evil, the Queen is a being of calculated patience and cold, emotionless plotting. She favors darkness and illusion, and her methods of corruption center on wearing down an opponent's will to resist over time. Warlocks who take her as a patron may be given tasks that fit into a larger, often indiscernible long-term plan. Those who displease her are unlikely to be struck down in wrath; she is far more likely to send creatures such as yeth hounds to torment.

ALTERNATIVE FEATURE: QUEEN'S HORRIFIC VISAGE

Replaces Beguiling Defenses

Beginning at 10th level, you are immune to being frightened, and when another creature attempts to frighten you, you can use your reaction to attempt to turn the fear back on that creature. The creature must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened by you for 1 minute or until the creature takes any damage.



FIEND PATRONS

The Great Dale has a long history of fiendish incursions and provides plenty of reasons for players to play a warlock in this region.

ELTAB, LORD OF THE HIDDEN LAYER

A powerful demon who has played a significant role in the eastern part of Faerûn, and likely will in the foreseeable future, is the Demon Lord Eltab, “Lord of the Hidden Layer” (see chapter 10).

Eltab wishes nothing more than to enact revenge on those who wronged him and rule over eastern Faerûn again. Eltab’s list of enemies is long, including the Witches of Rashemen, the Red Wizards of Thay, and the god-kings of Uthmere. Any character who seeks to hurt these groups or wants to cause pain to an organization they once served are prime candidates to be servants of Eltab.

Warlocks who take the fiendish pact in the Great Dale could have Eltab as their patron. Consider making the following changes to such a warlock.

DEMON LORD ELTAB EXPANDED SPELLS

Spell Level	Spells
1st	command, wrathful smite
2nd	branding smite, flame blade
3rd	elemental weapon, fear
4th	fire shield, staggering smite
5th	destructive smite, flame strike

ALTERNATIVE FEATURE: SCALY FLESH

Replaces Dark One’s Blessing

Starting at 1st level, your skin grows tough and scaled, making it more difficult to hurt you in combat. You gain a natural armor class of 13 + your Dexterity modifier.

ELDRITCH INVOCATIONS

This section provides additional warlock invocations that are well suited to warlocks of the Archfey or fiends.

BELIAL'S BRACING WORD

You can cast *heroism* once using a warlock spell slot. You can't do so again until you finish a long rest.

DARK WINGS, DARK WORDS

Prerequisite: 9th level

You can cast *animal messenger* at will as a 3rd-level spell.

FAUST'S FAST BARGAIN

When you roll an ability check, you can add double your proficiency bonus to the check even if you aren't normally proficient. If you fail, you can't use this invocation again until you finish a short or long rest. If you succeed, you gain one level of exhaustion and can't use this ability again until you finish a long rest.

This level of exhaustion can't be fatal and this feature can't be used for ability checks regarding long-term attempts, such as for downtime activities.

LOLTH'S KISS

Prerequisite: 5th level

You can cast *web* once using a warlock spell slot. You can't do so again until you finish a long rest. In addition, you are immune to movement restrictions caused by webbing.

PLAGUE OF BAALZEBUL

Prerequisite: *infestation* cantrip

Targets of your *infestation*^{XGE} cantrip take damage whether they succeed or fail on their saving throw against the spell. In addition, targets who fail their saving throw move in a direction you dictate instead of moving randomly. You cannot force a creature to move into an obvious hazard, such as into fire or off of a cliff. If you do not designate a direction, the target moves randomly as normal.

PUCK'S ENCHANTED SLEEP

Prerequisite: 5th level. Archfey patron

You can cast *catnap*^{XGE} once without using a spell slot. When you do so, you can target a number of willing creatures as if you had cast the spell using a warlock spell slot, and you can include yourself

without counting against the number of targets. If you do, you remain aware of your surroundings using your passive Perception score and can end the spell on yourself early at will; you are otherwise treated as unconscious.

TONGUES OF THE MASTERS

Prerequisite: *Pact of the Tome* feature

Choose three languages from among Abyssal, Celestial, Deep Speech, Draconic, Infernal, Primordial, and Sylvan. You are able to speak, read, and understand the chosen languages while you are holding your Book of Shadows.

WRATHFUL PARRY

Prerequisite: *Pact of the Blade* feature

When a hostile creature that you can see within 5 feet of you would hit you with a melee weapon attack, you can use your reaction to increase your AC against the attack by an amount equal to your Charisma modifier. If the attack misses as a result, the target takes psychic damage equal to your warlock level; if it still hits, the attacker takes psychic damage equal to half your warlock level.

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

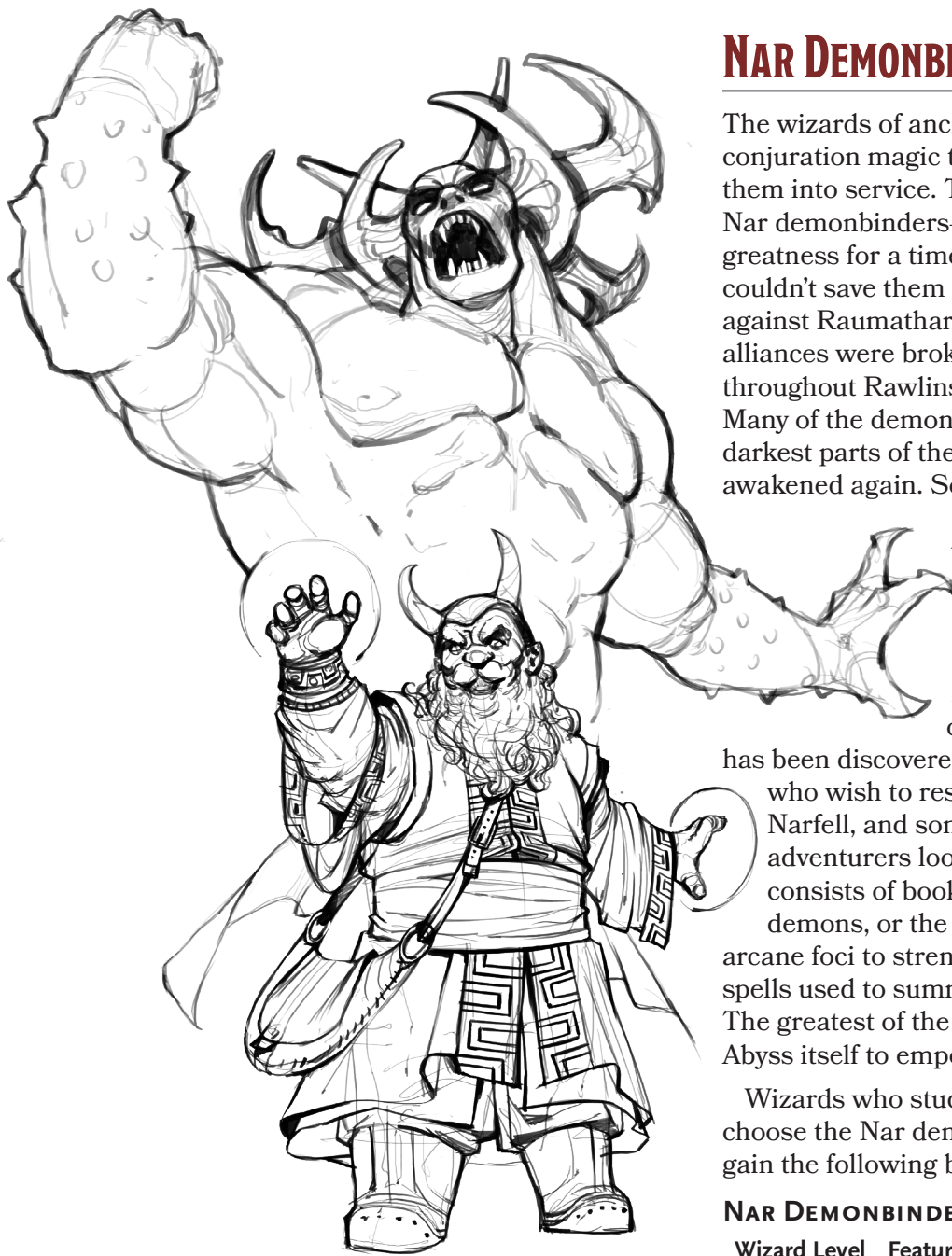
ZARIEL'S WRATHFUL STRIKE

Prerequisite: *true strike* cantrip

When a creature within 30 feet of you damages you with an attack, you can cast *true strike* against it as a reaction. If the attack empowered by *true strike* hits the target, the target takes additional psychic damage equal to your Charisma modifier.

ORIGINAL SOURCE

The description of fey and fiendish warlock patrons as well as the eldritch invocations presented herein were originally published by Alex Clippinger in his publication "Tome of the Pact", available on the DM's Guild.



WIZARD

The Great Dale lacks any significant centers of arcane learning; it is filled with ancient ruins that hide caches of forgotten arcane lore. The ancient Forest of Lethyr has always had strong ties to the Feywild, and magical secrets of the fey lie within its bounds.

This section includes a description of Nar Demonbinders. This wizard archetype carries the traditions of ancient Narfell and their dangerous interactions with powerful creatures from the lower planes.

NAR DEMONBINDER

The wizards of ancient Narfell used powerful conjuration magic to summon demons and bind them into service. Through these dark pacts, the Nar demonbinders—as they were known—rose to greatness for a time. However, their demonic alliances couldn't save them from destruction in their war against Raumathar. Shattered in the ruin of war, the alliances were broken, and the demons scattered throughout Rawlinswood and the Forest of Lethyr. Many of the demons found places to slumber in the darkest parts of the forests where they wait to be awakened again. Some of those demons still reside beneath the ruins of ancient towers where they were bound to serve powerful demonbinders.

Much of the lore of the Nar Demonbinders lies within ancient ruins along with the demons who once served there. Some of the lore has been discovered through excavations by cultists who wish to resurrect the ancient traditions of Narfell, and some has been recovered by foolhardy adventurers looking for treasure. This lore often consists of books detailing the rituals used to bind demons, or the methods of crafting specialized arcane foci to strengthen conjuration and abjuration spells used to summon and protect against demons. The greatest of the lost lore details how to tap into the Abyss itself to empower destructive spells.

Wizards who study the lore of ancient Narfell can choose the Nar demonbinder arcane tradition and gain the following benefits as they unlock lost secrets.

NAR DEMONBINDER FEATURES

Wizard Level	Feature
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2nd	Fiendish Familiar, Symbol of Protection
6th	Demon Summoner
10th	Master Demon Summoner
14th	Baleful Energy

FIENDISH FAMILIAR

Starting at 2nd level when you choose this arcane tradition, you can summon a quasit as your familiar. The quasit functions in all ways as a normal familiar for you.

SYMBOL OF PROTECTION

At 2nd level, you can spend 24 hours to craft an amulet using 50 gold pieces worth of materials that bolsters your protection against certain types of creatures and substitutes for the material components of the *protection from evil and good* spell. While you're affected by that spell, creatures you're protected against must make a Charisma saving throw against your wizard spellcasting DC if they wish to attack you or target you with a hostile action while you're wearing the amulet. On a failed save, they must select a different target. You can only benefit from one enchanted amulet you have crafted at a time, and it only works for you.

DEMON SUMMONER

At 6th level, you may add the *summon lesser demons*^{XGtE} spell to your spellbook in addition to the usual spells gained at a new level. When you cast this spell, the summoned demons have disadvantage on attack rolls against you and allies within 30 feet of you if the demons can see you and you're wearing your Symbol of Protection.

MASTER DEMON SUMMONER

At 10th level, you add the *planar binding* and *summon greater demon*^{XGtE} spells to your spellbook in addition to the usual spells gained at a new level. A demon you summon with the *summon greater demon* spell has disadvantage on its saving throws to break your control over it if you're wearing your Symbol of Protection and it can see you; the demon doesn't get a saving throw if you also say its true name. Likewise, a demon you attempt to bind with the *planar binding* spell that can see you while you're wearing the amulet has disadvantage on its saving throw to resist the spell, or it doesn't get a saving throw if you also say its true name.

In addition, the *dispel evil and good* spell is considered a wizard spell for you, and you can choose to add it to your spellbook when you gain a level, including when you gain this feature at 10th level.

BALEFUL ENERGY

Beginning at 14th level, you can have the destructive energy of your spells draw from the Abyss. Whenever you cast a spell that deals damage, you can choose to deal necrotic damage instead of the spell's usual damage type.



CHAPTER 3 –

BACKGROUNDS

The Great Dale is a diverse setting where characters of nearly any background can find their place. This chapter provides a few ideas for fitting the standard *Player's Handbook* backgrounds into the Dale, while also showcasing three new backgrounds for players to consider—demon tainted, Nentyarch follower, and Shadowmaster's agent.

ACOLYTE

Characters with the acolyte background likely come from one of the larger settlements such as Uthmere or Yeshelmar.

Within Uthmere, the Hall of the Just is the largest temple and is dedicated to Tyr though it also contains shrines to Torm and Ilmater. A new Hidden House of Shadow dedicated to Mask has been set up by recent arrivals from Telflamm.

The Nentyarch's stronghold in Yeshelmar includes a well-tended temple to Silvanus and Mielikki.

Player characters serving other deities may have arrived from other lands, or perhaps are helping to set up a new shrine in Uthmere, Bezentile, or Kront.

CHARLATAN

The frontier of the Great Dale provides plenty of opportunity for grifters to con the unsuspecting and then disappear. Charlatan characters will likely spend time their time wherever significant merchant traffic flows, such as Uthmere, Bezentil, or Kront. Of course, a small backwater farmstead may be just the place for a charlatan to con some unsuspecting Dalesfolk out of their coin.

CRIMINAL

The general lawless nature of the Great Dale is well suited for characters of a criminal bent. The Shadowmasters of Telflamm are making a concerted effort to establish a strong thieves' guild in rapidly-expanding Uthmere.

Shou criminal groups from Thesk, such as the Nine Golden Swords, also have their eye on coin flowing through this growing frontier. They may look for

enterprising individuals who could discreetly take a bite of the Shadowmaster's control on nefarious activities.

The Red Wizards of Thay may also look to extend their network of spies within the Dale. Individuals with a criminal background could prove useful to this powerful group.

NEW BACKGROUND

DEMON TAINTED

At some point, you were corrupted by the powers of the Abyss, and your very being was pierced to the core by dark energies. Now you wander as a pariah, haunted by the event that made you this way. Now you have turned to adventuring to either win the favor of the people through deed, or find enough coin to sway anyone that might judge you for what you have become. You might flinch at what they call you, or embrace it. Either way, it is difficult to hide that you are “demon tainted.”

Skill Proficiencies: Religion, Survival

Tool Proficiency: any one tool proficiency

Languages: Abyssal

Equipment: Traveler's clothes, a hooded cloak, a staff, a small memento from your previous life, and a leather pouch containing 10 gp.



DARK ORIGIN

The moment when your life force was corrupted by demonic powers is what made you who you are today. That moment changed you forever, maybe through your own doing, or someone else's. Choose a dark origin, or roll on the Dark Origin table to determine the event that changed you.

d10	Dark Origin
1	You tried to bargain for power, and in turn the demon you bargained with took a few liberties with the idea of granting you power.
2	You were intended as a sacrifice to a Demon Prince, but instead became their champion.
3	In a moment of trauma, the demonic ancestry in your bloodline manifested.
4	You were born this way, and were raised far away from society's judgemental eyes.
5	You took an unexpected trip to the Abyss, and did not return the same person.
6	After stealing a dark tome belonging to your master, you attempted to cast a spell from it, and things went horribly awry.
7	Little did you know, your past lover had actually been a demon, and their presence slowly changed you.
8	After having scorned a powerful spellcaster, this cursed form manifested over time.
9	You made a bet with a demon and lost.
10	After a night of debauchery, you woke up to find yourself like this.

DEMONIC MARK

The tainted nature of your being has its own physical manifestation that gives away what you are. You can choose one of the following from the Demonic Marks table, or roll for one. Alternatively, you might choose to create your own.

d8	Demonic Mark
1	One or more of your limbs turned red and demon-like.
2	Your eyes resemble that of a goat's and glow red in the dark.
3	You have a second mouth somewhere on your body that incessantly mumbles and whispers words of disaster in Abyssal.
4	Long curled horns sprout from your forehead and a spaded tail extends from your lower back.
5	Parts of your body look charred and ashen and you always smell of smoke.
6	A ghastly unblinking eye sits in the middle of your forehead. Although you can't see through it, you get the sinking feeling someone or something else can.
7	Your body is covered in Abyssal runes that glow faintly in the presence of divine magic.
8	Your tongue is forked and vestigial wings sprout from your shoulder blades.

FEATURE: DARK ONE'S REPUTATION

When you encounter a demon, they immediately recognize you for what you are and treat you as though you are a fiend yourself. Though they might not necessarily act friendly towards you, they treat you with more respect and esteem than other mortals and readily parley with you as long as you have not already met them with open hostility.

SPELL LIST

If you are a spellcaster, the spells on the Demon Tainted Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

DEMON TAINTED SPELLS TABLE

Spell Level	Spells
Cantrip	<i>chill touch, produce flame, thaumaturgy</i>
1st	<i>burning hands, hellish rebuke, inflict wounds</i>
2nd	<i>crown of madness, darkness, flaming sphere</i>
3rd	<i>fear, fireball, summon lesser demon*</i>
4th	<i>summon greater demon*, wall of fire</i>
5th	<i>destructive wave</i>

* Found in *Xanathar's Guide to Everything*

When you cast spells from your Demon-tainted spell list, the air around you might grow hot, your eyes might glow, or other signs of demonic power. Each of these spells as you cast them are far from subtle.

SUGGESTED CHARACTERISTICS

Demon-tainted characters, underneath their unusual appearance and dark histories, are still people. Although you might draw your powers from darkness, nothing dictates that your character is truly evil. In fact, you might be drawn to try to find healing and closure through good deeds. Alternatively, your character could feel drawn to darker ambitions and deeds as they struggle with the pull of the supernatural corruption within them.

d8 Personality Trait

- 1 I am slow to speak up. The less attention I draw to myself, the better.
- 2 People think I'm scary, and I'm not going to ruin the illusion.
- 3 I talk to myself constantly. I also reply to myself constantly.
- 4 My scowl is more noticeable than the manifestation of my curse.
- 5 Wherever I am, I act like I am in charge. It's not like anyone is going to argue with a demon.
- 6 Something about what I am burns through energy like crazy. As a result, I am always hungry.
- 7 For some reason, people always want to fight me. Who am I to say no?
- 8 I hate when people judge me for what I am, therefore I don't judge others based on what they are. It's who they are that matters.

d6 Ideal

- 1 Revenge. This world is made up of wrongs and injustices, someone has to right them. (Chaotic)
- 2 Redemption. If you give others a chance to shine, the world can become a beautiful place. (Good)
- 3 Power. I've been granted a gift, and I am sure as hell going to make use of it. (Evil)
- 4 Justice. The natural order has to be upheld, if it isn't, there will be more tormented souls like mine wandering the realm. (Lawful)
- 5 Chaos. There is nothing but chaos in the Abyss, and I am the embodiment of that chaos. (Chaotic)
- 6 Peace. I just want to be left alone, and I'll stop whatever conflicts I can to find some quiet. (Any)

d6 Bond

- 1 I am still looking for a way to repay someone for their awe-inspiring kindness.
- 2 I'm seeking a way to remove my demonic curse so I can be with the love of my life.
- 3 I am hunting the demon that did this to me. When I find it, I will make them pay.
- 4 With the mortal realm shunning me, I am looking for a place in the Outer Planes to call home.
- 5 A religious order is hunting me at all costs, and I have to keep moving if I am going to survive.
- 6 Someone gave me a home, and I will do anything to protect them and that home.

d6 Flaw

- 1 I can't get enough when it comes to carnal pleasures: food, drink, company—I want it all.
- 2 Angry is an understatement, my temper is downright (and sometimes literally) explosive.
- 3 A voice whispers in my ear that I am better than everyone, and I am sorely tempted to believe it.
- 4 I'm always jealous of what others have. Why was I denied happiness?
- 5 I can't be bothered to do things for myself. It is so much easier to pawn off my work onto others.
- 6 I take what I want, and I want a bit of everything.

ENTERTAINER

Entertainers are well received across the Great Dale, where their performances can help to ease the burdens of a tough life. It is always a cause for celebration when a performer arrives in one of the numerous farmholds scattered across the Dale. Most entertainers likely have a regular tavern they frequent, where everyone knows their name and treats them as a dear old friend.

FOLK HERO

The people of the Dale are a hale and hearty folk. The land’s harsh winters and the ever-present dangers lurking in the wilderness provide ample opportunity for new heroes to arise. Are you descended from families who have lived in the Dale for generations, or are you a recent settler from Impiltur? What elevated your character to be seen as a hero by those in the Great Dale?

GREAT DALE DEFINING EVENT

- | D4 | Defining Event |
|----|---|
| 1 | Blizzard. During the Great Dale’s harsh winters, you trudged through blowing snow and freezing temperatures to bring supplies desperately needed to a remote farmstead. |
| 2 | Beasts. There is an ever-present danger in the Great Dale from hungry beasts in the wild. You fought off one of these beasts protecting yourself, or someone else from certain death. |
| 3 | Nar Barbarians. Fierce barbarians from Narfell occasionally charge into the Great Dale hoping to pillage anything they find. You warned a farmstead of an impending attack and helped rebuff their ferocious onslaught. |
| 4 | Demon Attack. Since the fall of Narfell, demons have haunted the Great Dale and you were lucky enough to have survived an attack from one of these fiends. |
| 5 | Voice from Afar. A power from beyond has anointed you with a greater destiny. Perhaps someone from the Seelie court has called upon your service, a celestial power charged you with a quest, or a being of unknown origin has pushed you along the path to adventure. |
| 6 | Leader’s Call. Someone in a position of power saw the spark of greatness in you. Was it the head of the village, a representative of Uthmere, or perhaps the great Nentyarch itself? |

GUILD ARTISAN

Most goods within the Great Dale are imported from other lands. The few products the land is known for included woodcrafts, specialized herbs, and alchemical ingredients. A character with the guild artisan background likely comes from Uthmere, or could be a guild member from Thesk or Impiltur.

HERMIT

The wild frontier of the Great Dale is perfect for those who wish to escape civilization, provided they can survive its dangers. What is the secret that drove your character from their life of quiet solitude into one of adventure?

- | D4 | Secret |
|----|--|
| 1 | You lived for many years in the wild, but recently incursions of demons forced you to flee from your home. |
| 2 | You witnessed a woman wearing markings of the Plague-Crone walk through the forest, leaving a trail of rotting vegetation behind her. You fear she may be a disciple of the Rotting Man returned to haunt the realms. |
| 3 | A strange creature that looked like a blue-skinned elf but with its eyes replaced by glowing cold pin-pricks of light floated across the Dale. You fear this undead-looking figure can only portend a terrible evil to come. |
| 4 | You overheard a pair of Nar hunters speak of a mustering led by a new Demon Binder who is bent on recreating the ancient empire of Narfell. |

NEW BACKGROUND

NENTYARCH FOLLOWER

The Circle of Leth and their force of Nentyar Hunters have protected the Dalesfolk and the forests of the land for hundreds of years.

This group is overseen by the Nentyarch, an archdruid of remarkable power who oversees these groups from an old wood elf stronghold at Yeshelmaar in the Forest of Lethyr.

As a Nentyarch Follower you respect the Circle of Leth. You believe in the sanctity of the great forests surrounding the Dale and you hope to purge the land of the fiendish hosts that still infect it. Honest people of the Dale should be protected, but the spread of civilization shouldn't call for the felling of further forest. Nature itself needs protection from the depredations of those who do not place enough value on its continued existence.

Skill Proficiencies: Nature, Survival

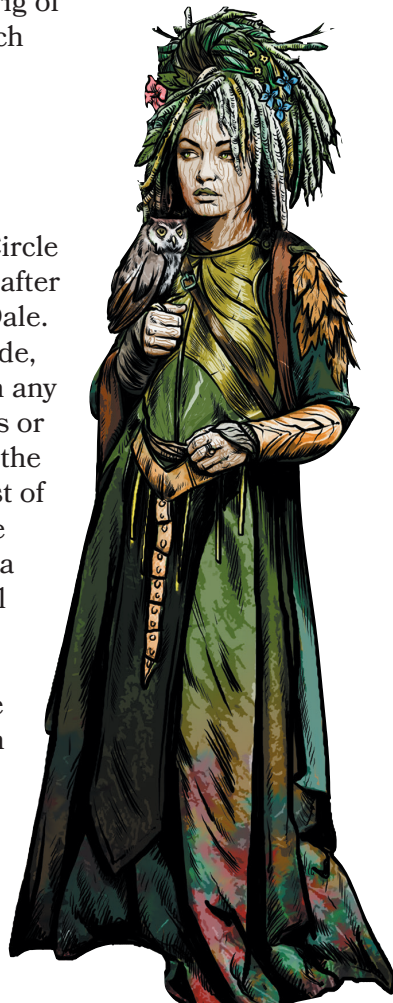
Tool Proficiencies: One artisan tool of your choice

Languages: Sylvan

Equipment: A hunting knife, a healer's kit, a set of traveler's clothes, a sprig of mistletoe, and a belt pouch containing 10 gp.

FEATURE: DALEFOLK HOSPITALITY

The Nentyarch and the Circle of Leth have long looked after the people of the Great Dale. You can find a place to hide, rest, or recuperate within any of the many small villages or farmsteads that exists in the Great Dale and the Forest of Lethyr, provided you have not shown yourself to be a danger to them. They will shield you from anyone who might oppose the Nentyarch or anyone else searching for you, though they will not risk their lives for you.



SUGGESTED CHARACTERISTICS

As a Nentyarch Follower, you believe in protecting the people of the Great Dale and the sanctity of nature.

d8	Personality Trait
1	If the Dalesfolk are threatened, I will do whatever I can to help them.
2	The comforts of civilization are nice, but the majesty of nature is a wonder to behold.
3	I always explain my ideas by relating them to something in nature.
4	Being polite is a waste of time.
5	I believe in the interconnectedness of all life.
6	I have trouble paying attention when there are lots of people around.
7	I am incredibly patient.
8	I believe actions speak louder than words.
d6	Ideal
1	Balance. Balance is important in all things. Excess in any direction leads to weakness. (Neutral)
2	Power. In the wild, the weak are culled and the strong survive. (Evil)
3	Independence. The peoples of the Great Dale should be free to live the life they choose. (Chaotic)
4	Nature. The lands will outlast us all. They are more important than our fleeting creations. (Neutral)
5	Integrity. My word is my bond. (Lawful)
6	Charity. It is right to help those who are in distress. The greater the need, the greater the call to help. (Good)
d6	Bond
1	The Circle of Leth saved my village. I am forever indebted to them.
2	My village was destroyed by demons. They will be avenged.
3	I've lived in this place all my life. I will do everything I can to protect it.
4	I protect those who cannot protect themselves.
5	Although I am new to this land, I feel I need to do my part to make it a safer place.
6	I've seen forests cleared to fill a noble's pocket with coin. I intend to make sure that never happens again.

d6 Flaw

- | | |
|---|---|
| 1 | I'm a fraud. There's no way I can live up to people's expectations. |
| 2 | I'd prefer to stay alone in the woods then to deal with people. |
| 3 | I don't understand the value of money. |
| 4 | I believe that the ends justify the means. |
| 5 | I cannot resist the temptations of civilization and overindulge in its pleasures. |
| 6 | I don't trust anyone, not even my closest friends. |

NOBLE

The greatest source of noble families along the Eastern Reach is Implitur. Over the last thousand years, noble houses have founded many nearby settlements including Teflamm and Uthmere.

The Ruling Council in Implitur sees the rise of the Great Dale as an opportunity to grow the nation's economic power. They may sponsor noble families to settle portions of the Dale and extend Impiltur's control.

You may be from a noble family sent to bring civilization to the land, or perhaps you are from an old royal family with estates nearby Uthmere or one of the larger settlements.

OUTLANDER

You arrived in the Great Dale from another land. The Dalesfolk and their way of life is unfamiliar to you. Perhaps you have never lived in such a cool climate before, or been forced to survive in a frontier wilderness. Whatever the case, the land is strange and unfamiliar as you adventure across the Great Dale.

d8 How you came to the Great Dale

- | | |
|---|--|
| 1 | Restless Wanderer. You have always been a nomad, eager to follow whatever trail your feet fell upon. Somehow your path has led you to the Great Dale, and you are intrigued to explore its landscape. |
| 2 | Personal Quest. It is a tradition in your culture that when you come of age, you explore lands outside of your home for a period of time. As an example, the youth of Rashemen must undertake a journey of self-discovery before they are considered adults. |
| 3 | Accidental Arrival. You did not intend to arrive in the Great Dale but found yourself here after an unexpected event. Perhaps you fell off a ship at sea and washed ashore in Uthmere or were transported through a gate from a faraway land. |
| 4 | Escape. Something or someone took you from your home. Eventually you escaped, but you now find yourself in unfamiliar lands. Perhaps you were slave being brought to market from a far away land or bounty hunters had captured you for a price on your head. |

SAGE

The Great Dale is sparsely populated when compared to other regions of Faerûn so places of learning where you might study are few and far between. Where was it that you spent your formative years and gathered the lore you now possess?

D6 Source of learning

- | | |
|---|---|
| 1 | Uthmere. You spent many of your formative years studying beneath a mentor in the growing frontier town of Uthmere. |
| 2 | Mauberg's Oak. You studied at the remarkable druid's place of learning in the Forest of Lethyr. |
| 3 | Yeshelmaar. You learned much of your knowledge at the ancient wood elf stronghold where the Nentyarch now holds court. |
| 4 | Small Settlement. Your mentor preferred the quiet contemplation available in one of the Great Dale's small villages or simple farmsteads. |
| 5 | Isolated Study. Your mentor chose a remote location to set up their place of study. They wanted none of civilization's distractions to impede their studies. |
| 6 | Come From Away. You completed your studies outside the Great Dale. Perhaps you came from somewhere relatively nearby such as Implitur, Rashemen, or Thesk, or, perhaps you are from a far away land such as Chult, the Moonshaes, or Kara-Tur. |

SAILOR

Only recently have the waters of the Easting Reach returned to levels that allow ships to land close to Uthmere. Now that the frontier town's docks are being rebuilt, more and more sailors arrive every day.

NEW BACKGROUND

SHADOWMASTER'S AGENT

You're an agent of the Shadowmasters of Telflamm, a thieves' guild that is strongly linked to the worship of Shar. The Shadowmasters rule Telflamm in secret through their web of spies and thieves, rivaling the influence and power of the local nobility and clergy. You are, or at least were, just one tendril of the sprawling shadow that the Shadowmasters cast over the city. You might have even briefly escaped the guild and its machinations, but, willingly or not, everywhere you go, you further the seedy agenda of the guild's elite, the shadowlords.

Skill Proficiencies: Religion, and choose one from Deception, Sleight of Hand, or Stealth

Tool Proficiencies: Thieves' Tools

Languages: One of your choice

Equipment: A crowbar, a set of dark common clothes including a hood, a holy symbol of Shar, black priestly robes, a Shadowmaster guild insignia and 10 gp in a belt pouch.



FEATURE: DARK INTEL

The Shadowmasters are adept at gathering information and have eyes and ears everywhere. In every town, city, or other settlement, you know of another Shadowmaster Agent who you can rely on to fill you in on basic information about the settlement's main features, figures, locations, and organizations, as well as other underworld activity in that settlement.

SPELL LIST

If you are a spellcaster, the spells on the Shadowmaster's Agent Spells table are added to the spell list of your spellcasting class. (If you are a multiclass character with multiple spell lists, these spells are added to all of them.)

Shadowmaster's Agent Spells Table

Spell Level	Spells
Cantrip	<i>chill touch, minor illusion</i>
1 st	<i>expeditious retreat, silent image, sleep</i>
2 nd	<i>crown of madness, darkness, flaming sphere</i>
3 rd	<i>haste, nondetection</i>
4 th	<i>confusion, dimension door</i>
5 th	<i>mislead</i>

Your spells might manifest in the form of shadows and whispers, creating blurry afterimages of your targets and even temporarily create dim ambient light as you cast them.

PERSONALITY TRAITS

Shadowmasters of Telflamm are, by definition, members of a crime syndicate. Their devotion to Shar, Mistress of Night, is a common trait, and tends to color their attitudes and practices. Shadowmasters tend to be cunning, ruthless, shrewd, and, most of all, deceitful. You can use the following traits to flesh out your shadowmaster character or to draw inspiration from to create your own.

d8 Personality Trait

- 1 Why tell the truth when I can get by only telling half of it?
- 2 I know more than people think, and I can't resist hinting at it.
- 3 Insults and intrigue are my specialty. Words can do just as much, if not more, damage than a knife.
- 4 I enjoy basking in shadows and darkness; The closer to our Mistress I am, the better.
- 5 I'm quick to start a fight, and quicker to end one.
- 6 I am, what you might call, "a control freak." I become nervous and irritated when things are out of my power.
- 7 I always look for anything to get me ahead or leverage over my enemies.
- 8 Fast-talk and doublespeak are my preferred styles of communication. If you can't keep up, that's not my problem.

d6 Ideal

- 1 Influence. By manipulating the world through the shadows, I can reshape it to my liking. (Evil)
- 2 Anarchy. There are few rules we actually need, and if the rest of the world were to see that, we would be truly free. (Chaotic)
- 3 Greed. The Shadowmasters are a means to an end, and that end sees me with all the gold. (Neutral)
- 4 Devotion. The will of Shar brings many blessings, by walking through shadow, I will be blessed. (Any)
- 5 Control. Through our schemes, we can control the masses. (Lawful)
- 6 Punishment. Those that stand against us will be consumed by the darkness. (Evil)

d6 Bond

- 1 One of the shadowlords has taken a keen interest in me, and I would do anything to impress them.
- 2 Shar has spoken to me directly, and I fear nothing more than losing her favor.
- 3 My family knows nothing of my role in the Shadowmasters and I would prefer to keep it that way.
- 4 I spared someone during a mission once. If the guild were to find out, it would be the end of me.
- 5 I am in love with a member of one of our rival guilds.
- 6 I will stop at nothing to achieve the rank of Shadowlord.

d6 Flaw

- 1 I am quick to betray if it means my own gain.
- 2 I don't have allies, only pawns and tools.
- 3 Everywhere I go, I seem to make only enemies.
- 4 I don't trust anyone that says they want what is "good for everybody."
- 5 The first one to run is the last one to die, and I don't plan on dying.
- 6 My sharp tongue regularly creates trouble for me and my allies.

SOLDIER

The growing prosperity of Uthmere has beckoned to many a strong sword arm to come to the frontier town. You may have served in Uthmere's town guard, attempting to keep the peace in this frontier town. Perhaps you were one of the town of Solin's Dunwards, who helped protect it from a fiendish incursion. Perhaps you came from farther afield and were a soldier from Implitur or a mercenary employed by a rich merchant house in Thesk. Plenty of opportunities exist for trained soldiers in the Dale.

URCHIN

Life in the Great Dale is hard and provides far too many opportunities for children to become orphans, particularly in the wilder regions of the Dale. Did you lose your family when your farmstead fell to a barbarian attack, a demonic onslaught, or was it simply the cold and hunger of a harsh winter that forced you from your home? Presumably you arrived in Uthmere and lived in its streets. Did you survive on your own, or did a kindly priest of Chauntea or Tyr help you to survive? Or maybe you come from farther away such as Thesk or Implitur, and the allure of starting a new life brought you to the Dale?

CHAPTER 4 – FEATS

For scholars of the Realms, the Great Dale is part of what is known as the Unapproachable East. For those familiar with the Sword Coast, this region holds secrets that are known to few who have not trode its soil.

This chapter outlines new feats that may be of interest for players adventuring in the Great Dale.

CIRCLE MAGIC

You have received training in the Circle Magic Tradition enabling you to absorb the magical might of a group of spellcasters working together. You gain access to **Circle Magic Casting** - see Circle Magic Sidebar below.

CIRCLE MAGIC CASTING

The eastern reaches of Faerûn have a long history of using Circle Magic. Currently both the Red Wizards of Thay and the Wychlaren of Rashemen are known for using this technique to unleash incredible feats of magical power.

Using Circle Magic, spellcasters work together to augment a single circle member with power derived from all the individuals in the group. That recipient can then use the magical power they have been given to increase their own spellcasting until all the stored magical energies have been used.

Requirements. To cast a spell using Circle Magic, three or more spellcasters are required. One of these spellcasters must possess the Circle Magic feat. The leader of the circle, usually the most powerful or experienced caster, stands within a circle formed by the other casters, who are no more than 10 feet from each other. Up to five casters can aid the leader, though stories exist of powerful Red Wizards employing twice that number.

Storing Magical Energy. For 1 hour, each spellcaster in the circle concentrates on transferring their magical energies to the leader. At the start of this hour, each participant expends one spell slot of their choice. Spellcasters are subject to normal concentration checks during this hour. Should any caster be interrupted and fail their concentration check during this hour, that caster's spell slot is lost. The leader of the circle receives a pool of magical energy at the end of this hour equal to the total level of spell slots expended by the circle.

For example, a circle consisting of one leader and three assistants spends 1 hour developing their pool. The assistants expend the following spell slots: 2 1st-level spell slots, 1 2nd-level spell slot, and 1 3rd-level spell slot. The leader adds 1 1st-level spell slot. This results in the circle leader receiving a final pool of Circle Magic energy totaling (2) 1st, (1) 2nd and (1) 3rd level spell slot.

Spending Spell Pool Energy. The leader of the circle may use their pool of magical energy in the following ways:

Increased Spell Slot. The leader may spend any number of spell slots from the circle spell pool and add it to a spell being cast.

Apply a Meta Magic Feat. The leader may spend spell slots to apply meta-magic option as per a sorcerer to a spell they cast. The following meta magic options are available:

Increased Spell Slot. The leader may spend any number of spell slots from the circle spell pool and add it to a spell being cast.

Example. If the leader cast a 1st level spell using their they could augment it with any number of spell slots that are available in their spell pool. If they spent a 3rd level spell slot from their circle spell pool, the spell would be effectively cast as if by a 4th level spell slot (1st level personal slot + 3rd level circle pool slot).

Meta Magic. Circle leaders may apply a selection of sorcerer meta magic options to a spell they cast as follows:

Empowered Spell: Costs 1 spell slot regardless of level.

Extended Spell: Costs 1 spell slot regardless of level.

Heightened Spell: 3 spell slots regardless of level.

Duration. The leader of the circle may hold the pool of magic energy received for up to 24 hours. Any unused magical energy in the pool dissipates after 24 hours and is forever lost.

FIEND HUNTER

You are exceptionally skilled at fighting fiends. You gain the following benefits:

Increase one ability score of your choice by 1, to a maximum of 20.

You gain advantage on initiative checks when fighting fiends.

When making a weapon attack against a fiend, you deal an extra 1d4 damage of your weapon's damage type.

LONG REACH

You know how to extend your reach to target opponents with spear-like weapons. You gain the following benefits:

Increase your Strength score by 1, to a maximum of 20.

Your weapon attacks with a javelin, pike, spear, or trident score a critical hit on a roll of 19 or 20.

On your turn, when you attack with a javelin, pike, spear, or trident, your reach increases by 5 feet. The reach for your opportunity attacks with these weapons remains unchanged.

SMOOTH TALKER

You are accustomed to using words to get out of difficult situations and know just the right thing to say in most circumstances. You gain the following benefits:

Increase your Charisma score by 1, to a maximum of 20.

You have advantage on Wisdom (Insight) and Charisma (Persuasion) checks with individuals you have never met before.

If you are in combat with a creature and are able to speak a language that creature understands, you may use your action to try to convince the creature to hold their attack.

The creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). On a failed saving throw the target does not attack you or your allies until the start of your next turn, or until another creature makes an attack against it.

TRANSDIMENSIONAL SPELL

You know how to cast your spells so they affect targets on coexistent planes, such as the Ethereal Plane or the Shadow Plane. You may choose to have your spells

affect ethereal creatures, creatures under the effects of a *blink* spell, creatures within the extradimensional space of a *rope trick* spell, or *portable hole*, or other similar extra dimensional effects.

When you cast a spell, you may choose to cast it using a higher level spell slot in order for that spell to affect targets on coexistent planes. You do not receive the normal benefits gained from casting that spell using the higher level spell slot.

As an example, if you cast *magic missile* with four darts of magical force at an ethereal creature, you would have to use a 3rd-level spell slot—one spell slot level higher than would normally be required to create four darts of force.

In order to target a creature, you must still be able to see that creature. You do not have to see a creature if it is within the area of effect of a spell.

WOODWISE

You are exceedingly dangerous when fighting in wooded areas, where you gain the following benefits:

Increase your Dexterity or Wisdom score by 1, to a maximum of 20.

You have advantage on Wisdom (Perception) checks in wooded areas..

If your speed is not zero, then it increases by 5 feet, even when moving through difficult terrain in wooded areas.



CHAPTER 5 – SPELLS

Spellcasters in the Great Dale have a history of weaving intriguing magical powers seldom seen in other parts of Faerûn. The spells within this chapter showcase forgotten lore that is waiting to be found within these lands, or that represents the unique traditions of the people of the Dale.

Of course, new spells are not the only way to give characters a taste of the Great Dale. The land has long been closely tied to elves and the fey — for good and for ill. The Empire of Narfell and its fiendish traditions still taint the land. Spells unleashed by casters of the Great Dale could look very different than those cast by someone from the Sword Coast.

A *magic missile* invoked by a wizard following the traditions of the first elves of Riildath might erupt in shades of green and throw off ephemeral sparks that seem alive as they strike their target.

The same spell cast using arcane formulae found within a Nar demonbinder's spellbook might appear very different. Their *magic missile* could unleash orbs of screaming blackness that spiral wickedly towards their victims.

SPELL LISTS

The following spell lists show which spells can be cast by characters of each class. A spell's school of magic is noted in parentheses.

BARD SPELLS

1st level

Ghost pipes (transmutation)
Nybor's Gentle Reminder (enchantment)

3rd level

Bladebane (transmutation)
Catnap (enchantment)

7th Level

Nybor's Stern Reproof (enchantment)

CLERIC SPELLS

1st level

Ray of Repite (evocation)

3rd Level

Bladebane (transmutation)



DRUID SPELLS

Cantrip

Infestation (conjuration)

3rd Level

Clearstone (transmutation)
Greenfire (evocation)
Erupting Filth (transmutation)
Hail Blast (conjuration)

4th Level

Bloodbriars (Evocation)

PALADIN SPELLS

1st level

Ray of Respite (evocation)

3rd Level

Bladebane (transmutation)

RANGER SPELLS

3rd Level

Bladebane (transmutation)
Greenfire (evocation)

4th Level

Bloodbriars (evocation)

SORCERER SPELLS

Cantrip

Infestation (conjunction)

1st level

Nybor's Gentle Reminder (enchantment)

2nd Level

Decastave (conjunction)

Snilloc's Snowball Swarm (evocation)

Toothed Tentacle (evocation)

3rd Level

Bladebane (transmutation)

Catnap (enchantment)

Clearstone (alteration)

Erupting Filth (transmutation)

Hail Blast (conjunction)

4th Level

Bloodbriars (evocation)

Beltyn's Burning Blood (necromancy)

Force Orb (evocation)

5th Level

Ball Lightning (evocation)

Enervation (necromancy)

6th Level

Crushing Sphere (evocation)

Demon Form (transmutation)

Shalantha's Delicate Disk (conjunction)

7th Level

Nybor's Stern Reproof (enchantment)

WARLOCK SPELLS

Cantrip

Infestation (conjunction)

1st level

Nybor's Gentle Reminder (enchantment)

2nd Level

Toothed Tentacle (evocation)

3rd Level

Erupting Filth (transmutation)

Summon Lesser Demon (conjunction)

4th Level

Beltyn's Burning Blood (necromancy)

Shadow of Moil (necromancy)

Summon greater demon (conjunction)

5th Level

Enervation (necromancy)

Summon Greater Demon (conjunction)

6th Level

Demon Form (transmutation)

7th Level

Nybor's Stern Reproof (enchantment)



WIZARD SPELLS

Cantrip

Infestation (conjunction)

1st level

Nybor's Gentle Reminder (enchantment)

2nd Level

Decastave (conjunction)

Toothed Tentacle (evocation)

Snilloc's Snowball Swarm (evocation)

3rd Level

Bladebane (transmutation)

Catnap (enchantment)

Clearstone (transmutation)

Erupting Filth (transmutation)

Hail Blast (conjunction)

Summon Lesser Demon (conjunction)

4th Level

Bloodbriars (evocation)

Beltyn's Burning Blood (necromancy)

Force Orb (evocation)

Summon Greater Demon (conjunction)

5th Level

Ball Lightning (evocation)

Enervation (necromancy)

6th Level

Crushing Sphere (evocation)

Demon Form (transmutation)

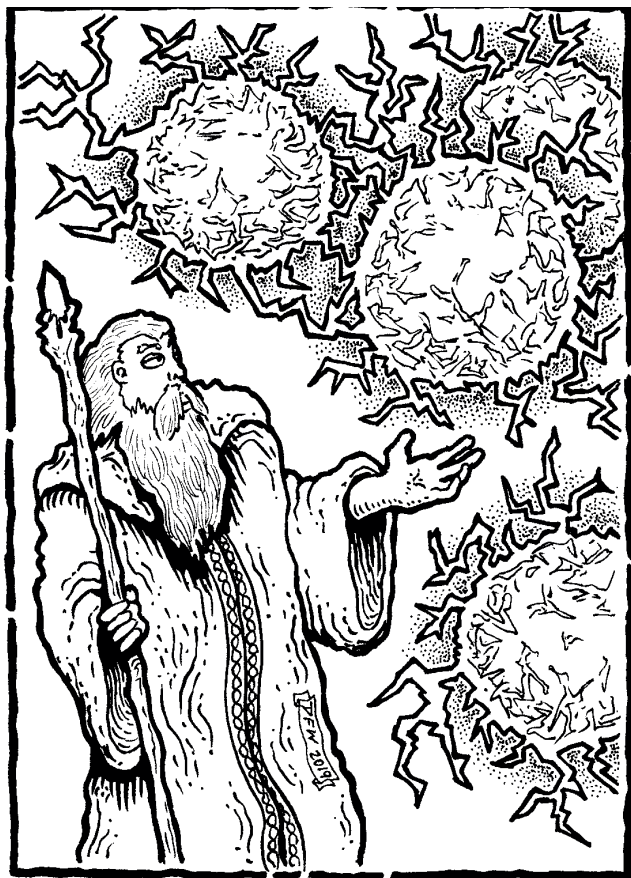
Shalantha's Delicate Disk (conjunction)

7th Level

Nybor's Stern Reproof (enchantment)

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.



BALL LIGHTNING

5th-level evocation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a handful of copper pellets)

Duration: Concentration, up to 1 minute

You create one to four 3-foot diameter spheres of lightning. The more spheres you create, the weaker each sphere is individually. Each sphere appears in an unoccupied space you can see within range. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created. (4 spheres = 2d4, 3 spheres = 2d6, 2 spheres = 5d4, 1 sphere = 4d12).

BELTYN'S BURNING BLOOD

4th-level necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a drop of blood and a pinch of saltpeter)

Duration: Concentration, up to 1 minute

You force a creature you can see within range to make a Constitution saving throw at the start of each of its turns for the duration as you infuse its blood with the acidic taint and burning fires of the Abyss. On a failed save, the creature takes 2d6 acid and 2d6 fire damage. On a successful saving throw, the creature takes half the damage and the spell ends.

This spell doesn't affect constructs, elementals, oozes, plants, or undead.

BLADEBANE

3rd-level transmutation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a drop of blood and ruby dust worth 500gp)

Duration: 10 minutes

You touch a single slashing weapon and make it more deadly for a short period of time. Choose a creature type, and if humanoids are the chosen creature type select two humanoid subtypes that this spell will affect. The weapon becomes a magical weapon for the purposes of overcoming resistances, and creatures of that type are vulnerable to damage from the weapon.

BLOODBRIARS

4th-level evocation

Casting Time: 1 action

Range: 90 ft.

Components: V, S, M (a drop of blood)

Duration: Concentration, up to 1 minute

This spell snares a creature within range in a tangle of invisible, razor-sharp briars made of mystical energy. The affected creature suffers no ill effects as long as it does not attempt to move, attack, cast a spell with material or somatic components, or perform any other action that requires movement. If the target moves in any fashion, it takes 2d8 piercing damage. Damage from the spell disrupts spellcasting; a subject that attempts to cast a spell with a material or somatic component must make a concentration check, with a DC equal to 10 + spell level + damage dealt; on a failure the spell is not cast and the spell slot is still expended.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 and its range increases by 10 feet for every slot above 4th.

CATNAP

Originally published in Xanathar's Guide to Everything
3rd-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: S, M (a pinch of sand)

Duration: 10 minutes

You make a calming gesture, and up to three willing creatures of your choice that you can see within range fall unconscious for the spell's duration. The spell ends on a target early if it takes damage or someone uses an action to shake or slap it awake. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't be affected by this spell again until it finishes a long rest.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

CLEARSTONE

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small, flat piece of glass)

Duration: Concentration, up to 1 minute

You cause a stone or section of stone wall to become transparent. You can affect up to 5 cubic feet of stone. Visibility through the stone is perfectly clear, though it's limited by the available light or by objects and creatures embedded in the stone.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the cubic feet of stone affected increases 5 cubic feet for every slot above 2nd.

CRUSHING SPHERE

6th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (an eggshell, which is crushed as the spell is cast)

Duration: 1 minute

Crushing sphere has all the characteristics of *Otiluke's resilient sphere*, except that the target takes 3d8 bludgeoning damage at the start of each of its turns as the sphere squeezes it.

DECASTAVE

2nd-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (slender wand of duskwood)

Duration: Concentration, up to 10 minutes

You conjure a shimmering staff of force that is 8 feet long and 2 inches thick and lasts for the duration of the spell. If you let go of the stave, it disappears, but you can re-summon it again as a bonus action.

You can use your action to make a melee spell attack with this force weapon. On a hit, the decastave deals 2d8 force damage. On a critical hit, a thunderous blast of force targets the creature, requiring it to succeed on a Constitution saving throw or be pushed 10 feet away from you and be stunned until the end of its next turn.

Because of the decastave is made of force, it can affect ethereal or incorporeal creatures.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for every two slots levels above 2nd.

DEMON FORM

6th-level transmutation

Casting Time: 1 action

Range: Self

Components: V, M (the bone of a demon)

Duration: Concentration, up to 1 hour

You assume the form of a demon with a challenge rating equal to half your level (rounded down). You must have seen the type of demon at least once before or the spell fails. You transform into an average example of the demon you chose for the duration.

Your game statistics are replaced by the statistics of the demon you chose, but you don't gain any of its spellcasting abilities. You retain your own alignment, Intelligence, Wisdom, and Charisma scores. You also retain your skill and saving throw proficiencies in

addition to gaining those of the creature. You can't use any of the creature's legendary or lair actions.

You assume the hit points and Hit Dice of the new form. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert due to dropping to 0 hit points, any excess damage carries over to your normal form. If the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You retain the benefit of any features of your class, race, or other source and can use them, provided your new form can also use them. However, you can't use any special senses of your normal form unless your new form also possesses them. You can only speak if the creature can also speak.

When you transform, you choose whether your equipment falls to the ground, merges into your new form, or is worn by it. Worn equipment functions as normal. The DM determines whether it is practical for the new form to wear any equipment based on its shape and size. Your equipment doesn't change shape or size to match the new form and must fall to the ground or merge if it can't be worn. Equipment that merges with the new form doesn't have an effect in that state.

ENERVATION

Originally published in Xanathar's Guide to Everything
5th-level necromancy

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Concentration, up to 1 minute

A tendril of inky darkness reaches out from you, touching a creature you can see within range to drain life from it. The target must make a Dexterity saving throw. On a successful save, the target takes 2d8 necrotic damage, and the spell ends. On a failed save, the target takes 4d8 necrotic damage, and until the spell ends, you can use your action on each of your turns to automatically deal 4d8 necrotic damage to the target. The spell ends if you use your action to do anything else, if the target is ever outside the spell's range, or if the target has total cover from you.

Whenever the spell deals damage to a target, you regain hit points equal to half the amount of necrotic damage the target takes.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

ERUPTING FILTH

3rd-level transmutation

Casting Time: 1 action

Range: 120 ft.

Components: V, S, M (a piece of rotting flesh)

Duration: Instantaneous

Choose a point you can see on the ground within range. This spell's transformative energies cause a fountain of rotting flesh and vegetable matter to erupt in a 20-foot cube centered on that point. Each creature in that area must make a Dexterity saving throw. A creature takes 3d12 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, a creature which fails the saving throw automatically contracts sewer plague (see chapter 8, Diseases, DMG).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.



FORCE ORB

4th-level evocation

Casting Time: 1 action

Range: 60 ft.

Components: V, S

Duration: Instantaneous

You create four hand-sized glowing orbs of force. Make a ranged spell attack for each force orb against a creature of your choice that you can see within range. Each orb deals 2d8 points of force damage on a hit. On a miss the orb explodes in a 10-foot burst dealing 1d4 points of force damage to each target in the area, or half as much if the creature succeeds on a Constitution saving throw.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher you can create an additional force orb for each slot level above 4th.

GHOSTPIPES

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, M (a musical instrument)

Duration: Concentration, up to 1 hour

You cause one musical instrument that is in good working order to float a few feet above the ground and begin to play itself.

You make skill checks for the music created by the instrument as if you had proficiency with the instrument and your proficiency bonus is doubled if you are already proficient with the instrument. Skill checks associated with the music coming from your enchanted instrument are made at advantage and use your spell casting ability modifier.

GREENFIRE

3rd-level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: 1 round

Choose a point you can see on the ground within range. You call forth a virulent blast of green energy from the ground in a 20-foot cube centered on that point. Each creature in that area when the spell is cast must make a Dexterity saving throw or take 3d12 points of acid damage, or half as much damage on a successful one. Creatures entering the *greenfire* while it is still active automatically fail their saving throw. You may choose to have natural vegetation, ground cover, and plant creatures remain unharmed by the *greenfire*.

HAIL BLAST

3rd-level conjuration

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (a pinch of rock salt)

Duration: Instantaneous

A blast of wind, sleet, and hail bursts from your outstretched hands. Each creature in a 60-foot cone must succeed on a Constitution saving throw. A creature takes 3d6 cold damage and on a failed save or half as much on a successful save. In addition, all creatures within the blast must make a Strength saving throw or be pushed 10 feet away from you and knocked prone.

INFESTATION

*Originally published in Xanathar's Guide to Everything
Cantrip conjuration*

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a living flea)

Duration: Instantaneous

You cause a cloud of mites, fleas, and other parasites to appear momentarily on one creature you can see within range. The target must succeed on a Constitution saving throw, or it takes 1d6 poison damage and moves 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6)

NYBOR'S GENTLE REMINDER

1st-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a thin wooden switch at least 2 ft. long)

Duration: Concentration, up to 1 minute

Choose a target creature within range. That target must make a successful Constitution saving throw or suffer excruciating pain for the duration of the spell. The target has disadvantage on all ability checks, attack rolls, and saving throws. If the affected target is concentrating on a spell, it must immediately make a concentration check against the spellcaster's DC.

NYBOR'S STERN REPROOF

7th-level enchantment

Casting Time: 1 action

Range: 30 ft.

Components: V, S, M (a thin steel switch at least 2 ft. long, the end of which is bound in gold, worth at least 100 gp)

Duration: Concentration, up to 1 minute

An amplified version of *Nybor's gentle reminder*, this spell causes your target to be wracked with white-hot agony. The target must make a successful Constitution saving throw or be reduced to 0 hit points. If the target succeeds on this saving throw, it must then succeed on a Wisdom saving throw or be stunned until the end of its next turn. Irrespective of whether the target succeeds on either of these saves, they have disadvantage on all ability checks, attack rolls, and saving throws for the duration. In addition, any spellcasters' targeted by this spell must immediately make a concentration check at disadvantage if they are concentrating on a spell.

RAY OF RESPITE

1st-level evocation

Casting Time: 1 action

Range: 30 ft.

Components: V, S

Duration: Concentration, up to 1 minute

You release a beam of rejuvenating golden light that strikes a target of your choice within range. Until the spell ends, the target gains the following benefits:

The target may ignore the effects of any one condition or disease of your choice afflicting the creature.

The target removes one level of exhaustion.

Once the spell ends, the creature again experiences the full effects of any condition or disease removed by this spell, and the target regains any levels of exhaustion.

SHADOW OF MOIL

*Originally published in Xanathar's Guide to Everything
4th-level necromancy*

Casting Time: 1 action

Range: Self

Components: V, S, M (an undead eyeball encased in a gem worth at least 150 gp)

Duration: Concentration, up to 1 minute

Flame-like shadows wreath your body until the spell ends, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light.

Until the spell ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 2d8 necrotic damage.

SHALANTHA'S DELICATE DISK

6th-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a golden egg worth 200 gp)

Duration: Permanent until discharged

You summon a 1-foot-diameter and 1-inch-thick rose-colored disk with an eggshell texture.

Once summoned, you or another spellcaster may cast a single spell of 5th level or lower into the disk, provided this occurs within 10 minutes of summoning the disk. If no spell is cast into the disk within 10 minutes of its summoning, the disk crumbles to dust.

The disk stores an imbued spell indefinitely until it is broken. If the disk is held, you may break the disk as an action, otherwise the disk has an AC of 10, and 1 hit point of damage will break the disk.

Once broken, the stored spell takes effect as if it were cast by the original caster. Spells with a range of touch, or that require a target affect the creature or object breaking the disk. Area of effect spells trigger as if the broken disk was the point of origin of the spell. For area of effect spells that have a direction, such as a blast or beam, their effects are directed in a random direction from the disk.

Spells that do not have a valid target when the disk is broken dissipate with no effect.

SNILLOC’S SNOWBALL SWARM

Originally published in *Xanathar’s Guide to Everything*
2nd-level evocation

Casting Time: 1 action
Range: 90 ft.
Components: V, S, M (a piece of ice or a small white rock chip)
Duration: Instantaneous

A flurry of magic snowballs erupts from a point you choose within range. Each creature in a 5-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SUMMON LESSER DEMON

Originally published in *Xanathar’s Guide to Everything*
3rd-level conjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)
Duration: Concentration, up to 1 hour

You utter foul words, summoning demons from the chaos of the Abyss. Roll on the following table to determine what appears.

d6	Demons Summoned
1-2	Two demons of challenge rating 1 or lower
3-4	Four demons of challenge rating ½ or lower
5-6	Eight demons of challenge rating ¼ or lower

The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group, which has its own turns. The demons pursue and attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can’t cross the circle or harm it, and they can’t target anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

SUMMON GREATER DEMON

Originally published in Xanathar's Guide to Everything
4th-level conjuration

Casting Time: 1 action

Range: 60 ft.

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 10 minutes.

You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in an unoccupied space you can see within range, and the demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

TOOTHED TENTACLE

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

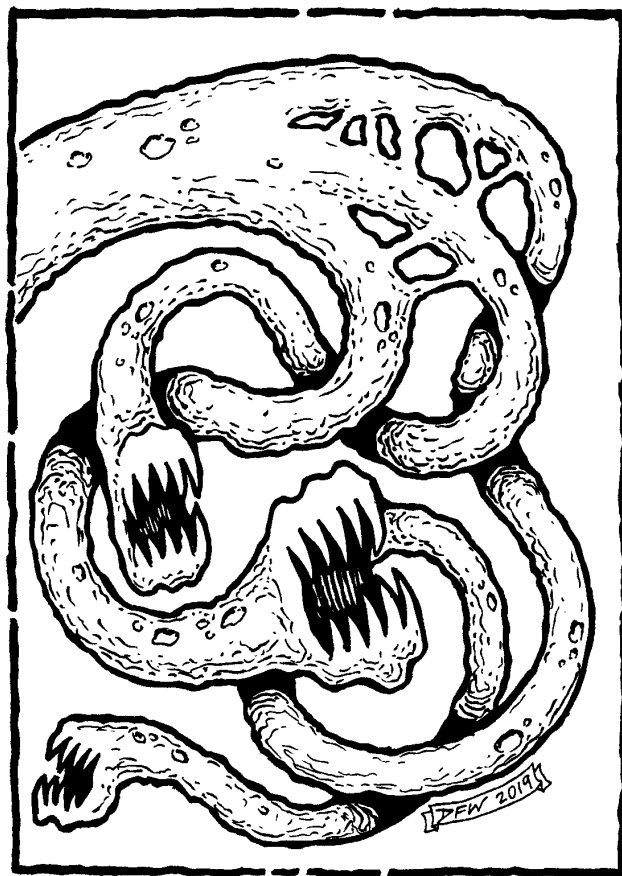
Components: V, S, M (three hairs and a tooth)

Duration: Concentration, up to 10 minutes.

You create a long shadowy tentacle of energy that forks into three toothy maws. Once the shadowy tentacle is evoked, you may use an action on your turn to make ranged spell attacks with each toothy maw, provided that each target is within 10 feet of another target. On a hit, a toothy maw deals 1d8 points of piercing damage.

The tentacles of each toothy maw are tangible and may be destroyed. Each maw has an AC of 15 and 12 hit points. If a toothy maw tentacle is destroyed, it fades away into nothingness, but any remaining toothy maw tentacles remain. If all tentacles are destroyed the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may create another toothy maw tentacle for each slot level above 2nd.



CHAPTER 6 – ITEMS OF INTEREST

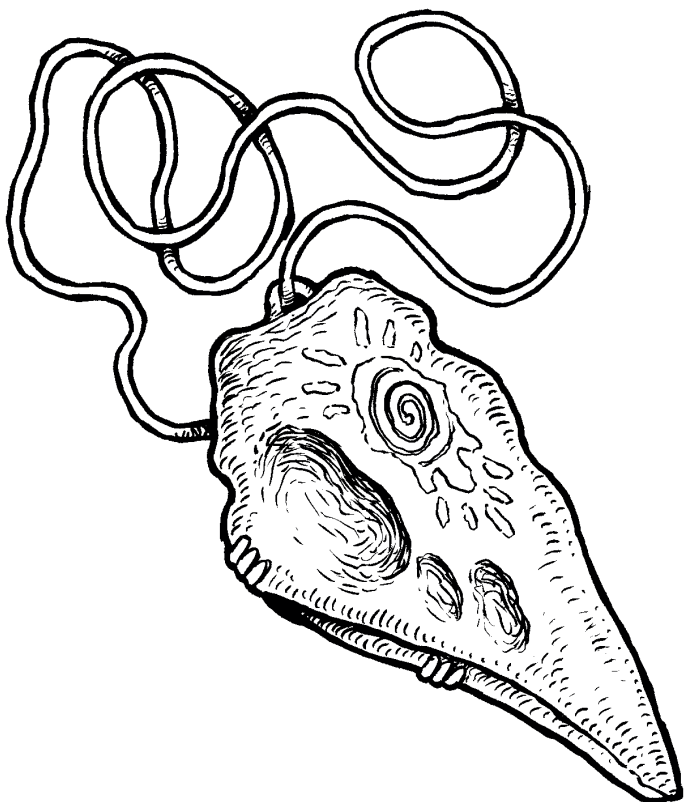
Events around the Great Dale have been affected by a number of powerful magic items. It's likely that the ultimate fate of this land may necessitate a hero to pursue a quest for one of these rare relics so they may vanquish a terrible evil.

The following chapter provides a selection of both powerful and mundane items that can be added to your campaign.

BLUEWOOD

Mundane Item, rare

The Forest of Lethyr and Dunwood both support small populations of blueleaf trees scattered within. The volodni have mastered the ability to craft bluewood weapons and armor from these trees through the careful application of natural and arcane magic. The items crafted from bluewood are effectively as strong as their metal equivalents, but at half the weight. The volodni are exceptionally protective of the secrets to crafting these bluewood items and are greatly suspicious of any outsiders possessing them. In most commercial markets, bluewood items sell at double the cost of a similar weapon or piece of armor.



CROWN OF WHISPERS

Wondrous item, very rare (requires attunement)

In the Year of the Fearless Peasant (926 DR), a pair of coronation crowns were fashioned for Princess Aliia of Impiltur and her betrothed, Rhiigard of Cormyr. However, the ship carrying the princess and her crowns were lost to the depths of the Inner Sea due to the scheming of Soneillon, a succubus known as the Queen of Whispers. The succubus later recovered these crowns and used them to cement her rule within the Giantspire Mountains by periodically lending them to the hobgoblin tribes who pledged their fealty to her.

Soneillon is now gone, banished to the Abyss, but it is believed these two crowns are still worn by the hobgoblin leaders who once served the demon.

While wearing one of these crowns, your Charisma score increases by 2, to a maximum of 20. You have advantage on any opposed Charisma checks made with creatures who are not hostile towards you.

CROWSINGER'S LOCKET

Wondrous item, rare (requires attunement)

This black locket in the shape of a crow's skull has been in the possession of the Crow Witch for as long as anyone can remember. It is made out of pure obsidian, and when it is shaken something can be heard rattling inside.

While wearing the locket, you can use an action to target one flying beast with a challenge rating of 0 and enter into its mind. The beast must succeed on a DC 15 Wisdom saving throw or you partially seize its mind. If the creature succeeds on a saving throw against this effect, they are immune to this ability for the next 24 hours.

While its mind is seized and it is within 8 miles of you, you can see through the creature's eyes and hear what it hears, gaining the benefits of any special senses that the creature has. You can also control its movement. During this time, you are deaf and blind with regard to your own senses. This effect lasts for 8 hours, and you can end it early at any point using a bonus action.

FIEND RING

Ring, very rare (requires attunement)

Nar Demonbinders of the ancient Empire of Narfell are said to have fashioned these small rusty bands of jagged iron. They are believed to have been used to fight alongside the demons they summoned, and to take more durable forms in order to mate with these fiends.

While wearing this ring, you may use an action to speak its command word to cast *polymorph* on yourself with the following adjustments:

- You may only polymorph yourself into the form of a fiend of challenge rating 1 or lower.
- If you are polymorphed into the form of a fiend and you are the target of an effect that would otherwise banish you to another plane, you instead have the polymorph effect dispelled and you are stunned until the end of your next turn.

SPELLBOOKS

Giligaxis' Arcanist Treatise presents a spell book DM's can include in games for their players to find. The contents of the spellbook are left to the discretion of the DM, and may provide a nice way to include interesting spells that their players may be interested in or that thematically fit their adventure.

GILIGAXIS' ARCANIST TREATISE

Spellbook

Appearance: The front and back boards of this bound volume are fashioned of volodni bluewood and carved with delicate filigree depicting the stylized image of a rearing stag. The volume possesses no spine covering, allowing the fine copper thread that supports its parchment pages to be clearly visible.

History and Description: Giligaxis was a half-elven apprentice to the mage Nytholops, who in turn had studied beneath the Aubayreer, High Mage and founder of the sorcerous dynasty of Aglarond. It is believed that Giligaxis eventually settled in Impiltur but met an untimely end after striking his head on the floor of an inn during a raucous bar brawl. Nothing is known of what happened to the volume after that night until it was purchased by the gnomish wizard Brudgepiddle Raddishfoot while on a visit to Telflamme. Brudgepiddle is believed to now reside in Solin, where he runs a small tinker's establishment.

Contents: There are thirty-two pages in this volume, with the foremost and final faces left as blank surfaces available and primed for protective magics such as a *glyph of warding*. The volume contains a selection of fourteen wizard spells of 1st to 3rd level. Of special note is the spell *hail blast* (see Chapter 5), a variant of *sleet storm* believed to have been conceived by Aubayreer.

The final three pages are written in a different hand. They describe ley lines and fey nexus points found within the lands once bounded by the ancient Empire of Narfell.

GREATSWORD OF IMPILTUR

Weapon (greatsword), legendary (requires attunement)

This mighty sword was given to the king of Impiltur in the Year of the Splendid Stag (734 DR) by the dwarves of the Earthfast Mountains. Many years later it was stolen from the royal vaults and recovered a century later when it was returned back to the crown. The sword was later lost at sea, only to be recovered by the scheming succubus, Soneillon. The succubus gave it to her death knight consort, who then carried it for centuries. Currently the weapon is believed to be in the hands of a powerful hobgoblin warlord somewhere in the Giantspire Mountains.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit with it, you may immediately make another attack with the weapon against the same target.

Daze. On a successful attack against a creature, you may use a bonus action to force that creature to make a DC 15 Constitution saving throw. On a failed save the creature is stunned for up to 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until you finish a short or a long rest.

HADRYLLIS

Weapon (greatsword), legendary (requires attunement)

This legendary weapon was crafted by the first Vremyonni of ancient Raumathar. The Wychlaren speak of a tale in which the blade was pulled from a mountain near the mines of Tethkel, fully fashioned by the gods.

The blade is believed to have been wielded by the half-Rus, half-Rashemi hero Yvgeni in his battles against the Demon Lord Eltab in the Year of Leather Shields (-75 DR).

The sword eventually found its way to Mulhorand, where it again played a part in thwarting Eltab in the Year of Avarice (204 DR). The sword was last used by a group of heroes in the Year of the Shield (1367 DR) to prevent Szass Tam from binding Eltab beneath Thay to further the lich's nefarious plans. The demon lord was believed to have been banished in this battle. It is unknown what happened to Hadryllis after the battle.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you make a



successful attack against a fiend, they take an extra 2d10 radiant damage.

While you hold the drawn sword, you may use an action to cast *detect magic*. Additionally, you may cast *blindness*, *enhance ability* (bull's strength), and *faerie fire*, each up to three times per day, and are cast with a spell DC of 17.

Sentience. This weapon is sentient lawful good weapon with an Intelligence of 14, a Wisdom of 14, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand any language you know.

Personality. Hadryllis' purpose is to destroy fiends. It will reluctantly attack other creatures if forced to, but believes the act to be unworthy of its attention. It will urge its wielder to aggressively pursue any fiend within sight, even attempting to control its wielder should they refuse to do so. (See *Dungeon Master's Guide*, page 216, for a description of Sentient Magic Item Conflict).

Legendary Purpose. Hadryllis is believed to be the only item that can destroy the Adamantine Binding that was crafted by the Narfelli Demonbinders when they summoned Eltab into the Realms. The binding is found within the lower dungeons of the Citadel of Conjurers in Impiltur.

HATHRAN MASK

The Hathrans of Rashemen normally wear masks that hide their faces when treating with outsiders or traveling outside of Rashemen. Most are nonmagical, however some honored Hathrans receive special masks that are enchanted with various effects. A few of these enchanted masks are detailed below, though many other forms are believed to exist.

MASK OF MENTAL ARMOR

Wondrous item, very rare (requires attunement)

This mask is painted with bright lines that swirl outwards from each eye. While attuned to this magic item, you have advantage on all Intelligence and Wisdom saving throws.

MASK OF TRUE SEEING

Wondrous item, rare (requires attunement)

This white mask has bright red markings emblazoned on the forehead and beneath the eyes. While attuned to this magic item, it functions as a *gem of seeing* DMG.

JHUILD

Mundane item, uncommon

Jhuild is an extremely potent Rashemi red wine often referred to as firewine. It is carried by most Rashemi berserkers due to its invigorating effects. Because of the wine's potency (and expensiveness), it is usually sold outside of Rashemen in a diluted form mixed with common ale.

Jhuild is not magical in nature, but as with other alcoholic beverages, it will identify as poison if examined using a *detect poison and disease* spell.

As an action, you may drink a flask of undiluted jhuild. You must make a Constitution saving throw (DC 12) to avoid its effects, though you may voluntarily fail this saving throw. One minute after failing this saving throw, you experience the following effects, which last for 1 hour:

Your Strength score increases by 2 to a maximum of 20, while your Wisdom score decreases by 2.

All Wisdom ability checks and saving throws are made at disadvantage.

At the end of this hour, your Strength returns to normal, but you must immediately succeed on a DC 20 Constitution saving throw or fall unconscious for 2d4 hours. Regardless of the result of your saving throw, your Wisdom score remains reduced and you suffer disadvantage on all ability checks, attack rolls, and saving throws until you finish a long rest.

Drinking firewine that has been diluted with ale does not provide any of these effects.



MOANING CROWN OF NDULU

Wondrous item, legendary (requires attunement by a non-good creature)

The *Moaning Crown of Ndulu* is a shadowy replica of the Crown of Narfell, the regal headpiece worn by the Nentyarchs of the ancient Empire of Narfell. The legendary paladin Sarshel Elethlim sundered the Crown of Narfell in the Year of Visions (731 DR) and unleashed the souls of the Nentyarchs that had been trapped within.

Ndulu, a balor in the service of Orcus, spent a half century hunting down each of the crown-wraiths that had escaped from the broken crown. Ndulu channeled the Prince of Undeath's fiendish power to forge the *Moaning Crown of Ndulu* from these wraiths.

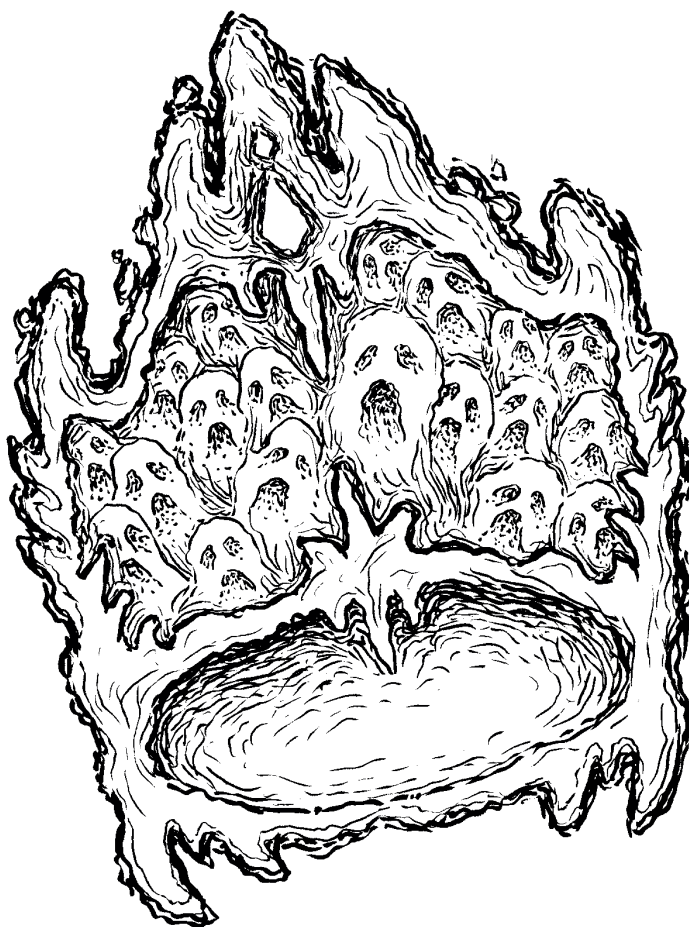
The crown appears as a roiling cloud of black smoke resting atop its wearer. Close inspection reveals occasional glimpses of the tortured faces of those bound within.

Ethereal Form. The crown is ethereal and can only be affected or handled by effects or creatures that extend to the Ethereal Plane.

Deathly Taint. Anyone touching the ethereal form of the *Moaning Crown of Ndulu* is embraced by the wraiths bound within. For each turn that you touch the crown, you take 21 (4d8 + 3) necrotic damage. Every time you take damage, you must succeed on a DC 17 Constitution saving throw or have your hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until you finish a long rest. You die if this effect reduces your hit point maximum to 0 and your spirit is absorbed into the crown.

Evil Moan. The wraiths bound within the crown emit a continuous evil moan. While you are attuned to the crown, any non-evil creature within a 15-foot radius of you must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the frightened creature has line of sight to the crown, then it has disadvantage on saving throws to end this effect. If the creature succeeds on a saving throw against this effect, they are immune to the crown's Evil Moan feature for the next 24 hours.

Terrifying Scream. You may use an action to invoke a soul-rending scream from the crown. Constructs and undead are immune to this feature. All other creatures within 30 feet who can hear this scream



must make a DC 17 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage. Once used, you cannot again use this feature again until you finish a long rest.

Sentience. The *Moaning Crown of Ndulu* possesses a communal intelligence forged from the wraiths that make up the ethereal crown. It is chaotic evil and has an Intelligence of 16, Wisdom of 14, and Charisma of 15.

While attuned to this item, you can hear these wraiths speak to you, while all other creatures only hear the susurrus of their moaning.

Personality. The wraiths trapped in the crown yearn to break free of their imprisonment. They despise all people of faith, particularly followers of Tyr, Torm, and Ilmater. They have a special hatred for paladins devoted to these deities.

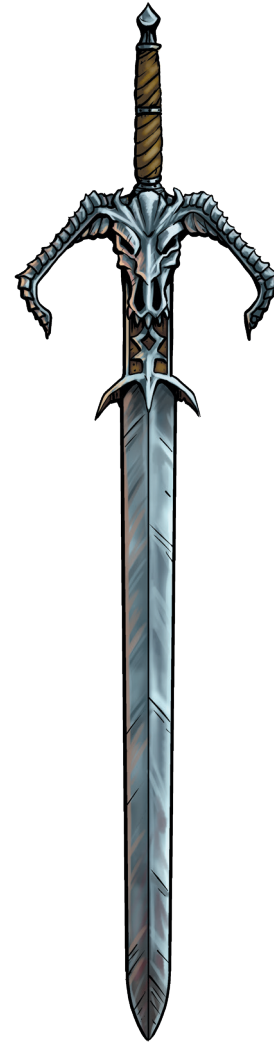
STORMSPLITTER

Weapon (greatsword), legendary (requires attunement by a non-lawful creature)

The Demon Lord Eltab is said to have always carried this massive greatsword from the time of his first binding by Narfelli Demonbinders in the Year of the Starry Shroud (-153 DR).

The weapon is a giant-sized great sword that requires great strength to use effectively. Anyone with a Strength score of 14 or lower has disadvantage on all attack rolls made with Stormsplitter.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Also, because of the sword's massive size, it deals 2d8 points of damage on a hit, instead of a greatsword's normal damage. On a successful hit, the target and up to two other creatures of your choice within 15 feet of the target must make a Dexterity saving throw DC 8 + your proficiency bonus + your Charisma modifier, or take 5 (1d10) points of lightning damage. Attacks with Stormsplitter score critical hits on a roll of 19 or 20.



WITCHBOAT

Wondrous item, uncommon

Witchboats are a common sight on the waterways of Rashemen. They are typically small wooden boats that can hold three to four people (as per a rowboat), though larger warboats (equivalent to longships) are known to exist as well. These boats are crafted by Rashemani spellcasters who call upon the spirits of the land to enchant the watercraft. No working versions of these vessels have been seen outside of Rashemen.

If the witchboat is floating in a body of water, and you are within 5 feet of the vessel, you may speak the command word as a bonus action to cause the boat to perform one of the following:

Move. The vessel moves at a rate of 30 feet per turn across water in any direction. This movement speed is unaffected by water currents.

Stop. The vessel stops any movement and remains stationary regardless of current.

Return. The vessel returns to its most recent previous location even if empty.

CHAPTER 7 – THE LANDS

The Great Dale lies in the northeastern end of Faerûn. It extends north from Thesk until the cold lands of Narfell. It borders Rashemen in the east and extends to the waters of the Easting Reach in the west. The lands of the Great Dale consist of Dunwood in the north, the Dale itself, and the Forest of Lethyr in the south.

It is a cold land, with frigid snow-filled winters and short cool summers. In general, the land is sparsely populated, with most living either on its eastern edge near the Easting Reach, or along its southern border with Thesk.

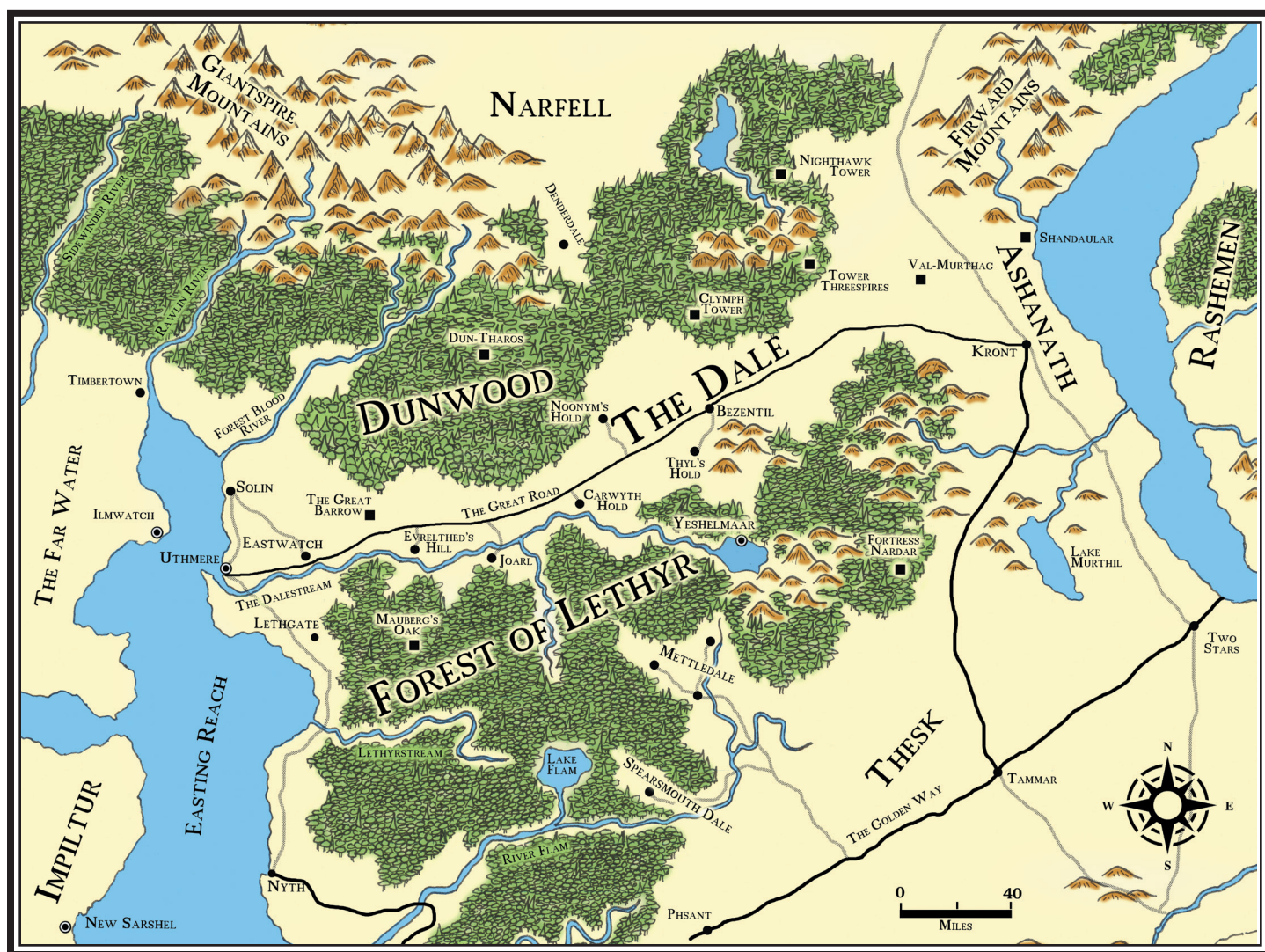
Most of the people of this land are humans, living in towns, villages, and farmsteads that dot the land. In Lethyr, a few wood-elf villages still hide beneath the trees. An assortment of dwarves, halflings, and gnomes have settled alongside their human counterparts. The depredations of the Rotting Man over a hundred years ago forced most of the volodni to flee fiend-infested Dunwood for Lethyr in the south.

Various goblin tribes are scattered throughout the land, particularly in its northern sections. Other races can be found within the Great Dale, but generally their numbers are quite small.

THE DUNWOOD

This ancient wood was once joined with its sister, Lethyr, in a single vast forest called Riildath. Some three-thousand years ago a glacier spread southward, carving a path through Riildath to create the Great Dale. The remaining northern forest was often referred to as Rawlinswood after the Rawlin River that flowed out of its western end.

The forest is boreal, containing a mix of spruce, pine, and birch trees. The land grows progressively wetter the closer one comes to the Giantspire Mountains, as the wet winds from the south drop their moisture on the southern slopes in the north. Mosquito-infested bogs surround the northern highlands, making the region's short summers unbearable for most.



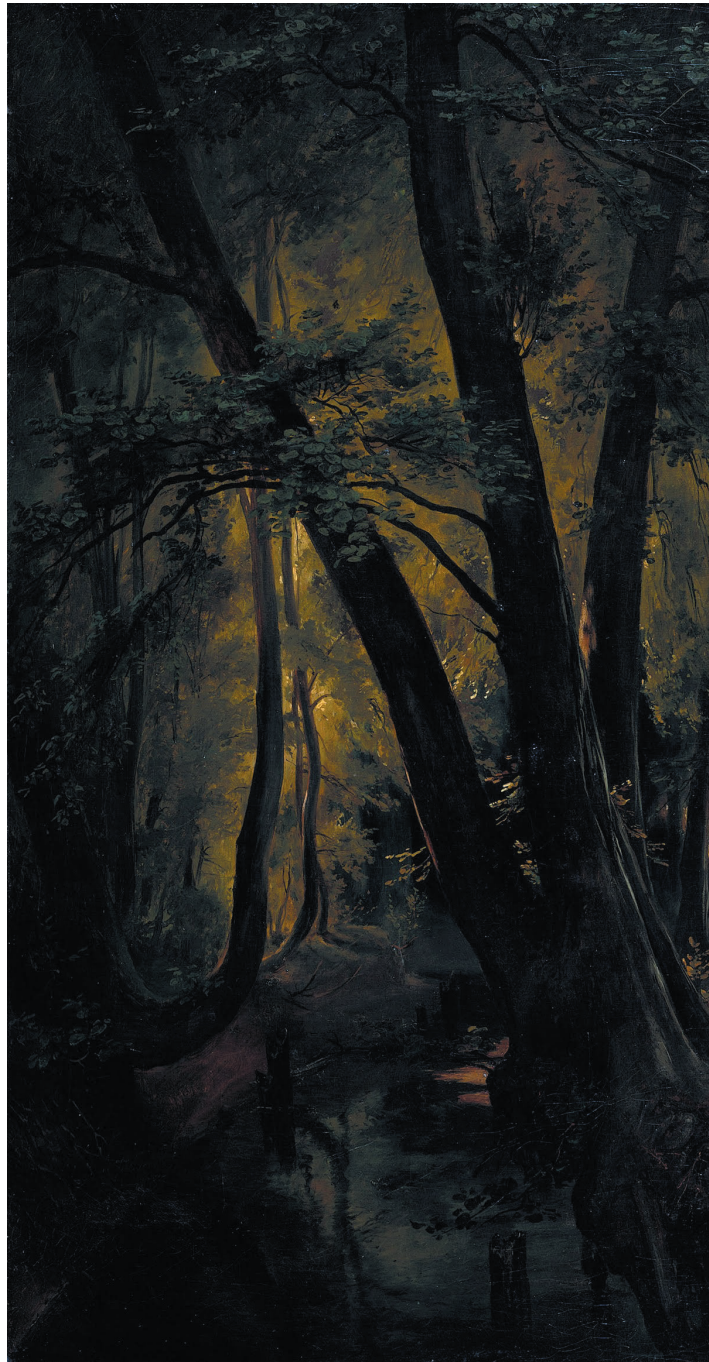
FIENDISH CORRUPTION

The wood has a long history of corruption by fiends from the lower planes.

Thousands of years ago, the dark elves of ancient Ilythiir were brought to the region by a powerful demon, who taught them dark secrets in the forested north.

Centuries later, the great empire of Narfell uncovered the evil lore left by the departed elves. They used this to become demonbinders, employing armies of fiends in their wars of conquest.

Most recently the Rotting Man, a Chosen of Talona, brought blight and despair to the land. He was



ultimately destroyed after inadvertently awakening legions of demons slumbering beneath Dun-Tharos.

Over a hundred years have passed since the Rotting Man fell, and the locals now refer to the northern fiend-filled forest as “Dunwood” because of the taint that still comes from the infested ruin of Dun-Tharos.

A DANGEROUS LAND

Even for the experienced adventurer, Dunwood is a perilous land that supports all manner of deadly creatures.

Fiends of all sorts roam beneath the wood’s cursed branches, including murderous demon trolls, the Mur-Zhagul, who infest the darkest parts of the forest.

The legacy of the Rotting Man still stalks the forest. His blightspawn, perverse corruptions of nature, remain a dangerous threat to any who travel within. They continue to spread poison and rot through the woodlands. The Nentyarch and his Circle of Leth are hard pressed to combat this menace.

The northern sections of the wood, near the Giantspire Mountains, are overrun with packs of worgs. These malevolent beasts have allied with a clan of bugbears that descended from the mountains above.

More mundane threats, such as dire wolves, giant elk, and winter wolves, are seen by the rare few who dare travel through Dunwood.

DENDERDALE

VILLAGE RUIN

Located in the north-central portion of Dunwood, Denderdale was a modest village that had some success trading goods with the nomadic Nar tribes of Narfell. However, in the fall of 1372, the village fell beneath an onslaught of blightspawned volodni led by a terrible trio of blightlords—Ghezash the Burnt, Imred Brightongue, and Calipo Deadeye. Few escaped and the village was left in ruins.

In recent years the Nar tribes whisper that a hag they call the Crow Witch has taken up residence in this accursed place. The hag is said to grant boons to any who bring her silk or other fine cloth, though her reasons for doing so remain a mystery.



DUN-THAROS

ANCIENT CITY RUIN

This ruin rests on a place of ancient evil. Over ten-thousand years ago, during the time of the Crown Wars, dark elves from Ilythiir came to this place, guided to this node of evil power by a great demon. Under the fiend's direction, the elves carved a terrible fortress into the earth and called it Narathmault—"The Dark Pit." Here, the elves studied beneath their fiendish tutors, uncovering many dark and terrible secrets. Ultimately, the elves abandoned Narathmault when the combined divine might of the Seladrine transformed them into the drow and they fled to the Underdark through openings in the south.

ARRIVAL OF THE NAR

The site remained largely vacant until a human Nar tribe arrived, led by their chieftain, Tharos. The Nar uncovered fiendish arcane lore left behind by the departed dark elves and used this knowledge to grow in power.

After Tharos's death, his son, Thargaun, took the title of Nentyarch and established the Kingdom of Tharos, building his capital over the ruins of Narthamault. Eventually, Thargaun defeated all of his rival Nar leaders and created the Empire of Narfell.

Much of the strength of this nation came from the fell magics of its demonbinders, who summoned countless fiends to serve the empire.

THE GREAT CONFLAGRATION

Ultimately Narfell met its doom in a terrible war waged against the neighboring nation of Raumathar. Centuries of escalating violence culminated in the Great Conflagration—a decade-long cataclysm that destroyed both nations and unleashed hordes of fiendish creatures across the land.

THE NENTYARCH

Centuries after the fall of Narfell, an order of druids and rangers eventually arose to protect the land and heal it of its demonic taint. They called themselves the Circle of Leth.

In 722 DR, the Great Druid of Leth claimed the old Narfell title, Nentyarch, thereby declaring that the circle now ruled over all the lands that Narfell once claimed.

The new Nentyarch raised a mighty tree fortress on top of the ruins of Dun-Tharos. This living bulwark of trees buried Narfell's tainted black stones beneath its roots.

THE BLIGHTLORDS

In 1371 DR (Year of the Unstrung Harp), a half-fiend Chosen of Talona known as the Rotting Man led an army of blightspawn against Dun-Tharos. The onslaught of these corrupted creatures forced the Nentyarch and his druidic circle to flee south and take refuge in the Forest of Lethyr.

The Rotting Man's control of Dun-Tharos lasted for only two years. He died beneath a horde of demons unleashed after a failed magical ritual. The released fiends streamed out of the ruins of Dun-Tharos to further infect the surrounding woods.



THE PRESENT

Dun-Tharos remains a wicked and dangerous place. The once-majestic trees raised by the Nentyarch above the ancient ruin are now corrupted undead guardians who watch over its ancient stones. Fell secrets still lie within, protected by an infestation of fiendish creatures.

Scouts from the Circle of Leth continue to watch the ruin closely. They report that at least two powerful beings appear to fight for control of the ancient ruin and have identified them as:

Eschar – An ogre-shaped demon upon whose head grows a crown of horns that glow with a sickly evil fire.

The Queen Abiding – A chilling orb of blackness that floats through the ruins, surrounded by an aura of fear and dread.

FOREST BLOOD RIVER

The Forest Blood River is viewed by many as the northwestern edge of the Great Dale. Beyond the river lies a minor fiefdom under the protection of Impiltur and overseen by Ferrand the Vigilant at Timbertown.

The river is sourced at the northern edge of Dunwood in the foothills of the Giantspire mountains. The waters carve a path through dangerous Dunwood before exiting into a dale carved from the wood a few hundred years ago. The dale contains empty villages abandoned after the Rotting Man unleashed waves of demons from beneath Dun-Tharos.

RECENT QUIET

In recent years, the demonic incursions from Dunwood have lessened and a few ambitious Impilturan settlers now look to return to the rich farmlands along the river. Few know the reason why fewer demons have been seen; some worry that the fiends are gathering their strength and a new wave of demon attacks may be imminent.

FORTRESS CLYMPH

CASTLE RUIN

In 888 DR (Year of the Twelve Teeth), Clymph, a powerful spellcaster, raised up this walled keep using fiendish magics recovered from ancient Narfell. The fortifications are embedded with intricate magical sigils, causing its walls to act as a powerful magic circle. Within the main tower, Clymph created a sealed portal to Tower Threespires, a second keep he constructed farther to the east.

Once construction was finished, Clymph opened a permanent gate to the Abyss and summoned forth a torrent of fiends from the lower planes. His structure worked perfectly as the demons remained trapped within the tower. Unfortunately, Clymph was not strong enough to control the flood of fiends and perished shortly after the gate was opened.

To this day the walls of the tower glow red with heat and the crackling of fires can be heard coming from within the tower.

AN ORACLE

Arcane scholars inspecting the site after the Spellplague suspected the tower's Abyssal gates were severed. This may have removed many of the fiends that once resided within. Yet the site was still haunted by a strange presence. Any who were brave enough to knock on the fortress gates were greeted by a booming voice that would answer questions posed to it. Most left satisfied with the answers they received, but stories persist of a few unfortunate souls pulled into the gate, never to be seen again.

CURRENT PLIGHT

Sometime after the Second Sundering, the Oracle of Fortress Clymph grew silent. Visitors suspect that something sinister may still lie within. Those traveling to the ancient ruin have reported that the ground slowly throbbed on their approach. For weeks after leaving the fortress, visitors have described a feeling of dread and dark feverish dreams that keep them awake at night.

NIGHTHAWK TOWER

TREE LOOKOUT

Bresh Hens'lass (see chapter 9) is the adopted half-orc daughter of Hensoi, a human druid who died some twenty years ago. The druid had watched over the eastern edge of Dunwood from Nighthawk Tower, named after the numerous birds that he cared for as he watched for threats to the Dale.

TREED PLATFORMS

The structure is not a tower in a traditional sense. It consists of a mighty oak tree that holds up a series of wooden platforms securely lashed together with thick bundles of hempen rope. Hensoi is buried near the base of the great tree beneath a stone cairn. All manner of birds still congregate above his final resting place, which is now covered in a thick layer of bird excrement.

NEW CARETAKER

The Dalesfolk still fondly recall Hensoi and have grown to respect his adopted daughter despite her orcish heritage. She continues to keep watch on the land and occasionally relays what she has seen to Nentyar hunters and druids of the Circle of Leth. Many have questioned Bresh's state of mind as she often talks to herself, sounding as if she is responding to being scolded by her deceased father for not being friendly enough to those she meets.

TOWER THREESPIRES

TOWER RUIN

At the eastern edge of Dunwood stands a three-spired tower rising from a single broad stone structure. A massive net of growing vines wraps tightly around the construction, keeping its form intact despite the weathered stones and mortar. It is believed that a gate still exists within one of the spires that leads to the demon-infested Fortress Clymph to the east.

A select group of druids from the Circle of Leth keep watch over the tower. They use their magic to ensure the vines holding the tower together stay strong and the tower's gates remain sealed. The druids are focused on ensuring that no one is foolish enough to disturb what lies within.

CURRENT THREAT

Recently, the vines holding up the tower have contracted an unnatural blight. The druid watchers fear that the blight may be of fiendish origin. They have so far been unable to cure the disease and are seeking experts to cure the blight before the vines grow too weak to hold the tower together.

THE DALE

The strip of treeless land between the forests of Dunwood and Lethyr is called "the Dale" by its inhabitants. It runs 250 miles from Kront in the east to Uthmere in the west.

Thousands of years ago, the land was carved out of a single expansive forest by a great glacier that descended from the north. After the ice retreated, it left behind a thin rocky soil atop the slowly undulating landscape.

The glacier's soil scrapings were deposited in the western end of the Dale, near Uthmere and the Easting Reach. There the soil is rich and supports robust farming, but production is limited by the land's short summers.

The people in the sparsely populated eastern end of the Dale have poor soil that can grow only a few hardy crops. Here they make due with goat and sheep farming, augmented with the few vegetables they farm in tiny plots.

THE GREAT ROAD

Running the length of the Dale is the Great Road, though most people refer to it as "the Road" since no other well-traveled pathway exists in the region. The Road is a legacy of ancient Narfell. In most places a thin layer of hard-packed earth covers ancient stones that delineate the Road's path.

Road traffic dropped precipitously after the Spellplague and the retreat of the Easting Reach. Merchant ships could no longer dock in Uthmere, which greatly limited the number of merchants arriving at the western port. A plague of demons unleashed from Dunwood further affected trade, forcing travelers to consider safer east-west routes in the lands to the south.

INCREASED TRAFFIC

Now that Uthmere is recovering after a century of decline, traffic along the Great Road is slowly increasing. Many merchants are still wary to travel its length, preferring to follow the Golden Way in Thesk.

Lord Berold of Uthmere is eager to increase traffic along this road, and is investing heavily in upgrading its eastern end. Until Lord Berold removes the threat of further demon incursions from Dunwood, however, traffic along the east-west route will likely be limited to locals and a few hardy merchant caravans.

BEZENTIL

TRADE VILLAGE – POPULATION 150

The village of Bezentil fell on hard times with the devastation that occurred in Uthmere after the Spellplague. A precipitous drop in merchant traffic along the Great Road forced many of the merchants to move elsewhere. Later, the tiny trading village was nearly wiped out in a series of fiendish attacks some twenty years ago. The village barely survived thanks to a small band of heroes who helped the village drive away the fiends before all was lost.

RENEWED TRADE

With the renewal in Uthmere, Bezentil is also experiencing a rebirth. Traffic along the Road is returning and a few shops have reopened. Strick's Trading Post is one of the few hardy businesses that were able to survive the village's difficult years. This store has been run by the Strick family for over a century. Pehrdal and his wife Lisel (NG human **commoners**^{MM}) now manage the store. They are shrewd business people but offer fair trade for most who visit the establishment.

One of the sad losses to the fiendish onslaught was the *Windblown Goat*. It had been a popular inn and taphouse, but much of it burned down during the demon attacks. A new innkeeper, Evalyn Dugan (NG human female **commoner**^{MM}) has arrived and is reconstructing the inn. The taproom has reopened, and a pair of rooms are available for weary travelers, but it may be a few years before the structure is fully functional again.

DWARF-STONES

A series of ten dwarf-high stones placed in a row greet visitors who enter the village. The stone pillars were once inscribed with markings, but thousands of years of weathering have worn these down to illegible bumps and grooves.



The stones are enchanted; a *detect magic* spell reveals a lingering aura of conjuration magic. During each year's equinox, the magic of the stones becomes fully functional. Anyone who touches the ten stones in sequence at that time will be transported to the distant land of Kara-Tur.

The Circle of Leth are fully aware of the enchantment, but closely guard this secret. They recognize that if merchants caught wind of the stones' powers, there would be a surge of traffic within the Dale, which they would rather not see.

EASTWATCH

TRADE VILLAGE – POPULATION 200

Little remains of once-bustling Eastwatch. The dual effects of a declining Uthmere and demon attacks from Dunwood obliterated much of the farming and herding village. A few hardy souls have recently returned and are attempting to reclaim the hamlet. They are pleased to accept the support of Lord Berold and his push to rebuild the Dale.

The reeve of the village is Evendur Blackthorn (CG male half-elf **bard**^{VGtM}). He is a former adventurer seeking to forget his past. Evendur shares a home with his companion, Skagraet Greyaxe (CN male gold dwarf **berserker**^{MM}) and they are rarely seen apart. Neither is willing to discuss their life prior to making Eastwatch their home.

THE SHEAF HOUSE

The village is proudly restoring Sheaf House, a temple to Chauntea that has stood for centuries. Fawn Frostfield (CG female human **priest**^{MM}) is the High Sheaf Sister of the temple. She carries a sharp wit and responds quickly to any issues that arise. Though she agrees with the Circle of Leth's zeal to purge the lands of fiendish taint, she is concerned they are overzealous in their protection of the forests surrounding the Dale.

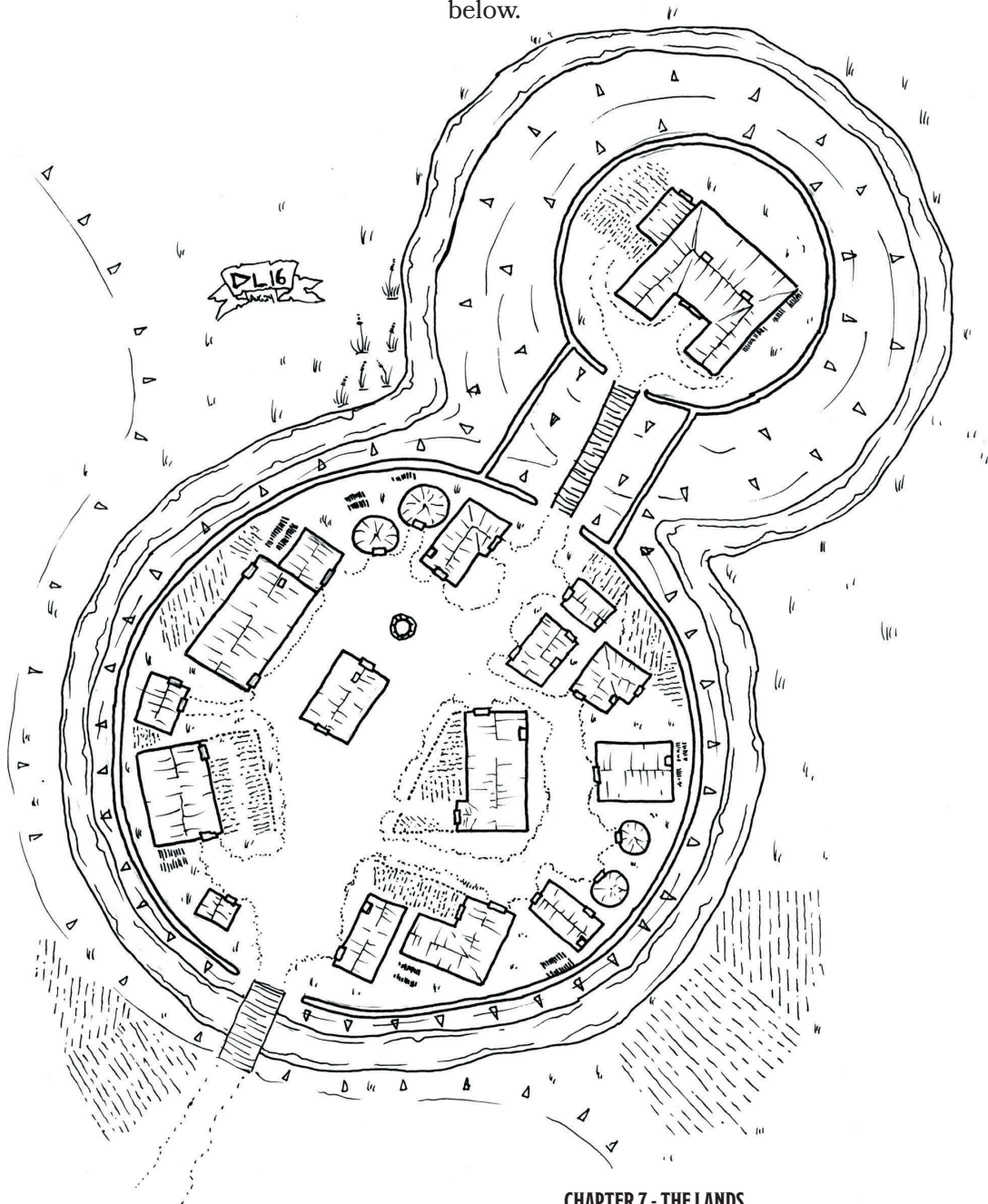
Fawn believes a sacred relic of Chauntea was once housed within the temple. She thinks it was likely pillaged during the last fiendish assault on the village and would warmly welcome assistance in finding its whereabouts.

FARMSTEADS

Dozens of small farming and herding communities dot the vast landscape of the Great Dale.

Most farmsteads consist of self-reliant extended families living together. Many are descended from Impilturan settlers who have arrived in the Dale within the last few centuries. Others are from older Chondathan families that settled the Dale over a thousand years ago. Neither group trusts one another, and only the measured protection of the Circle of Leth keeps feuds from brewing between the clans.

The farmsteads usually consist of a simple motte-and-bailey keep surrounded by a wooden palisade. Whenever possible, homes within the bailey are built into hillsides to protect the inhabitants from the land's cold winters. A few of these farmsteads are described below.



EVERELTHED'S HILL

FARMSTEAD VILLAGE – POPULATION 80

Over the past century, the Everelthed clan has expanded their small farmstead into a growing village.

The village possesses a fine establishment, *The Pixie's Thimble*. It provides fine accommodation and hearty meals to travelers looking to rest in the clan hold. Twice a year, for a tenday before and after each solstice, the establishment is shuttered and accepts no guests.

The village has fared remarkably well compared to other farmsteads within the Dale. The village never suffered a single demonic attack like those that plagued other farmsteads in the Dale. Dalesfolk whisper that the hill is blessed by the fey because of a favor the Everelthed clan did for the fair folk many years ago.

The truth behind Everelthed Hill's good fortune is more sinister. The clan relies on an ancient Nar ritual that bound a fey creature beneath the village. The trapped fey's life force is siphoned off to create a powerful ward that protects the village from fiends who try to approach. The unfortunate fey eventually dies at which time the village is forced to find a new victim to power their ritual.

JOARL

FARMSTEAD VILLAGE – POPULATION 120

The village of Joarl, or more correctly Joarl's Hold, is located in the central portion of the Great Dale, a good five days' travel from both Uthmere and Bezental. It rests a half-day's walk south of the Great Road, near the sheltering leaves of the Forest of Lethyr. A branch of the Dalestream runs beside the village.

The Joarl clan are old Dalesfolk who have lived in this simple motte-and-bailey settlement for hundreds of years. The village saw an influx of people seeking refuge from the demons that stalked the countryside after the Rotting Man's fall at Dun-Tharos.

Today the village is overseen by Inna and Karvin Eckbert (NG human **noble**^{MM}), an elderly couple descended from the original Joarl clan. The couple is well liked by most in the village.

Villagers have reported seeing a small group of hooded figures lurking in the nearby woods, and are concerned that bandits may be hiding nearby.

ADVENTURE LOCATION – JOARL

Joarl is the location for a new adventure being written by Jeff Stevens, Joe Raso, and Karl Resch.

A small village is covered in a thin layer of frost. Its inhabitants frozen in place, stopped in time. What caused this bizarre incident? Can the villagers be saved? Experience the mystery, dread, and revelations found in *Terror Beneath the Frozen Gate*.

Target publication on the DM's Guild in the Fall of 2019.

MAVALGARD

FARMSTEAD VILLAGE – POPULATION 110

The Maval clan can trace its roots back to a wave of settlers from Impiltur some 300 years ago. Contrary to other clanholds, Mavalgard has maintained good relations with its neighboring farmsteads. Local druids helped the village weather a number of fiendish attacks. The community has grown to over 100 individuals, with many living in sod homes built outside of the palisade.

The community's leader is Nesh Maval, a young widow (LG female human **veteran**^{MM}) who stoically leads the town. Her husband, a strong and healthy man of 30 years, unexpectedly died in his sleep while visiting Kront. Nothing suspicious was found to suggest foul play, but Nesh believes something happened to her husband. She is willing to pay adventurers to find the truth.

NOONYM'S HOLD

VILLAGE RUIN

Located in the central portion of the Great Dale, a full day's journey north of the Great Road lies the shattered remains of Noonym's Hold. This is but one of the many motte-and-bailey clanholds that sparingly dot the Great Dale.

The long-time home of Clan Noonym was overrun by demons in the years following the Rotting Man's defeat at Dun-Tharos. Like many other holds in the Dale, they were not prepared for the unexpected onslaught of fiends released from Dunwood.

Most Dalesfolk avoid this area, fearing the village is haunted by the spirits of dead villagers and lingering demons hidden within.



THYL'S HOLD

FARMSTEAD VILLAGE - POPULATION 40

This small farmstead is roughly a day's walk from Bezentil and not far from a set of treeless hills to the east. An old deserted gnomish settlement lies within these hills.

Recently travelers along the road to Bezentil saw figures assembled atop one of the hills. Hunters from Thyl's Hold arrived a day later but no one was found near the hill; they discovered a series of strange markings burned into the grass atop the hill.

GREAT BARROW

ANCIENT RUIN

The Great Barrow lies three-days' travel east of Uthmere along the Great Road. The dark and somber burial mound is encircled by a series of lesser barrows. Most Dalesfolk assume the barrows date to the time of Narfell, but astute scholars of the region know that they were constructed during the time of the Orcgate wars. Entombed within the Great Barrow is a god-born champion with the smaller surrounding cairns containing the champion's closest followers, who were buried alive to accompany him after his death.

On a nearby hill stands an empty stone keep. Old Dalesfolk tell stories of a defiant prince from Impiltur who constructed the small caste despite warnings from the locals against doing so. The tale ends with

the prince and all within the keep disappearing one evening, never to be seen again. Whatever the truth of the keep, no one has dared to lay claim to the fortification for well over 200 years.

KRONT

VILLAGE – POPULATION 450

Kront is an independent trade village located where the east end of the Great Road forms a junction with the north-south Cold Road. Another road leaves the village, heading southwest towards Tammar in Thesk.

Lady Chinilvur (N female human **noble^{MM}**) governs the village with a light hand. Her family came from Implitur two centuries ago. They intended to build the town on Lake Ashane, but the frequent tornadoes of Ashanth resulted in them choosing the current location.

All manner of merchants from the Great Dale, Thesk, Rashemen, and Narfell can be found within the village plying their trade, making it a prime location to find products that are difficult to find elsewhere. The village is known for fresh fish caught daily from nearby Lake Ashane.

Lady Chinilvur is growing concerned because of several visitors have been found dead in their rooms in recent months. Though nothing suspicious was ever found to suggest a nefarious cause, Chinilvur is eager to hire someone to look into the matter in order to put her mind at ease.

LETHGATE

TRADE VILLAGE - POPULATION 700

Lethgate is a large village roughly a two-day ride south of Uthmere. It survives on a mixture of farming and lumber carefully forested from nearby Lethyr. The town includes a collection of sawmills, carpenters, and three respectable taverns.

In the past century, the town fared slightly better than Uthmere, because it could rely upon overland trade with villages in Lethyr and Thesk to the south.

INDEPENDENT MINDED

Lethgate has largely been independent since Uthmere fell into decline after the Spellplague. Currently Lord Ralekhorn (N male human **gladiator**^{MM}) governs the village. He has rebuffed repeated forays by Lord Berold to gain the village's fealty, including a pair of offers to fund the village guard. He and his villagers are reticent to accept the new lord's call, believing he represents Impiltur. They feel that Impiltur let the Dale flounder for the past hundred years when times were tough. Now that commerce in the Dale is on the rise, the locals resent Implitur's renewed interest. They feel that locals should benefit from this new growth, not outsiders.

This attitude was strengthened when a group of new Impilturan settlers started a forest fire while clearing farmland. The Circle of Leth managed to minimize the damage to the local woods, but tensions between new and old residents are on the rise. The old Dalesfolk greatly respect the Circle for their continued protection of all within the Dale. Others are aghast that the recent Implituran arrivals may have soured their relationship with the druids so quickly.

Lord Ralekhorn is suspicious of the cause of the recent fire. He worries that an outsider may be behind the event and is attempting to cause dissension in the town. If so, their plans appear to be working.

SOLIN

TRADE VILLAGE – POPULATION 450

Two days of easy travel north of Uthmere lies the village of Solin. Although trade in the coastal village was damaged when the waters of the Easting Reach receded, its proximity to both Timbertown and Ilmwatch allowed it to remain an active market town. Even as Uthmere decayed during the past century, Solin's market remained reasonably active.

The village is currently managed by Shield Lord Kalista Brighsheen (LG human female **noble**^{MM}). She is pleased with the arrival of Lord Berold and has requested investment from him for the town's defenses.

DUNWARDS

The village guard proudly call themselves Dunwards because the village survived waves of attacks from the fiends of Dunwood.

A famous battle recounted in Solin sees a group of adventures hold firm with the guard against a mighty demon. To this day the townsfolk speak fondly of Bandar the Bold and Belkin of Narfell for helping defeat the fiend.

Interestingly, the Dunwards include a pair of bugbears among their number. Krash and Erk (LN male **bugbears**^{MM}), were adopted by the militia after they came to the aid of the village during one of the fiendish assaults.

Solin is also home to a gnome tinker and wizard named Brudgepiddle Raddishfoot (NG male rock gnome **illusionist**^{VGM}). He lives quietly in a small shop near the village square and is said to have a wide knowledge of Dunwood and the various fey that inhabit the wood.

UTHMERE

TRADE TOWN – POPULATION 1,000

The town of Uthmere was founded in the Year of the Lyre (543 DR) when Lord Uthmere of Dilpur arrived, hoping to create a new path to Kara-Tur from the Easting Reach.

The town quickly grew, becoming the main hub of civilization within the Great Dale. The various Lords of Uthmere have funded the construction of the Great Road that heads east to Kront.

RAPID DEMISE

The town's greatest period was in the late 1370's DR when its population neared 9,000 souls. Unfortunately, a succession of events decimated Uthmere (see chapter 8). By the end of the Spellplague in the year of Silent Death (1395 DR), Uthmere's population had plummeted to a little under 500 people. For the past hundred years, Uthmere was little more than a walled trading post at the end of the Great Road.

REBIRTH

The Great Rains of 1485-6 DR led to the Easting Reach's waters rising. This has rejuvenated trade with Uthmere as it again finds itself a viable shipping port. Enterprising individuals, mostly from Impiltur and Thesk, have flooded into Uthmere, hoping to stake their claim in the growing frontier town.

A NEW LORD

One of the greatest agents of change in the town has been the arrival of Lord Berold (see Chapter 10). The town has lacked noble oversight since the death of Lord Uthlain during the series of earthquakes that struck during the years of the Spellplague.

After arriving, Lord Berold quickly moved to gather control of the town, claiming to be a descendant of Lord Uthlain. He is backed in his claim by a group of wealthy merchant houses from Impiltur, who are funding his efforts to rebuild the town.

For the most part the town has welcomed Lord Berold as they see concrete results of the gold he has brought to rebuild the town. Older Dalesfolk in the outlying farmsteads are less approving of this burst of growth. Though they appreciate the improved availability of goods, some grumble that all

this commotion will stir up trouble again. Whispers that Talona's eye is ever upon the Dale is a common expression spoken by those living in the frontier.

THE LORD'S COUNCIL

The Lord of Uthmere meets once every tenday with a council of important town figures he has personally selected. The current council consists of:

- Asta Ironbinder (N human **veteran**^{MM}), a respected guild artisan.
- Caeth the Grey (NG human **champion**^{VGtM}), a stoic representative of The Order of The Triad, usually found within the Hall of Brilliant Justice.
- Grawln Stonegut (LN male shield dwarf **Veteran**^{MM}). (See Moradin's Walk below).
- Nob Nosthinger (N lightfoot halfling **swashbuckler**^{VGtM}), a successful merchant.
- Q'tesh (LN human **priest**^{MM}), a cleric of Waukeen who is organizing a merchants' guildhall.
- Vaena Lettersmith (N half-elf **mage**^{MM}), a newly-arrived scholar who is setting up an archive of knowledge at the behest of Lord Berold.
- Yagellios (LE wood elf **spy**^{MM}), a well-respected horse breeder with connections to the Circle of Leth.



What Lord Berold does not know is that at least two members of his council secretly work for external groups. These organizations could be any one of the following: Eldreth Veluuthra, the Fellowship of Theros, the Grand Council of Impiltur, the Red Wizards, the Shadowmasters, or other groups of your choosing. See Chapter 9 for a description of these factions.

RESISTANCE TO FURTHER GROWTH

A hard-lined druid sect is at odds with the new Nentyarch's inaction regarding Lord Berold and Uthmere's recent growth. They want the Circle to take immediate steps to curtail further development. Though nothing has yet occurred, there are concerns within the circle that a few reckless druids may take it upon themselves to address the situation.

PLACES OF INTEREST

The Lord's Palace – This once-majestic structure was badly damaged during the Spellplague's earthquakes over a hundred years ago. At that time, Lord Uthlain governed the Great Dale from this palace, aided by a clan of stone giants who swore an alliance with the Lord's family in ages past. The giants are long gone but the palace remains. Lord Berold has a score of

dwarves steadily working to rebuild the broken palace, though it will take years before the work is finished.

Bloody Barnacle – This tavern was hastily constructed shortly after the Great Rain's flood. It stands among the still-broken remnants of buildings beside the Dalestream. It is a rough and tumble drinking hole known for serving watered-down rashemi fire-wine and thin cabbage soup. It's a favorite location for sailors and those looking to crew ships heading into the Easting Reach.

Mog Tull (N half-orc male **thug**^{MM}) runs the *Bloody Barnacle*. He generally avoids conversing with patrons, simply grunting and nodding to anyone attempting a conversation. He is extremely protective of the tavern. Anyone looking to start a bar fight is forcefully ejected.

The Hall of Brilliant Justice – This structure survived much of the destruction during the Spellplague. The town has been governed by the Order of the Triad from here for the past century. The Order has acknowledged Lord Berold's claim and are happy to defer leadership to the palace as it allows them to focus on the fiendish threats still facing the Great Dale.

Shadowhaunt – Hidden beneath a nondescript fabric shop is a shrine to Shar. The Shadowmaster's of Telflamm have their guild headquarters in a nearby building accessible via an underground tunnel.

Bright-eyed Eric's – Originally the *Captain's Loft*, this high-quality inn was renamed after Eric of Hlammach (LE male human **noble**^{MM}) purchased it from its previous owner two seasons ago. The previous owner could not afford the repairs required after the year of rains. The inn caters to well-heeled visitors to the town.

The inn includes 36 well-furnished rooms, ten exquisite suites, a highly polished common room, as well as ample stables and carriage storage. Well-dressed servants keep the buildings pristine and well lit; a house guard ensures guests are undisturbed.

The inn is known for an extensive selection of cheese and sweet plates sourced from across Faerûn. It also boasts having the best-stocked wine cellar north of Telflamm.

Eric is secretly a high-ranking member of the Shadowmasters. The guild ensures thieves stay clear of the inn unless Eric specifically requests assistance. The guild acts ruthlessly to punish anyone who ignores their edict and dares to steal from the inn's guests.



The Sealed Tunnels – The Great Rains led to a massive flow of water down the Dalestream. On several occasions, the river flooded the city, carving deeply into its riverbanks. This revealed a previously unknown network of tunnels beneath the city. Strange creatures emerged from the rain-soaked tunnels. Clerics and paladins of the Order of the Triad fought back these aberrant beasts and sealed the tunnel entrances by the riverside. To this day it's unclear how extensive the tunnels are and what else might be found beneath the city. Disconcertingly, the Order of the Triad must regularly board up the tunnel entrances—it appears that something within the tunnels continues to tear down these barriers.

Moradin's Walk – This cluster of buildings houses a growing community of shield dwarves from the Firward Mountains. They have arrived in town looking for work rebuilding the Lord's Palace and the new docks. Grawln Stonegut organizes the community, and has been accepted as one of Lord Berold's governing council.

Mother Mrellda's House – This cheap-but-clean boarding house is located beside Dalegate Square. This large complex has eighteen rooms, ample horse stables but no room for cart or wagon storage.

The business has been run for the past twenty years by Jaelin and Tael, (NE human **spies^{MM}**) who also obey the Shadowmasters.

A century-old painting hangs in the common room. It depicts an unsmiling older woman said to be the original Mother Mrellda. The owners secretly watch the common room from their personal chambers on the second floor by using a pair of concealed peep holes that look out from the old painting's frame.

VAL-MURTHAG

ANCIENT RUIN

Sprawled for miles across the eastern expanse of the Great Dale lies the remains of Val-Murthag. The broken walls and fallen towers of the ancient Nar fortress bear witness to the arcane destruction unleashed by Raumathar. The once-formidable city protecting the eastern flank of the Narfell Empire was utterly destroyed in the battles that ended both nations.

Little remains standing in Val-Murthag, but a large number of underground ruins are known to exist beneath the black stone rubble. Dalesfolk wisely avoid this place claiming that ghosts of Nar demon-priests stalk the bleak ruins and underground tunnels seeking revenge on any who are foolish enough to enter.

THE FOREST OF LETHYR

Thousands of years ago, the Forest of Lethyr was joined with its northern counterpart as a single forest known as Riildath. Lethyr is not as infested with fiends as Dunwood, mainly due to the ongoing efforts of the Circle of Leth to resist their incursions, but demons still plague portions of this forest. Within the depths of these woods, all manner of danger lies in wait for the unwary traveller.

FEY CONNECTIONS

The lands have long held a strong connection to the fey. The walls between Faerûn and the Feywild are thin here, and it is not uncommon for beings from the Feywild to cross into Lethyr. In some terrible cases the fiendish taint of ancient Narfell has corrupted these fey resulting in truly terrifying threats to any who pass through the woods.

Lethyr supports several small wood elf villages. These communities are scattered throughout the forest and are generally well hidden. A number of volodni tribes also have clanholds here, with many having migrated from Dunwood over the past century. Many treants wander these forests, working closely with the Circle of Leth. Human settlements are typically limited to the outer extents of the forest, with most found in the southern dale that faces Thesk.

CIRCLE OF LETH

The Nentyarch's Circle of Leth keeps careful watch over this ancient forest, caring for every living thing that resides within. The Circle restricts expansion of communities further into the wood. They aggressively prevent rampant logging, ensuring that any forestry includes replanting to maintain the woodland's current expanse.

The group has been based in Yeshelmaar for the last hundred years, ever since the Rotting Man drove the Nentyarch and his druids from Dun-Tharos.

NENTYAR HUNTERS

This order of woodland scouts is sworn to serve the Nentyarch and protect the lands of the Great Dale. They are the front-line combatants whenever the circle must use force against a threat. The hunters roam the Great Dale region, keeping a watchful eye for threats and assisting the Dalesfolk when they are in need. Many Nentyar Hunters are skilled rangers, though any person skilled at woodcraft may be found within their ranks.



FORTRESS NARDAR

Ancient Ruin

This ancient Nar ruin continues to be a place of great evil. The great stone blocks of this fortress are covered in sickly vines. Nearby ground water is tainted and causes grave sickness to any who drink of it.

The Circle of Leth has used the help of treants to create a treeless zone around the tainted ruin. All healthy trees were moved away in hopes of quarantining the evil taint within its stones.

Somewhere below this ruin lies an unknown source of corruption. Few who have entered the dungeons below have returned, and those that have spoke of deadly abominations. It is believed that the ruins have corrupted local creatures that now infest the nearby woods.

The Circle's plan to quarantine this evil may not be working, and the Nentyarch may be forced to send individuals into the dungeons to root out the source of the taint within.

LAKE FLAM

Lake Flam is a shallow marshy lake in the southern end of Lethyr, not far from Spearsmouth Dale. The area is avoided due to the clouds of biting insects that plague the area throughout the summer. In winter, an upwelling of warm water keeps the lake from completely freezing over.

In the center of the lake, just below the surface, stands a man-sized stone carving of a bipedal frog. The frog's clenched right first rises upwards out of the water.

Rumors persist that the lake is home to a race of reclusive frog-folk who live beneath the murky waters. They are said to come to the surface with each new moon and sing to dark fey spirits until the first rays of dawn arrive.

LETHYRSTREAM

The Lethyrstream flows gently from the heart of Lethyr. Many Dalesfolk know of these waters and claim its head waters are hidden behind a fey enchantment, and that drinking from it can fill one with the magic of the Feywild. However, few of these storytellers have actually seen the stream's muddy waters flowing into the Easting Reach.

There likely is some truth to the stories, as even the wood elves of Lethyr describe the Lethyrstream's source as being a sacred place, and one where the unicorn god Luirue sometimes roams.

MAUBERG'S OAK

DRUID SCHOOL

Found deep within Lethyr is an oak tree of incredible size. It towers over the surrounding woods, reaching over 300 feet in height and over 50 feet across at its base. The leaves of the enchanted tree are always green, even in the coldest winters.

The great druid Mauberg fashioned a tower inside the tree's trunk, creating a school for druids. The interior of the tree has been magically hollowed out, allowing the druids to reside within. The internal structure is said to contain over a dozen levels, both in the tree itself and underground.

Mauberg died over two centuries ago, but the school still thrives. Its current headmaster is Jalon Sunbranch, a volodni **high druid** (see Chapter 10) with the following adjustments:

Jalon is neutral.

Jalon has the following racial features: darkvision out to a radius of 60 ft., resistance to poison and piercing damage and advantage on saving throws against sleep and charm effects.

Disadvantage on saving throws against magical fire.

Jalon is a strict teacher. He only allows those whom he has deemed worthy to enter the tree, using a series of tests to determine worthiness. The school does allow people to take shelter at the base of the tree.

A tribe of aarakocra live in the upper branches of the tree. Sha-a-akosh (CG female aarakocra **druid**^{MM}) leads the tribe. She regularly confers with Jalon, and directs her tribe to patrol the skies above the surrounding woods.

Mohgahdah, a **treant**^{MM} of great age, shepherds a community of treants, animated trees, and shrubs beneath the shelter of the massive oak.



MUCKLESTONES

LOCATION OF INTEREST

In the northeastern end of Lethyr sits an unusual clearing considered an ancient holy site by the druids of the forest. The trees surrounding this place form a leafy dome over the clearing.

Scattered around the clearing are a dozen or more roughly human-sized blocks of carved stone. Most of the carvings are difficult to read because of millennia of weathering. They are written in an ancient form of Druidic script that few still understand.

An ancient enchantment infuses the sheltered glade, causing the standing stones to shift through intricate patterns. A few scholars have suggested that these patterns may foretell coming events, though no one has claimed any success interpreting them. Occasionally, even the location of the clearing itself shifts within the forest.

UNDER THE CIRCLE'S PROTECTION

The Circle of Leth takes great care to watch this sacred space; they guard the secret that the stones are portals to points across Faerûn. Not all the stone portals appear to function, or perhaps the druids have lost the secrets to using them. However, a few are actively used to travel to Yuirwood, where the druids commune with the half-elves in that far southern land.

RECENT DAMAGE

The Second Sundering appears to have damaged a number of these magical gates, causing a few to stop functioning, while others are now corrupted and lead to new and dangerous locations.



PHOLZUBBALT

UNDERDARK NECROPOLIS RUIN

Pholzubbalt is believed to be an ancient necropolis carved deep within the earth by ancient Mulhorandi necromancers before the rise of the Narfell Empire. Legends refer to this place as “The Boneyard,” and it is believed by some to have been occupied as late as 1000 DR when the feuding necromancers finally destroyed one another.

Scholars have argued about the veracity of the tales surrounding the Mausoleum City, but if it exists it may be buried in the Underdark, deep beneath a remote stretch of forest just north of Thesk.

A spellbook recently acquired in Kront included a short passage describing the efforts of a lich named Ulpharaz seeking the location of Pholzubbalt around the Year of the Lone Candle (1238 DR).

RIVER FLAM

The River Flam flows from deep within Mettledale. By the time Lake Flam's waters merge with it, the river has swollen to be too wide and deep to ford. The river's strong current makes it challenging to pilot vessels up stream. Persistent boatmen use draft horses to pull barges up the river to Spearsmouth Dale.

SOUTHERN DALES

Two Dale settlements have been cut into the southern edge of Lethyr, adjacent to Thesk. In truth, these lands could easily be claimed by Thesk, but for now Thesk's merchant council has chosen to focus on its internal struggles rather than accept a new member to its council.

For the past hundred years a series of crimelord tyrants have oppressively governed both dales with the support of the Shadowmasters of Telflamm. Its current ruler is the half-orc Wulfak the Red (LE male half-orc **bandit captain**^{MM}). He has been making petitions to the Theskian merchant council to have the Dales recognized as part of their league. Few on the council have much appetite to support this petition for fear of inflaming relations with Lord Berold of Uthmere.

METTLEDALE

DALE SETTLEMENT – POPULATION 4,500

This collection of dreary settlements languish beneath Wulfak's control. The half-orc maintains a squad of thugs in a large villa overlooking this dale, though he rarely resides here. The Shadowmasters support Wulfak's control of the town.

What few know is that Vosthor, an undead agent of Orcus (see Chapter 10), schemes from a lair beneath the villa. A number of villagers from Mettledale have been indoctrinated into Vosthor's cult and seek to expand its influence in the region.

SPEARSMOUTH DALE

DALE SETTLEMENT – POPULATION 2,500

Wulfak the Red rules the Southern Dales from an old keep overlooking in Spearsmouth Dale. At one time the keep was the demesne of a vampire lord, and townsfolk still tell tales of the hero who liberated them from the undead menace. Most yearn for a new hero to arrive and free them from the tyrannical rule of Wulfak and his thugs.

YESHELMAAR

TRADE TOWN – POPULATION 2000

Yeshelmaar is an ancient wood elf stronghold, exquisitely carved into a great rocky tor. Its many ivy-covered spires rise beside the clear, cold lake of Alumathor. Gloriously arching walkways connect the tallest spires and winding stone staircases seem to flow naturally from the surrounding stone. A settlement of some two-thousand souls shelters beneath the fortress and in the nearby woods. The population is mostly human with smatterings of elves, half-elves, and volodni.

The fortress dates back to the age of the Empire of Narfell, when the elves of Lethyr sought safety within. The many wood elf villages which once surrounded this area are now mostly gone. A few small villages remain well hidden within the nearby forest.

A NEW POWER CENTER

For centuries Yeshelmaar was rarely used. Then, in the Year of the Unstrung Harp (1371 DR), the Nentyarch and the Circle of Leth sought shelter here after their expulsion from Dun-Tharos by the Rotting Man.



This location has served as the Nentyarch's seat of power ever since, and is an informal capital of the Great Dale, rivaling Uthmere's influence. Folk from the Dale occasionally arrive to ask for assistance or to seek guidance from the Nentyarch and their circle. The stone keep is usually manned by a dozen druids and twice as many Nentyar Hunters.

A small flat-topped earthmote continues to hover just above the lake's waters a few hundred feet from shore. The current Nentyarch can often be seen meditating atop this earthmote, particularly before important meetings with the Circle of Leth's first ring.

NEIGHBORING REGIONS

The Great Dale is surrounded by a number of dynamic lands that have had a great influence on the Dalesfolk.

EASTING REACH

The Easting Reach is the northeastern arm of the Sea of Fallen Stars. It separates Thesk and the Great Dale in the east from Impiltur in the west.

After the Spellplague, the Eastern Reach's waters dropped significantly, undermining many port towns. Only the city of Sarshel in Impiltur responded quickly enough to rebuild its port to access the new water levels. This caused much of the city to surge westward, creating New Sarshell.

With water levels now returning to pre-Spellplague depths, many of the cities around the Easting Reach are experiencing rejuvenated commerce as ships travel back and forth across its waters with renewed frequency.

Unfortunately, the renewed trade has also increased pirate activity along the Reach. To date, Impliltur's limited Royal Navy has been unable to make a significant impact on pirate predations.

FIRWARD MOUNTAINS

The Firward Mountains stand solemnly at the far northeastern edge of the Great Dale. The heavily forested mountains also touch the borders of Narfell, Ashanth, and Rashemen, but because they are sparsely populated, they have generally been left alone.

These mountains are home to vicious bands of bugbears, roughly organized into two tribes. The Horned Skulls have historically been the dominant group, occupying a pair of keeps dating back to the Narfell-Raumathar wars. A younger tribe, the Black

Bloods, have recently gained strength under the leadership of their charismatic leader, Spearclaw, who is said to lay claim to sorcerous powers of the ancient Raumathari.

A small clan of frost giants are believed to reside in the highest northern peaks. The northern foothills of Mount Nar hold many tribes of Taers, a savage humanoid race commonly found in the cold mountainous regions of north-eastern Faerûn..

A few shield dwarf clans still reside in ancient dwarven strongholds, while the deepest caverns of the Underdark are filled with demon trolls.

MOUNT NAR

By far the largest peak in the Firward Mountains is Mount Nar. It looms high above Bildoobaris, its upper slopes are perpetually covered by deep snow.

For countless years, Kryonar, a white wyrm dracolich, controlled Mount Nar. It was said to lair within the ruined fortress of Jastaath, one of the many petty kingdoms that were absorbed by the Empire of Narfell. Many still fear that Kryonar will one day descend from the mountain to unleash its fury.

What most do not know is that Kryonar was defeated by an ex-Red Wizard, Branimern Rythil (see Chapter 10). She led a force of fiends and twisted fey to claim the ancient Nar stronghold. She is building a stronghold among Jastaath's ruins and is continuing her research into demonbinding and augmenting her powers with the infusion of demonic might. She has visions of carving a new kingdom in Narfell, and claiming eastern Faerûn beneath her growing might.

GIANTSPIRE MOUNTAINS

The tall, snow-covered peaks of the Giantspire Mountains rise from the northern edge of Dunwood and form a barrier between the lands of Damara and Narfell.

Few humans are found in this mountain range. It gets its name from several resident giant clans, particularly in its northern reaches. Ogres, hill giants, stone giants, and even some evil cloud giants can be found across this region.

GOBLIN TRIBES

More numerous than giants, however, are the tribes of goblinoids. Bugbears and hobgoblins control much of the Giantspires. The Blackwolf bugbear clan once held much of the southern end of the Giantspires but is now primarily found in northern Dunwood, having aligned with worgs that rule the wood's northern extent.

Razorheart hobgoblins were the ones who drove the Blackwolf tribe out of the mountains. They were once led by the powerful succubus, Soneillon, but she is now gone, banished back to the Abyss. Taking her place is the charismatic hobgoblin queen, Maaqua, who has inherited powerful magic items



the succubus left behind. If Maaqua can organize the remaining tribes of the Giantspires, the lands to the south could be in grave danger.

NEW DANGERS FROM BELOW

Recently, some tribes of hobgoblins have come into conflict with duergar who have come to the surface, fleeing their Underdark homes. What or who has driven the duergar to the surface is unclear.

IMPILTUR

Impiltur lies on the western shore of the Easting Reach and touches the Great Dale in the north by Dunwood. This land has existed as a nation for over a thousand years with many of its people settling the lands of Thesk and the Great Dale since its founding.

With waters of the Easting Reach returning to pre-Spellplague levels, the seafaring nation is again on the rise. Merchants from Implitur regularly cross the Easting's waters to trade with the Great Dale and Thesk. This increase in trade has also attracted pirates. Thus far Implitur's Royal Navy has had little success stopping this piracy.

KINGLESS MONARCHY

Although Impiltur is officially a kingdom, it has been without its monarch for over 100 years. Implitur's heir, Lord Delimbrar, fled the realm in fear for his life after the death of the previous king. He and his descendants have lived in secret outside of Impiltur hoping to return from exile when the time was right. During this time the Impiltur has been ruled by a council of the most powerful nobles and merchant leaders.

The common people look with hope to a future where the king returns, but it is doubtful such an occurrence will come easily. The current council aggressively resists any attempt to remove them from power. Although the council is divided, with its members constantly scheming amongst one another, the return of the king might be enough to get them to work together to eliminate the threat to their continued rule.

HOLY WARRIORS

Impiltur has been protected by warriors of faith and conviction since the nation's inception. The legendary paladin Sarshel led a crusade against demons in



Impiltur nearly eight centuries ago and became the first paladin-king to rule the land. To this day the paladins continue their struggle against fiends that still infest the countryside.

Recently, paladins led a purge of the demon-worshipping cult known as the Fellowship of Tharos. This cult had nearly gained control of Impiltur, having infiltrated its ruling council. The Fellowship is now in disarray, but rumors still swirl that remnants of this group continue to craft their twisted plans while hiding in the underbelly of Impiltur's cities.

ILMWATCH

FORTRESS CITY – POPULATION 6,000

The fortress city of Ilmwatch has for a long time been the northern watchpost of Impiltur. Though not a favored port for most merchants, it is an important trade point within the Dale as merchants regularly travel to Uthmere from here. Impiltur's Royal Navy also frequents the ports in their quest to stamp out piracy within the Easting Reach.

NEW SARSHEL

PORT CITY – POPULATION 30,000

New Sarshel was one of the few cities around the Easting Reach able to adjust quickly to the dropping sea levels after the Spellplague. They did this by extending the city outwards towards the new shoreline and built the docks needed to access the receding waters.

Now that the Reach's waters have nearly returned to pre-Spellplague levels, the city is struggling to adjust to the rising waters. In many places, entire buildings and neighborhoods have been lost to the waves, while in others areas an extensive use of magic has kept some structures functional even at high tide. Water taxis are now a common sight in the "drowned" city, while the older sections of Sarshel are rejuevanating as much of the population shifts away from the sea.

Despite having lost some of its council members to the purge of the old Brotherhood of Tharos, New Sarshel still has a great influence on Impiltur's Grand Council. Rumors persist that the Brotherhood continues to fester within the city and that the council may again be infiltrated by this evil cult.

TIMBERTOWN CAMPAIGN SETTING

Timbertown is a small but growing Implituran frontier town at the northern extent of the Easting Reach. This location is detailed in R P Davis' "*Timbertown*" also available on the DM's Guild.

NARFELL

Narfell is a cold place north of Dunwood, stretching from the Giantspire Mountains east to Lake Ashane and northern Rashemen. The land is home to the Nars, horse-riding barbarian tribes that roam the grasslands hunting reindeer and wild oxen.

The Nars are descendants of the once-mighty Empire of Narfell that ruled eastern Faerûn thousands of years ago. The ancient empire wielded powerful magics and marshalled terrible fiendish armies. Eventually the empire was destroyed in its battle with Raumathar. The effects of this devastation can still be found in ruins that dot the land. Powerful magical secrets remain hidden in these ruins protected by ancient evils summoned by Narfell's demonbinders.

BILDOOBARIS

TRADEMEET – POPULATION (SUMMER 30,000)

For a short tenday in mid-summer, a grassy plain in the shadow of Mount Nar transforms into a vast gathering of 30,000 Nars. They arrive for the sacred festival of Bildoobaris, where the fierce Nar tribesfolk put aside their rivalries and spend the festival trading, arranging marriages, and, above all, feasting with their fellows.



RASHEMEN

To the east of the Great Dale lies Rashemen. It is a cold and rugged land with strong ties to nature and spirits of the land, and inhabited by the Rashemi, a race of humans known for their wild berserkers and witch spellcasters.

THE IRON LORD

The Huhron, or Iron Lord, presides over the land. He is a powerful warrior who oversees the fyrra (“lord” or “warleader”) of each village.

The Rashemi revere their berserker warriors who take great advantage from mobility and stealth. They are not tactically disciplined, however, favoring fierce mass attacks that are designed to rapidly overwhelm unprepared enemy units.

WYCHLAREN

As significant as their warrior culture is, the true leaders in Rashemen are the Wychlaran. This order of female magic users, more commonly referred to as the Witches of Rashemen, are the ones who actually rule the land. They choose each Iron Lord to oversee Rashemen, but they can also remove him from power as they see fit.

The Wychlaran (“old wise woman”) are highly respected. All children are tested at an early age for magical gifts, and those with talent are sent for training in hopes they may become new Hathrans, the leaders of the Wychlaran.

Only the female spellcasters can become Wychlaran. While within Rashemen, the witches always cover their faces with masks and are believed to commune with the spirits of the land.

Male spellcasters must join the Old Ones, who are limited to teaching children about magic, or crafting magical items for use by others. Males who cast magic publicly are either executed for heresy or exiled from Rashemen forever.

EXTERNAL RELATIONS

The country is typically inward looking and highly defensive. In general they distrust foreigners, having had to repel a series of invasion attempts over the centuries.

The land has few exports, known primarily for sjorl, a heavy smokey cheese, and jhuuld, an incredibly strong drink that at full effect can enhance a warriors will to fight (see Chapter 5).



ASHANATH

WILDERNESS (PLAIN) - UNPOPULATED

Just south of the Firward Mountains, between the Cold Road and Lake Ashane, lies the fertile plain of Ashanth. The land remains empty of settlements despite its fine soil due to the frequent storms and tornadoes that ravage it throughout the summer. Some scholars have suggested the destructive weather is the consequence of Red Wizards using weather-controlling magic in the lands to the south.

Druids from Thesk have enchanted a series of giant stones on the western side of Ashanth to provide them with advanced warning of impending storms threatening the lands farther east.

SHANDAULAR – CITY OF WEeping GHOSTS

ANCIENT CITY RUIN

Shandaular was the ancient capital of Ashanth, a petty Nar kingdom destroyed by the Nenyarch of the Narfell Empire in -946 DR. This was the final step in securing all the Nar tribes beneath the Nentyarch’s rule.

Ruins are still filled with restless undead. Some scholars claim the spirit of Arkaius, the leader of the Shandaular, who sacrificed himself to save his nation still lies beneath the ruins of the destroyed city.

THAY

Far to the south and east of the Great Dale, past the realm of Thesk, lies Thay. It is a harsh and broken land that greatly suffered during the Spellplague. Its land heaved upward and volcanoes spewed smoke and ash to cover its many-tiered plateau.

For centuries now, the Red Wizards have controlled this land with an iron grip. It is a realm of hardship, where slaves are common and a typical villager's only option is to serve the Red Wizards. This magocracy is tightly controlled by a group of undead zulkirs who in turn answer to the powerful lich Szass Tam. The zulkirs delegate much of the administration to regional tharchions and bureaucrats, leaving the undead mages to their arcane studies.

The Red Wizards are generally viewed with distrust, particularly by their neighbors, who have had to rebuff numerous invasions from Thay.

RECENT EVENTS

For the past century Thay has taken a more peaceful stance. The Red Wizards have opened enclaves in neighboring realms, where they sell magic items to eager customers.

However, this may be changing. Thay has begun fortifying its cities that border on Thesk and Aglarond, including Nethjet, Nethentir, Surcross, and Undumor. The neighboring nations worry that the Red Wizards years of quiet have come to an end and they may be on a path of conquest again.



THESK

Thesk lies just south of the Forest of Lethyr, while touching Rashemen and Thay to the east, Aglarond to the south, and the Easting Reach to the west.

THE GOLDEN WAY

Most people of Faerûn know Thesk as the gateway to the distant east. Much of the land's population is clustered around the Golden Way, the storied road that connects Faerûn with Shou Lung and the lands of Kara-Tur.

TRADE AND TOLERANCE

Modern Thesk is a land built by trade. Merchants have grown wealthy by trading goods from other lands. Trade has also helped to make the Theskians more tolerant of diverse customs and foreigners than other places in Faerûn. Even orcs are welcomed into Theskian society as a result of their contribution to protecting the land from the Tuigan horde over 150 years ago.

OLIGARCHS, CRIMINALS AND GANGS

Officially, Thesk is a confederation of city states. Each city is run by a council of wealthy oligarchs, with the most powerful of these forming the governing Council of Thesk. The council is lead by a Suzrain, the current being Vunmal Murn. She is a female orc who has survived in the position for a remarkably long time, possibly because she has played the middle ground between various merchant and noble factions within the land.

However, the Council is effectively controlled by the Shadowmasters of Telflamm. This powerful criminal organization secretly directs most of the decisions made by the council. In spite of this, the Shadowmasters are in a protracted struggle with Shou criminal gangs, particularly in the eastern half of Thesk. There, criminal gangs such as the Nine Golden Swords and the Black Dragons struggle for control of each city's illicit activities with the Shadowmasters.

TELFLAMM

PORT CITY – 40,000

Although the Council of Thesk does not recognize a capital for this merchant-focused nation, Telflamm is seen by most as the center of its power.

The city's merchants' council took control of the city after Wendren Belindre, the last of the merchant prince's line, died a decade after the Spellplague. His death appeared natural, though many in Thesk secretly whisper otherwise.

Shadowmasters are the true masters of Telflamm. Here they dominate most of what happens in the city. The Shou criminal gangs have little influence at present though they eagerly seek ways to cut into the Shadowmasters's control.



CHAPTER 8 – HISTORICAL OVERVIEW

This land has suffered more bloodshed and destruction at the hands of fiends than any should bear. One day we shall rid this land of the wickedness that taints its bones.

Melinde the Just, Paladin of Tyr and Triadic Knight

AGE OF THE CROWN WARS

Little written knowledge exists of the events that transpired in the Great Dale before the elvish Crown Wars that started around -12,000 DR.

NARATHMAULT

The first acknowledged scholarly article referencing the history of the Great Dale relates to a clan of Sethomiir dark elves arriving in Riildath around the year of -10,400 DR. Riildath was the name of the singular large forest that would eventually be split into Dunwood and the Forest of Lethyr.

Records found in Candlekeep suggest that the balor Wendonai led these dark elves to a place of great evil. The elves dug a fortress beneath the earth and named it Narathmault, “the Dark Pit.” Thousands of years later this site would become Dun-Tharos, the capital of the Narfell empire.

The dark elves of Narathmault worked terrible magics at this site, summoning a host of fiendish servants. The elves grew in power for four centuries until the fall of the drow, when the Seldarine transformed all dark elves into the drow. The transformation also caused the dark elves’ fiendish bindings to fail, unleashing all manner of devils and demons from their bondage. These new drow fled the fiendish assault to ultimately find shelter in caverns beneath what is now the plateau of Thay.

Two and a half centuries later (approximately -9,750 DR), the Riildath was settled by elves from Shantel Othreier. They consisted of both moon and gold elves who fled persecution in the Vyshantaar Empire. The arriving elves created the Realm of Lethyr, and set to the task of purging the lands of the evils that had been unleashed from Narathmault centuries before.

CARVING THE GREAT DALE

After the founding of Lethyr, few records exist of the elvish nation’s exploits until many centuries later. The Master’s Library of Denir speaks of great magics being performed in Lethyr to hinder the advance of the Great Glacier around -2465 DR. The Realm of Lethyr was saved by these great magics, though the Riildath was cut in two by the advancing ice. This formed the Forest of Lethyr and Rawlinswood (later to be known as Dunwood). The retreating ice carved out a wide treeless plain—the Great Dale. The land has remained unforested ever since.

This great feat of magic has largely been forgotten by most save a few learned sages. The Dalesfolk have dozens of folktales to explain their treeless plain. Some of these tales include:

- *Sahundakul and Silvanus bickered over who would rule the land, only to be shamed when Auril, the Cold Goddess, claimed it all for herself.*
- *A child of Tiamat, a terrible wyrm of incredible size, came from the far east and burned a path through the forests that covered the Dale. It flew from Rashemen to the waters of the Easting Reach and then disappeared forever into the west.*



- *Tempus, the god of battle, grew angry at an impish fey creature who had insulted him. The folk tales are inconsistent on the identity of the fey creature. Some claim it was one of the elvish gods making a point, highlighting the foolery of mortals and their gods, while others describe the fey creature as a pixie out to have some fun.*

Regardless of the fey's identity in the story, they always ignored Tempus' demands and fled to the forest, taunting the war god for its foolishness. Tempus charged after the fey creature with a mighty axe and cut down every tree that blocked his path. He continued in his rage until only the sea remained before him and the fey creature was nowhere to be found.

AGE OF HUMANITY

The Age of Humanity refers to an age that started around -3,000 DR when ancient elvish and dwarvish kingdoms began to decline. Humanity arose around this time and began to be the primary drivers for many events in the Realms.

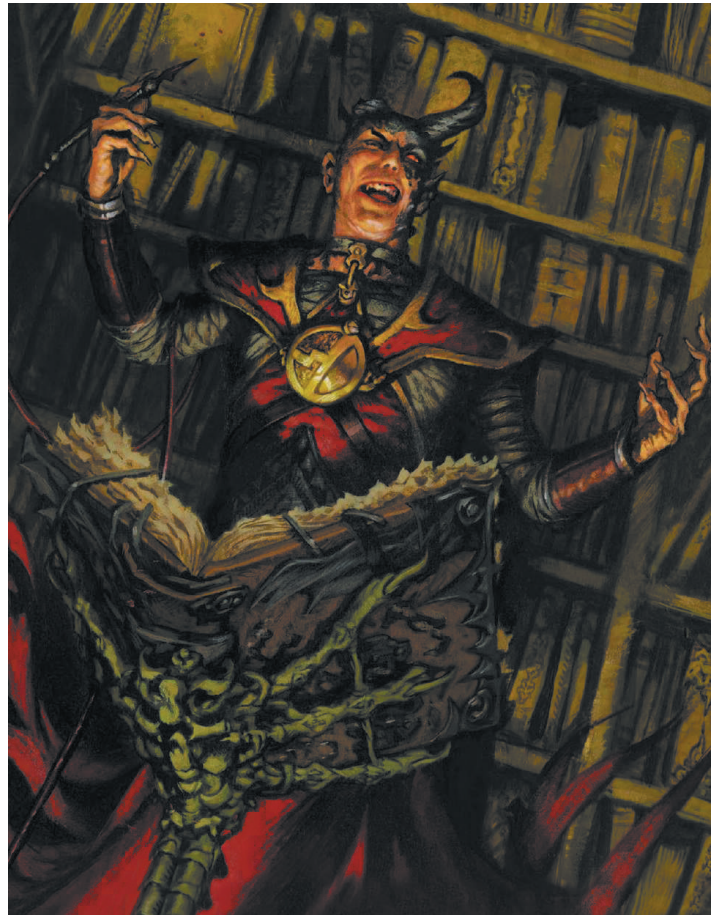
RISE OF NARFELL

The glacier that carved out the Great Dale also forced tribes of humans and hobgoblins from the north. These peoples fought over the forested lands of the Dale for countless years. Finally, in -1,020 DR the elves of Lethyr retreated to the southern woodlands, leaving the northern forest to the human Nar tribes.

A short five years later (-1,015 DR) the Nar chieftain, Tharos, arrived at the ruins of Narathmault. His people settled around the ancient site that had been created by the dark elves. It didn't take long for the Nar tribes to discover fiendish rituals and dark knowledge hidden within the elvish ruins.

The Nars became experts in treating with all manner of fiends. Historically the Nars were called "demonbinders," but in truth the Nars bound both demons and devils using the fell magics uncovered within the depths of Narathmault. Such was the temptation of this fiendish power that the Nars abandoned their old gods and dedicated themselves to all manner of fiends, chief among which was Orcus.

Upon the death of Tharos, his son Thargaun took control of the tribe. He was driven by a lust for power, and soon took the title of Nentyarch, claiming rule over all the Nar tribes. He pursued a relentless campaign to subjugate all of the Nar beneath his rule.



Orcus's whisperings allowed the Nentyarch to fashion the legendary Crown of Narfell in -970 DR. He constructed a magnificent fortress atop Narathmault's ruin and set it as the capital of his growing empire, calling it Dun-Tharos.

Twenty-four years later, the Nentyarch's war of conquest ended with the destruction of Shandaular—the capital of the last Nar kingdom that refused to bend to the Nentyarch's rule. To this day, the city's ruins are said to be haunted by the ghosts of those who stayed behind so that the rest of the city could escape.

THE EMPIRE'S EXPANSION

With all of the Nar tribes unified, the ruling Nentyarch increased the empire's fiendishly-infused might and spread its reach across eastern Faerûn. The Narfell Empire extended from Lake Ashane in the east to the Earthspur Mountains in the west. The empire touched the Great Glacier in the north and controlled portions of the plateau of Thay to the south. In its time, it was an empire to be feared.

In the Year of Clipped Wings (-623 DR), Narfell took to the sea in a mighty fleet of ships. They drove south across the Alamber Sea against the rich lands

of Mulhorand and Unther. However, a surprise attack by the growing empire of Raumathar (what is now Rashemen) in the northeast ultimately led to the end of any further conquest to the south.

THE GREAT CONFLAGRATION

Ultimately the conflict between Narfell and Raumathar that destroyed both empires.

Narfell, having overextended itself in its southern push, was suddenly forced to increase its dependence on fiendish aid to defend against the unexpected Raumathari attack. Entire legions of demons were summoned to march alongside Nar armies to defend Narfell from their foes to the east.

The two empires were in a state of war for hundreds of years, with the battles ever escalating as the years progressed.

The beginning of the end was the Year of the Stone Giant (-160 DR), wherein the Narfelli Demonbinders summoned forth the demonlord Eltab, Lord of the Hidden Layer. Eltab drove armies of Nars and fiendish servants into the lands of present day Rashemen.

Meanwhile, the Rauthmari called forth an avatar of Kossuth, the god of elemental fire. This rapid escalation ended with the Great Conflagration, during which Kossuth unleashed his blaze upon both the Narfell enemies and the Raumathmari who dared to summon him. His divine fires burned for a decade after the fighting had ceased.

Both Narfell and Raumathar were destroyed with few places surviving the destruction.



AFTER THE WARS

The legacy of the great battles between Narfell and Raumathar remain to this day.

To the east, the people of Rashemen continued to suffer because of the pacts made by the Nar demonbinders. For nearly eighty years the demon lord Eltab enjoyed its rule over the lands of Rashemen.

It was during this time that Raumvari witches organized to keep alive the magical legacy of the Raumathar Empire, creating the elite sisterhood commonly known as the Witches of Rashemen.

Also during this time the Rus, a human tribe from Illuskan, appeared at the edge of Lake Ashane, deposited there by a magical portal.

It wasn't until the Year of the Leather Shields (-75 DR), that Rashemi, Rus, and Raumviran witches collectively defeated the Demon Lord Eltab to free the land of its demonic rule.

In the Great Dale, fiends run amok once again, having been unleashed upon the land by the Empire of Narfell. Most of the elves that once filled its forests have long since fled to safer lands, leaving only a few small tribes of hardy wood elves standing fast in the great wood.

The volodni race was created as a direct result of the fall of Narfell. A tribe of Nars desperately sought shelter in the ancient southern forests, hoping for refuge from the hordes of demons unleashed with the fall of Narfell. They were confronted by a great sylvan power, the identity of which remains a mystery. The tribe would be allowed refuge within the ancient forest but only if they rejected their demon-summoning past, and consented to become part of the woods themselves. They readily agreed and were transformed into the human-like race of treefolk.

UNTAMED LANDS

The Lands of the Great Dale were a wild, untamed land besieged by demons for centuries. Little of significance is recorded until the founding of Uthmere in the Year of the Lyre (543 DR). Lord Uthmere, a renowned sea captain, decided the site would be the perfect starting point for a new route to Kara-Tur. His rule created a hereditary monarchy that tenuously ruled the Great Dale for hundreds of years.

Lord Uthmere began construction of the Great Road, which was ultimately finished under his grandson's rule.

Although Lord Uthmere dreamt of carving a mighty nation within the Great Dale, civilization did not blossom in this cold land. The Great Road running through the Dale never caught on as a major trade route. Most mercantile traffic used the more successful Golden Way in the lands to the south instead.

By the Year of the Last Hunt (722 DR) the Circle of Leth had grown to be a powerful force in the Dale. This group consisted of druids and rangers who defended the Dale from all evils. The Great Druid of Leth began to be referred to as the Nentyarch, as a symbol of the druid order's dominion over the ancient lands of Narfell. The Nentyarch raised a mighty citadel built from living trees atop the cursed ruins of Dun-Tharos. The Circle of Leth governed much of the Great Dale from this seat of power until the late 1300s DR.

THE TRIAD CRUSADE

It is possible that the druid's act of defiance in claiming Dun-Tharos for themselves may have incited the Scaled Horde to action. A host of demons broke out from the western edges of Rawlinswood (now Dunwood). The Scaled Horde swept around the western side of the Easting Reach and took control of Impiltur in the year of the Dowager Lady (726 DR).

In response, The Triad Crusade began in the Year of Twisted Horn (729 DR). Holy orders of knights following Tyr, Torm, and Illmater landed on the coast of Impiltur and pledged to cleanse the land of its

demonic taint. The troops included a few veterans who had survived the Weeping War in Myth Drannor. The crusade ended two years later, in the Year of Visions (731 DR), when the legendary paladin Sarshel Elethlim defeated the balor Ndulu in the depths of the Citadel of Conjurers. Sarshel shattered the Crown of Narfell and banished Ndulu back to the Abyss.

A year later, Sarshell was crowned King of Impiltur, wearing the reforged and newly consecrated Crown of Narfell.

NEW ARRIVALS

Starting in the 800s DR, waves of Impilturan settlers arrived in the Great Dale and began settling throughout the Dale.

The Year of the Empty Throne (850 DR) saw King Beldred of Impiltur lead a campaign to drive out demons that remained hidden within Rawlinswood after the crusades of the previous century.

The Year of Twelve Teeth (888 DR) saw the sorcerer Clymph raise his demon-built tower in the eastern end of Rawlinswood. He crafted a sister fortification called Tower Threespires in the Year of the Burning Tree (890 DR), but soon fell victim to the demons he had summoned within.

In the Year of the Turning Wheel (937 DR) the nation of Thesk was founded in large part due to the success of the Golden Way. This trade route blossomed with trade between Faerûn and Kara-Tur in the distant east. The cities that sprang up along this trade route banded together to become Thesk.

THE PRESENT AGE

The Great Glacier that created the Great Dale long ago continued its retreat from the northern reaches of present-day Narfell. This prompted another wave of migrants to the Great Dale from Impiltur and Thesk in the Year of Spreading Spring (1038 DR).

The Year of Dawndance (1095 DR) saw the reunification of Impiltur in order to push back a hobgoblin army that attacked from the Giantspire Mountains in the north. Imphras Heltharn of Lyrabar led the city states against this threat. Two short years later, in the Year of the Gleaming Crown (1097 DR), Imphras was crowned King of Impiltur and founded a dynasty that would rule the nation for centuries.

For the most part, the Great Dale was left alone for hundreds of years. One strange tale comes from the Year of the Defiant Keep (1244 DR), telling of a lord from Impiltur who ignored the advice of the



local Dalesfolk. The lord crafted a stone keep near the ancient Great Barrow that lies a few day's ride east of Uthmere along the Great Road. Shortly after construction was completed, the fortification was discovered empty. All of the keep's servants, guards, the lord, and his family had vanished, never to be heard from again.

The trade meet of Bezentil was founded in the Year of the Wanderer (1338 DR), when the Windblown Goat was built near ancient stone markers that still silently stand along the Great Road.

Then in the Year of the Serpent (1359 DR), a wave of refugees fleeing the Tuigan horde arrived in the Great Dale. Most settled in and around Uthmere, though a hardy few built new farmsteads in the windswept Dale.

THE ROTTING MAN

In the Year of the Helm (1362 DR) a figure called The Rotting Man arrived in Rawlinswood. He was a half-fiend Chosen of Talona, and wielded remarkable powers of blight and decay. He used his abilities to corrupt numerous druids and create the first blightlords, who in turn corrupted large numbers of volodni and treants of Rawlinswood.

Over the course of a decade, the Rotting Man grew his blightspawn into a mighty force. In the Year of the Unstrung Harp (1371 DR), he unleashed his corrupted troops against Dun-Tharos, forcing the Nentyarch and his druid circle to flee their wooded stronghold above the ancient city. The Rotting Man spread his wave of corruption through the once-proud treed fortress, creating a rotting bulk over top of the ancient capital of the Narfell Empire.

The Rotting Man then worked his way through the ancient ruins on a quest for even greater power. In the Year of the Rogue Dragon (1373 DR) he attempted to enact a powerful ritual to empower an abomination with divine blood but failed. A follower of the archfey unicorn god Lurue disrupted the Rotting Man's exploits, ruining his evil plans. A terrible side effect of this failure was that hordes of demons that had lain slumbering beneath the ancient ruin were unleashed from the depths of Dun-Tharos. The demons spread throughout the surrounding forest, and the Rotting Man eventually fell to this onslaught.

THE CIRCLE OF LETH

After the attack of the Rotting Man, the Circle of Leth fled south to Yeshelmaar. There in an ancient elven stronghold, the Nentyarch set up his seat in exile, and to this day governs much of the Dale from Yeshelmaar. The Circle of Leth continues to wage its battle against the fiends that still infect the lands. They hope to one day reclaim the northern forests from the lasting legacy of the ancient Empire of Narfell.



THE FALL OF UTHMERE

Throughout the 1300s DR the city of Uthmere continued to grow. This good fortune began to change with the Year of the Starving (1381 DR). Northern Faerûn was affected by unseasonable cold, with the Great Dale and surrounding regions hit particularly hard. Thesk endured significant food shortages, and many Shou communities dispersed across western Faerûn because of the famine.

Next, the Year of Blue Fire (1385 DR) heralded a massive upheaval across the realms. In Uthmere, all of Lord Uthlain's councillors succumbed to the effects of the Spellplague that washed across Faerûn. A series of terrible earthquakes soon followed. Hundreds in the city died, including Lord Uthlain himself, as buildings crumbled beneath the shaking.

Finally, in the Year of the Halfling's Lament (1386 DR), the waters of the Easting Reach receded, following a massive draining in the Sea of Fallen Stars. This devastated Uthmere's remaining economy as its docks were landlocked, preventing merchant ships from landing at the city.

Over the course of the next ten years the city's population departed, with many survivors fleeing to Impiltur. The task of governing the city fell to the remaining clergy. The Temple of the Just, a temple to Tyr, became the default authority for the settlement.

By the time the Spellplague ended in the Year of the Silent Death (1395 DR), Uthmere was a shadow of its former self. The once-bustling city was reduced to a walled trading post supporting perhaps 500 souls.

THE CURRENT CENTURY

With the turn of the century, the Great Dale continued to suffer the depredations of fiends infesting Rawlinswood, though now most dalesfolk took to calling it Dunswood for its association with the accursed Dun-Tharos.

In the Year of the Sceptered One (1404 DR), Lord Abraer Thellblade and his band of heroes traveled to Mettledale hoping to free it of its tyrannical wizard, Vosthor. Vosthor and his band of brigands survived the attack, killing Abraer and his companions. Vosthor took control of both Mettledale and Spearmouth Dale.

In the Year of Staves Arcane (1415 DR), Vosthor, fearing death, made a pact with the Demon Lord Orcus. Vosthor retreated from public view, handing most affairs to his bugbear lieutenant, Skrikkt. The powerful bugbear soon formed alliances with the



Shadowmasters of Telflamm and solidified his control of both Mettledale and Spersmouth Dale.

In the Year of the Silent Tear (1439 DR), demons overran Noonym's Hold. All of the inhabitants were brutally slaughtered. Folks of the Great Dale now avoid the location for fear it is haunted.

In the Year of the Fallen Tower (1447 DR), the village of Solin threw back a large host of demons, possibly the same group that laid waste to Eastwatch earlier in the year. The town guards of Solin were thereafter known as the Dunwatch.

During the Year of Mages in Amber (1466 DR), Branimern Rythil defeated Kryonar the white wyrm dracolich on Mount Nar. Branimern was formerly a Red Wizard who had gathered a force of fiends and corrupted fey under her control. She looked to further her knowledge of demonbinding and envisioned ruling an empire in the image of ancient Narfell.

In the Year of the Second Circle (1470 DR), the ruling Nentyarch unexpectedly died. For the first time in hundreds of years, the druids of the First Ring elevated a wood elf to be the new Nentyarch.

In the Year of the Ageless One (1479 DR), a group of wood elves left the Circle of Leth, disappointed that the new elven Nentyarch would not agreed to their elf-centric demands. This group of elves joined forces

with Eldreth Veluuthra, an elvish cult aimed at the removal of all humans from Faerûn.

During the Year of Awakened Sleepers (1484 DR), the Eldreth Veluuthra managed to bring Lossarwyn the Ice Lich from his confines in The Dire Wood using demon cysts found in the Great Dale. Lossarwyn began to instruct the Eldreth Veluuthra to search for all knowledge related to the Rotting Man from a century ago, in hopes of unleashing a plague upon the humans of Faerûn.

The waters of the Easting Reach rose following the incessant rains that ended in the Year of the Nether Mountain Scrolls (1486 DR). In Uthmere, the waters are still below their pre-Spellplague depths, but deep enough that enterprising merchants in Impiltur see an opportunity to grow again the trade village.

The incessant rains caused the Dalestream to flood. Portions of Uthmere were washed away uncovering previously unknown passages beneath the city. Clerics from the temple of Tyr fought back waves of strange creatures that emerged from passages below. Once the flood waters subsided, the entrances to the underground are blocked, though the extent of the mysterious passages below Uthmere is still unknown.

The following year, the Year of Rune Lords Triumphant (1487 DR), saw the arrival of Lord Berold, claiming to be a descendant of Lord Uthlain, who died in the earthquakes a century prior. Lord Berold quickly asserts control of Uthmere and began rebuilding the ruined palace. Laborers from Thesk and Impiltur were brought in to construct new docks. In a few months, Uthmere transformed into a booming frontier town. Many enterprising individuals arrived from eastern Faerûn seeking their fortunes.

The following winter that rans into the Year of Dwarvenkind Reborn (1488 DR) is particularly harsh. Scores of new settlers ill-prepared for the harshness of the Great Dale died of the frigid cold.

In the Year of the Warrior Princess (1489 DR), new Implituran settlers south of Lethgate inadvertently started a forest fire while clearing farmland. The Circle of Leth arrived to stop the fire. Tensions became strained between the druids and new settlers in the Great Dale.



CHAPTER 9 - FACTIONS

ORGANIZATIONS

Even though the Great Dale is sparsely populated when compared with other regions of Faerûn, it supports many influential organizations that characters in the Dale may interact with.

CIRCLE OF LETH

The Circle of Leth is a druidic circle based in the Forest of Lethyr. It is arguably one of the most powerful orders of druids in all of Faerûn, and is overseen by the Nentyarch, an archdruid of remarkable power.

FOUNDING

The founding of the circle occurred sometime in the 700s DR. In the Year of the Last Hunt (722 DR), the Great Druid of Leth first called themselves the “Nentyarch,” claiming an ancient title used by the rulers of Narfell. This new Nentyarch raised a mighty tree fortress atop the fiend-cursed ruins of Dun-Tharos, symbolically claiming stewardship over the ancient lands of Narfell.

For centuries the Circle battled against the fiends that infest the lands surrounding the Dale. The Circle grew to be revered by the Dalesfolk and are seen as the de facto rulers of the land, which has caused tension with Uthmere, whose nobility view themselves as the rightful rulers.

ORGANIZATION

Recently a wood elf was elevated to the position of Nentyarch (see Chapter 10) after the unexpected death of their predecessor. This is the first time an elf has held the position since the group’s founding.

The Nentyarch is advised by the First Ring, which consists of five high druids. This First Ring then mentors and directs the Second Ring of nine druid masters. The Second Ring directs most of the activities of the Circle of Leth throughout the wider Dale. The Third Ring is the most numerous,

comprised of lesser druids, initiates, and novices who work as directed by druids above them.

Associated closely with the Circle of Leth are the Nentyar Hunters. They are individuals skilled in scouting and woodcraft, and are the active combatants of the Circle during times of war. Many are skilled rangers who regularly scout the dangerous Dunwood and surrounding lands.

EXTERNAL RELATIONS

The Circle maintains relations with a few external groups. They often communicate with the Emerald Enclave but consider themselves independent of that organization. The circle regularly communes with the half-elves of Aglarond, and exchange talented individuals to train with their counterparts outside of Lethyr.

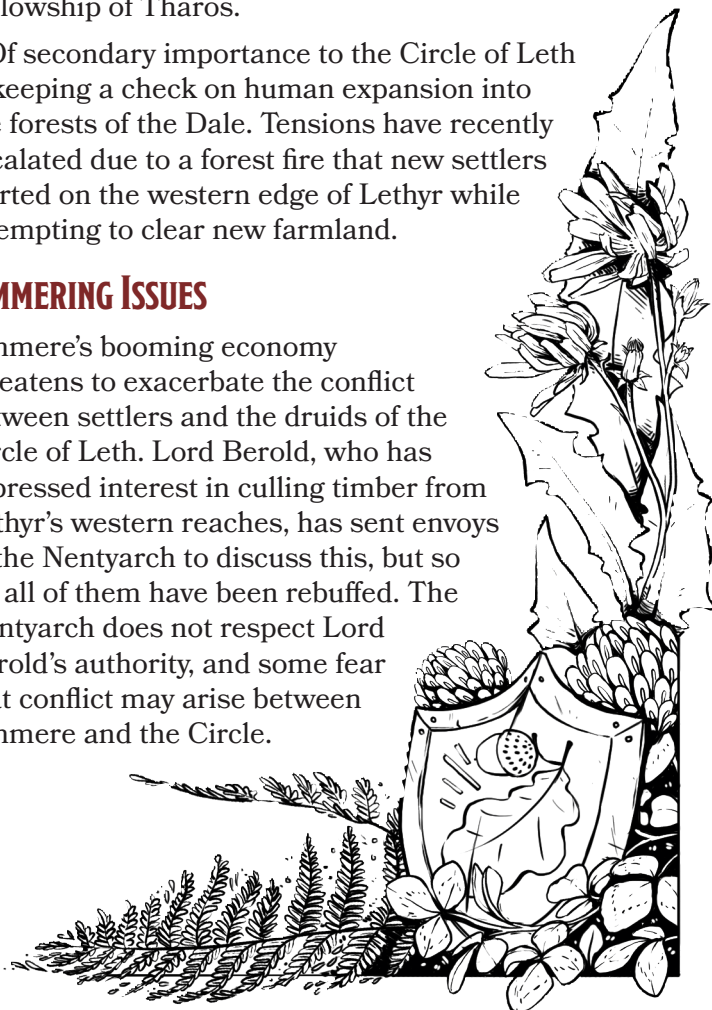
ORGANIZATIONAL OBJECTIVES

At present, the Circle’s primary focus continues to be the eradication of fiends from Dunwood and Lethyr. Troubling reports of a group calling itself the Fellowship of Tharos have been brought to the attention of the Circle. They rightly fear that nothing good can come of a group delving into the fiendish secrets left from the Narfell Empire. They are strongly allied with the Order of the Triad against the Fellowship of Tharos.

Of secondary importance to the Circle of Leth is keeping a check on human expansion into the forests of the Dale. Tensions have recently escalated due to a forest fire that new settlers started on the western edge of Lethyr while attempting to clear new farmland.

SIMMERING ISSUES

Uthmere’s booming economy threatens to exacerbate the conflict between settlers and the druids of the Circle of Leth. Lord Berold, who has expressed interest in culling timber from Lethyr’s western reaches, has sent envoys to the Nentyarch to discuss this, but so far all of them have been rebuffed. The Nentyarch does not respect Lord Berold’s authority, and some fear that conflict may arise between Uthmere and the Circle.



FELLOWSHIP OF THAROS

Newly arrived to the Dale is a loosely organized collection of cultists who are eager to delve into the secrets of Dun-Tharos. They hope to directly petition with the fiends that haunt the northern woods. The group splintered from the Fraternity of Tharos in Impiltur after recent purges killed many within the group. Power struggles among the surviving Fraternity members forced a few to flee to the Great Dale. These exiles are slowly building a network of like-minded individuals within Uthmere, the larger villages such as Lethgate, and Solin, and the trade hubs of Bezantil and Kront.

IN PURSUIT OF TERRIBLE SECRETS

Of particular interest to the group are the secrets of the Rotting Man — the powerful figure who, along with his blightlords, cast out the Nentyarch from Dun-Tharos over a century ago. The Fellowship seeks to combine the secrets of the blightlords with control of the fiendish forces within the Dale. If they succeed, they could be a terrible force that threatens not only the Great Dale, but neighboring regions as well.

EXTERNAL RELATIONS

The Fellowship is strongly opposed by the Circle of Leth and the Order of the Triad. The Grand Council of Impiltur has publicly condemned these cultists, but there are suspicions that the council may still be infiltrated by them. The Shadowmasters of Telflamm have cautiously reached out to the Fellowship, believing they may be a tool to be used to further their grip on crime in the region. It is believed that the Fellowship includes Red Wizards of Thay among their number.

GRAND COUNCIL OF IMPILTUR

The Nation of Impiltur has always played a significant role in the Great Dale. Impiltur's influence is on the rise with the return of the Sea of Fallen Stars to previous levels, thereby giving coastal cities access to the sea once more.



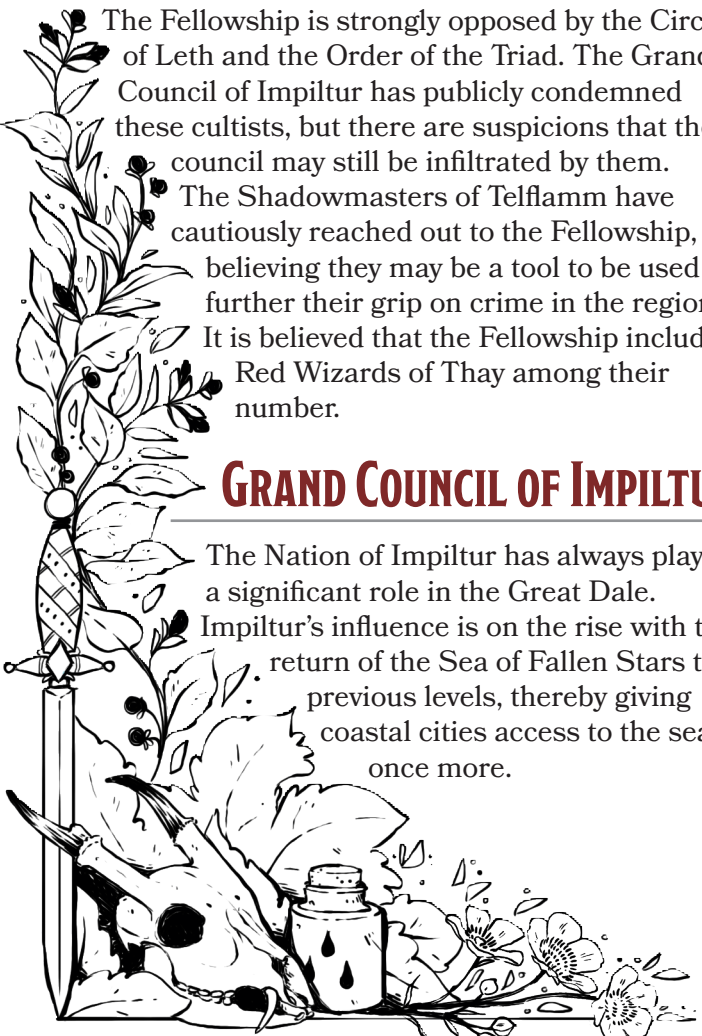
ABSENT KING

The nation continues to be run by a Grand Council, as it has since the fall of King Imbrar II in the Year of Blue Fire (1385 DR). The heir to the throne was the King's cousin, Delimbrar, who was spirited away for fear of his life. Threats and intrigue continued to threaten the royal line, and so Delimbrar and his descendants have remained in exile.

Rumors speak of Delimbrar's grandson claiming the title of King Imphras IV and leading a secretive government-in-exile. No coronation has yet occurred, and no sign of the absent royal line has been seen in Impiltur. Though the common folk are ever hopeful that a monarch will return and set things right, the current ruling council would not be welcoming. They enjoy their power and control, and would no doubt resist any attempts to restore the monarchy.

RICH AND POWERFUL

The Grand Council is comprised of powerful merchants and heads of noble families from various cities in Impiltur. Despite renewed merchant traffic to some of the depressed coastal cities, the council must still contend with a nation in disarray.



ONGOING THREATS

The Fraternity of Tharos, a demon-worshipping cult, recently suffered a major purge in Impiltur. However, the cult has not been destroyed and still schemes in secret. Some members of the Grand Council were culled during this purge. Whispers suggest that at least one council member is still secretly a part of the cult.

GROWTH OF UTHMERE

Ultimately however, the Council is interested in growing its power and increasing the gold in its coffers. They are focused on expanding their grip on mercantile trade. With the rejuvenation of shipping within the Easting Reach, they view the Great Dale as a vast frontier they can exploit.

A number of merchants on the council brought forth Lord Berold as having a claim to become Lord of Uthmere. They have provided him with plenty of funding to help revitalize Uthmere and expand their economic reach farther into the Great Dale. Although

some on the Council may question the veracity of Lord Berold's hereditary claim, they do so quietly as he provides a convenient means to gain control of the Great Dale.

To date, Lord Berold has had some success in rebuilding Uthmere. People from Impiltur and Thesk have started to arrive in Uthmere. This has swelled the town's population in the course of a few years. Unfortunately, it has also attracted less-savory groups, as evidenced by the Shadowmasters gaining a foothold in the town.

OBSTACLES

Lord Berold knows his growing city needs a steady flow of resources to continue its growth. He is stymied by the power of the Circle of Leth and their "over-protection" of the Dale's forests. He has attempted diplomatic forays with the Nentyarch, hoping to receive a blessing to increase logging in Lethyr, but so far, the enigmatic archdruid has not responded.

To compensate, Lord Berold has established stronger relations with Baron Ferrand of Timbertown. Regular logging barges now float down the Easting Reach to support the town's rebuilding efforts. So far, the Council is pleased with Lord Berold's results.

Some cynically suggest the push to settle the Great Dale is just a diversion tactic by the Grand Council to distract the populace from the continuing demonic problem in Impiltur. While there may be some truth to this, Lord Berold's success to date has quieted some of these claims.

SHADOWMASTERS

In the merchant-run land of Thesk, the ones who truly control what happens in the region are the Shadowmasters of Telflamm. This Telflamm thieves' guild directs the Merchants' Council in the de facto capital of Thesk. Guild members are servants of Shar, using the powers of shadow to great effect. There is some tension with the followers of Mask but for now the guild appears firmly entrenched in the worship of the Dark Lady.

ORGANIZATION'S REACH

The Shadowmasters have a long reach, controlling illicit activities in Thesk and throughout the nations bordering the eastern end of the Sea of Fallen Stars.

Despite their geographic reach, the Shadowmasters struggle within Thesk due to gang wars against rival Shou criminal organizations. They compete against



the Nine Golden Swords and the Black Dragons in east and central Thesk, where the three opposing groups are locked in a delicate stalemate.

GROWTH OF UTHMERE

With the rise of waters in the Easting Reach, and a return of trade to Uthmere, the Shadowmasters have again established a thieves' guild in the growing frontier town. Recently however, Maximus (see chapter 10), has claimed control of Uthmere's guild. He is an enigma to the Shadowmasters, who are uncertain where his loyalties lie. They grow concerned he may be an uncontrollable asset in a town that is starting to flow with coin.

For now, the Shadowmasters tolerate his presence provided he continues to pay the tithes due to Telflamm. This could quickly change if problems arise in the Great Dale.



EXTERNAL RELATIONS

The Shadowmasters have reached out to the newly formed Fellowship of Tharos. Though they do not trust their demonic influence, they see an opportunity to use the group's power to further enhance their control of the region.

The Shadowmasters generally try to keep out of sight of both the Circle of Leth and the Order of the Triad. They look for ways to keep the druids focused on fiendish threats, allowing their criminal activities to continue in the shadows.

ELDRETH VELUUTHRA

The Eldreth Veluuthra is a secretive organization that has existed since the creation of Myth Drannor. A year after the opening of the unified city, in the Year of Pages Perilous (262 DR), the leaders of a few noble houses opposed the welcome the elven city gave to human settlers. These elven nobles abandoned Myth Drannor. Later, when Myth Drannor fell at the end of the Weeping War (714 DR), Eldreth Veluuthra formally organized from the remains of Myth Drannor's outcast nobility.

CORE BELIEF

Eldreth Veluuthra, "The Victorious Blade of the People," aims to eradicate all of humanity from Faerûn. They believe they must act so harshly due to the corrupting nature of humankind. They believe it is their duty to cleanse the land of humanity's taint if the ideals of elvenkind are to persist.

Most elves who are aware of Eldreth Veluuthra find their perspective embarrassing and wish the group to disband. However, a few nobles secretly support the fanatical cult by funneling gold and arms to aid their activities.

WITHIN LETHYR

Recently, a group of wood elves from Lethyr were accepted into the Realms-spanning Eldreth Veluuthra. Led by Ivellios the Dark (NE male wood elf **mage**), the group has expressed disappointment with the new Nentyarch's continued protection of the Dalesfolk. The Nentyarch is the first elf to lead the Circle of Leth in centuries, and some elves had hoped this would end humanity's encroachment into what they view as traditional elven lands.

LOSSARWYN

Ivellios and his cell were instrumental in contacting Lossarwyn the Ice Lich, an undead elven druid who had been trapped in the Dire Wood (see chapter 10). They leveraged the multitude of demon cysts beneath the Great Dale to allow Lossarwyn to escape his confines. Although Lossarwyn cannot enter any part of the Realms other than the Dire Wood, he can now travel among the demon cysts beneath eastern Faerûn.

Lossarwyn has directed Ivellios to find the secrets of the Rotting Man and his blightlords. The evil lich believes he can combine this knowledge with his already prodigious understanding of plagues to craft a magical disease to end all of humanity. To that end, members of Eldreth Veluuthra have joined the Fellowship of Tharos, in hopes of secretly funneling the Rotting Man's knowledge back to Lossarwyn.

RED WIZARDS

The Red Wizards continue to extend their magical dominion across Faerûn. The Red Wizards have sought to extend Thay's borders beyond the plateau they control; Rashemen, Aglarond, and other neighboring realms have persistently been the focus of Thay's aggression through the centuries.

Thay is a magocracy, governed by Szass Tam, an ancient and powerful lich. He uses his council of Zulkirs to ruthlessly control Thay and continually seeks ways to extend the Red Wizards' secret control over the magic of Faerûn.

MERCANTILE ENCLAVES

In recent years the Red Wizards have set up mercantile enclaves around the Sea of Fallen Stars. Although most view the Red Wizards with suspicion, the lure of the magic item trade results in large numbers doing business with the Red Wizards. The Red Wizards have recently set up a small enclave within Uthmere, hoping to benefit from the region's revitalization.

EXPLORATION AND RESEARCH

The Red Wizards have their eye on gathering ancient magical secrets from Narfell and Raumathar that lie hidden within the Great Dale. From their enclave in Uthmere, they sponsor expeditions across the Dale, hoping to find artifacts and other knowledge from ancient Narfell.

ORDER OF THE TRIAD

The nation of Impiltur is built around the concepts espoused by the Triad — the gods Tyr, Ilmater, and Torm. This triumvirate of goodly gods has provided the moral compass for a land that has regularly battled against seemingly endless waves of fiendish threats.

HALL OF THE JUST

In the Great Dale, the faith of the three was upheld in The Hall of Brilliant Justice (sometimes referred to as the Hall of the Just), a temple once dedicated to Tyr in Uthmere. Even after Tyr's death during the Spellplague, the priests of the Hall maintained the temple and helped to govern the town when its lord fell over a hundred years ago.

UTHMERE'S REBIRTH

With the return of Tyr to the Realms, and a rebirth of Uthmere itself, the Hall of the Just is being



rejuvenated. Clerics and paladins calling themselves the “Order of the Triad” have based their order within the temple. The Order, comprised of followers of all three gods, seek to be a beacon of hope and goodness for the Great Dale. Their goal is to help the city, and the Great Dale as a whole, grow to become a bastion of goodly might, and to overturn the fiendish forces that have plagued the land for too long.

RELATIONS

The Order generally has good relations with the Circle of Leth as both strongly support cleansing the land of fiends. The Order of the Triad is less appreciative of the Circle’s over-protective stance regarding expansion into the woodlands of the Dale. The Order of the Triad is also in good standing with the Grand Council of Impiltur as they see Impiltur’s investment in the Dale as support toward creating a safe and just society.



WYCHLAREN

Rashemen is the land directly east of the Dale, on the far side of Lake Ashan. This land calls the Iron Lord its supreme commander, but it is the Witches of Rashemen who truly rule.

This group of female spellcasters has existed since the days when Narfell and Raumathar destroyed each other. The Wychlaren swore to preserve the magical lore and secrets of Raumathar before the nation’s downfall.

WITCHES OF RASHEMEN

The Wychlaren are more commonly referred to in other lands as the Witches of Rashemen. They are all female, led by a group called Hathrans. They are highly revered in Rashemen and easily recognizable by the unique masks that cover their entire face.

MALE SPELLCASTERS

Males who display spellcasting talent must join the Old Ones when they come of age, others keep secret their spellcasting talents. The Old Ones are limited to serving the Hathrans by teaching children arcane magic and enchanting magical items. Males who attempt to use magic outside of these limitations are either put to death or exiled from Rashemen forever.

INTERNAL FOCUS

The nation has been resilient in the face of persistent assaults on their nation. They have thrown back invasions from ancient Mulhorand, the Tuigan Horde, and Thay numerous times. This has led to an isolationist society where most are suspicious of foreigners in their lands.

However, as youth come of age, they are sent on a *dajemma*. This is a journey of self discovery, where the pilgrims are encouraged to see the wider world before returning home as full adults. The Wychlaren use these youthful expeditions to gather information of recent events from the outside world. It also helps the reclusive nation find trading partners in the neighboring lands.

RELATIONS

In the Dale, the Wychlaren have limited contact with the Circle of Leth and the Nentyar Hunters. Their interactions are usually limited to discussing any new threats that may require joint intervention.

DURTHAN

An evil counter to the Wychlaran are the Durthans. They are evil female spellcasters who disapprove of the Wychlaren, believing the Hathrans are too cautious in their efforts and do not do enough to protect Rashemen. The Durthans believe they must be as ruthless against their enemies as their enemies have been to them, and that the ends justify the means. They eagerly work with the evil spirits of the land to achieve their objectives. The Durthans are relatively few in number and work in secret to advance their schemes.

FACTIONS OF THE SWORD COAST

The Unapproachable East refers to lands of eastern Faerûn, consisting of Aglarond, the Great Dale, Rashemen, Thesk, and Thay. It is an exceedingly long distance between this region and the Sword Coast. Factions that many players may be used to from playing in the western regions of the Sword Coast don't have the same presence here.

The Harpers. This secretive organization has likely made some connections with the Circle of Leth and the Wychlaren. They would be interested in any plots that threaten the Sword Coast or the stability of Faerûn itself.

The Order of the Gauntlet. This group of holy warriors have an agenda that aligns nicely with the Order of the Triad. A large enough threat would surely see these groups work together.

The Emerald Enclave. This group is naturally aligned with the Circle of Leth. Envoys have arrived in Yeshelmaar to persuade the Circle of Leth to join the Enclave. To date, the Nentyarch has rejected all notions of a merger, believing they have enough of a challenge addressing the needs of the Dale to waiver in their focus by looking elsewhere.

The Lord's Alliance. The closest approximation to the Lord's Alliance in the Dale is the Grand Council of Impiltur. No meaningful dialog has yet occurred between the Alliance and the Grand Council. Though the Council is eager to expand their mercantile reach, they are cautious and reluctant to make significant connections with foreign groups because they may be a threat to their own control. This perspective may change if Impiltur's strength continues to grow.

GODS OF THE GREAT DALE

The Great Dale is a wild frontier. Its people pay reverence to a mixture of deities that are akin to those worshiped in other parts of Faerun. The following section highlights the most influential deities in the region.

AURIL

People that live within the cold lands of the Great Dale pray to the Frostmaiden. They beseech her to hold off the worst of the cold during the land's long cold winters. Folk tales speak of Auril claiming the Great Dale as her land over the likes of Silvanus and Shaundakul.

No formal clergy exists to Auril, but all pay her respect. This is particularly true with the Nar tribes of Narfell who know full well the fury the god of winter can unleash in these lands.

CHAUNTEA

Chauntea is widely worshiped across the Great Dale. The many small farmsteads that dot the lands and who depend on the food they grow to survive favor the Grain Goddess, hoping that she will bless their crops. Most of these farmsteads will have a well-tended shrine to Chauntea.

Uthmere has a modest temple to Chauntea. It is in the small village of Eastwatch that has the oldest temple to Chauntea. The Sheaf House is currently being restored and the villagers looked upon this temple with great pride.

As one heads farther east, Chauntea is often referred to as Bhalla, the Rashemi name for her. In the lands of Rashemen, she is one of "the Three" who receive the most reverence.

ELDATH

Eldath is the most revered deity within Uthmere, due to the seaside town's dependence of the waters both of the Easting Reach and the Dalestream, which is ushered into the sea here. The great rains of 1486 DR dangerously swelled the Dalestream, causing terrible damage to many parts of Uthmere. After this event, the town clergy have erected numerous small pillars beside the river dedicated to the Mother of Waters, hoping she will spare the town of any further flooding.

Across the rest of the Dale, Eldath is well revered, particularly in locations near the many streams that eventually flows into the Easting Reach.

ILMATER

Ilmater, the Broken Lord, along with Tyr and Torm, forms the Triad, an allegiance of gods that have greatly affected the lands around the Great Dale. The peoples of the Dale have repeatedly endured great suffering, be it from the depredations of fiends, the blight of the Rotting Man or the harsh winters that regularly blanket the lands.

Despite this, Ilmater's ordained clergy in the Great Dale is relatively small. The few that exist in the Dale spend most of their time traveling on foot, ministering to the needs of its many farmsteads. A small enclave of disciples dedicated to St. Sollars, the Twice-Martyred, are afforded space within Uthmere's Hall of Brilliant Justice. Every ten-year, a monk from the Monastery of the Yellow Rose makes a pilgrimage to this temple to consult with the priests therein.

MASK

Mask is predominately worshiped in Uthmere, though no formal temple yet exists to him. The recent return of Mask to the realms, and the resurgence of trade in Uthmere has brought followers of the Master of All Thieves back to the town.

The Shadowmasters of Telflamm were at one time dedicated to Mask, but with the turmoil of the Spellplague and Mask's death, the criminal organization began to follow Shar. A few high-ranking individuals within the guild have suggested they should return to following Mask. This has not gone over well with the Shar clergy but not retributive actions have taken place. However, should a proposed new shrine to Mask appear in Uthmere, there is a good chance that infighting within the guild may result.

MIELIKKI

Mielikki, along with the other nature gods of Chauntea, Silvanus and Eldath, is held in high regard throughout the Dale. Women of the dale who are in need often pray to Mielikki for assistance.

The faith is loosely organized. Simple but well-tended shrines to the Lady of the Forest are scattered across the Dale. They usually consist of a dead tree carved with Mielikki's symbol – the head of a unicorn. The clerics, druids and rangers who attend to these

shrines refer to each other as Forestarms and seek to find ways for all beings to live in harmony with forests and nature.

SHAR

Shar, the Mistress of the Night, is the patron of the Shadowmasters of Telflamm. Wherever this thieves' guild goes, they established a well-hidden temple to the Dark Lady. The Shadowhaunt is a new shrine to Shar that has been constructed by the guild in Uthmere.

Worshippers of Shar look to her to help them in places of darkness, hoping for her protection while they endure the darkness. She is also looked to by people in distress and those who hope Shar will help them forget the difficulties they have endured.

SILVANUS

Silvanus is strongly venerated in the wild lands of the Great Dale. The Oak Father is looked to by all those who live beneath the boughs of the great forests on either side of the Dale. The Circle of Leth have many who are ordained in the rites of Silvanus. Followers of Silvanus in the Great Dale are passionate in the desire to cleanse Lethyr and Dunwood of the fiends that infest it. The corruption and decay found around Dun-Tharos is particularly distressing to the faithful.

TALONA

Talona, the Mistress of Disease, has a long and terrible legacy within the Great Dale. She is often beseeched to keep away diseases, particularly if the fear of plague is upon the land.

In the 1360s DR, Talona invested the Rotting Man with her divine powers and he used these powers to create an army of blightspawn that ultimately drove the Circle of Leth from Dun-Tharos. Though the Rotting Man fell victim to the demons he had unleashed, his legacy is still found within the Dale.

The Circle of Leth is ever vigilant for followers of Talona who hope to gather the powers once held by the Rotting Man. Blightspawn still haunt the forests and threaten the goodly Dalesfolk with their corruption.

TORM

Torm, the Loyal Fury, is the god of duty and loyalty. He is one of the three gods that form the Triad and whose followers have engaged in many holy crusades to eradicate demons from Impiltur.

Within the Dale, Torm's followers are mainly found in Uthmere. There they kept the Hall of Brilliant Justice alive and helped run the town after the devastation that arrived after the Spellplague. Currently a small order of knights is stationed in the Hall and dutifully embark on excursions to Dunwood, hoping to push back the fiends that fect the ancient forest.

TYR

Tyr has a strong presence in Uthmere. Tyr's temple in the town, The Hall of Brilliant Justice, became the town's authority after the death of Lord Uthlain. For the past hundred years the clergy of the temple diligently oversaw the town's governance.

Today, the priests and paladins of Tyr have yielded their governing duties to Lord Berold who they acknowledge to be the rightful ruler. However, Tyr clergy are still active dispensing justice in accordance with the new Lord's direction.

There are some grumblings within the clergy that they were too quick to give up their control of the growing town. The rapid growth of Uthmere has brought scores of lawless people to the town. Some believe that if the town was run by Tyr's faithful, much of this lawlessness would be better dealt with.



CHAPTER 10 – FRIENDS, FOES, AND CREATURES OF INTEREST

This chapter provides games statistics and lore for people and creatures to include in your Great Dale campaign. The chapter is divided into three sections:

Personalities. This section includes a diverse selection of NPCs that can be dropped into your game. These NPCs could be allies to support the heroes or mentors who send them on quests across the Dale. Perhaps instead they are villains who hinder the players or who seek to destroy them.

New Monsters. This section details new creatures that may be found within the Great Dale.

Previously Published Monsters. This book references a number of published official D&D monsters that are not found in the *Monster Manual*. The game statistics for these monsters are included in this section.

PERSONALITIES

This section details a colorful mixture of individuals who may be found in the Great Dale.

AIDAN

TABAXI ROGUE RECRUITER

Aidan is a roguish thieves' guild recruiter for the Shadowmasters and has worked in multiple locations, helping Guild members to maintain anonymity. He currently lurks about low-traveled roads of the Great Dale, setting up various tests to find recruits for the Guild. He builds campsites with minor loot to lure in thieves and the desperate. Once travelers pass the test, Aidan visits them in their sleep to recruit them. The willing are blindfolded and taken away to the thieves' guild hideout to start their new lives in the Dale.

Aidan is charismatic and manipulative in order to steal loot for high-paying clients. He refuses jobs that require harming creatures or people. He also secretly leaves food he has stolen to homeless mothers and children in the forest.



He has his own quarters at the thieves Guild, but he leaves nothing he values there and usually sleeps high in the trees along the roadsides. Aiden hides his few treasures throughout the forests. If he sees anyone with these sentimental items, he pursues them and steals them back along with whatever else he finds of value. There are very few he trusts.

AIDAN

Medium humanoid (tabaxi), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	12 (+1)

Saving Throws Dex +5, Int +5

Skills Acrobatics +5, Deception +3, Investigation +5, Perception +3, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft, passive Perception 13

Languages Common, Thieves' Cant, plus one additional language of your choice.

Challenge 4 (1,100 XP)

Cunning Action. During each turn in combat, Aiden can Hide, Disengage, or Dash as a bonus action.

Evasion. If Aiden is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Aiden instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Feline Agility. Aiden is able to sprint and double his movement speed during a turn. He must have a turn with o movement before using this ability again.

Sneak Attack (1/Turn). Aiden deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Aiden that isn't incapacitated and Aiden doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Aiden can make two claw attacks and one frost dagger attack.

Claws. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) slashing damage

Frost Dagger. Mele or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 4 (1d8) cold damage.

REACTIONS

Uncanny Dodge. When Aiden is hit by an attack he can see, he can use his reaction to halve the attack's damage.



ALYSSA

CHANGELING SPY

Alyssa Queelor assumed she was a half-elf growing up. She grew up in a strong and loving family, being raised by two male half-elf fathers, Lorimar and Vanovar. She knew they had adopted her after Alyssa's mother died of a plague when she was very young.

Despite her happy upbringing, Alyssa felt she was different from everyone else. The discovery that she could shapeshift came in her early teens when she fell in love with a human girl named Julia.

For a time they were inseparable. They loved exploring their small town together, which was close enough to trade routes that strange travelers would occasionally pass through. One day a drunk visitor followed the two girls as they explored, hoping to rob them. Alyssa somehow knew his intentions and told Julia to run.

Alyssa stood fast as the man demanded her necklace. It was precious to her—it had once belonged to her mother. She was furious that he would demand something that wasn't his. Her mind was a storm of anger and fear; she feared for hers and Julia's safety.

Alyssa's body convulsed. Her physical form transformed into the shape of her father, Lorimar. In this new form, she scratched and kicked at the man who was too drunk to fight back. He stumbled, hitting his head on a rock. He didn't move and Alyssa ran home. As she ran, she realized her body had changed. On arriving home, a mirror in her room shared the truth. She fell asleep cowering in a corner, trying desperately to stay in control.

Later that night she awoke to loud banging. A glance in the mirror revealed her normal appearance. Her father, Vanovar, opened the front door to a visitor, who claimed Lorimar was dead at the hands of bandits. The bandits had attacked Lorimar, claiming he had killed one of their own. Though Lorimar denied he had done this, they refused to listen and killed him.

The visitor said the bandits were known as the "Thirsty Dogs," and that they terrorized travelers on the roads leading to Thay. The visitor said he was from Thay and had lost someone dear to him as well to these thugs. He promised Vanovar and Alyssa that he would hunt the bandits down and make them pay for what they had done.

Alyssa believes it was her fault that her father died and has never forgiven herself. It is a secret she keeps to this day.

As she got older, Alyssa learned to control her transformations. She suspects her birth parents may have been shapeshifters.

Now in her twenties, Alyssa works for the Red Wizards as a spy in the Great Dale. She often assumes the form of her murdered father or the man from Thay who delivered the news of her father's death. This was the man who brought the bandits to justice and avenged her father's death.

Her personal objective is to make sure other bandits, like those that killed her father, never wake to see the light of day. She is a talented spy and a deadly assassin with a personal agenda.

PERSONALITY TRAITS

Alyssa Queelor has a personal vendetta against organized bandits who terrorize and take advantage of the innocent. She seeks revenge for the death of her father and all those who are abused by bandits and other criminals. She secretly kills bandits while disguised as her murdered father.

Ideal. I fight to prevent others from enduring the injustice I suffered at the hands of bandits.

Bond. Someone I loved died because of me. That will never happen again.

Flaw. I harbor bloodthirsty and secret thoughts because of the guilt of my father's death.

ROLEPLAYING ALYSSA

Alyssa doesn't give second chances. If she or an innocent is threatened, she plans out their perpetrator's death. She has trouble getting along with others. She desperately avoids conversations longer than a few sentences. "Yes," "No," or "Maybe" is the most someone will get out of Alyssa. If you want more—there could be trouble.

GAME STATISTICS

Alyssa is a chaotic neutral female changeling **master thief**^{VGtE} with the following additional trait:

Shapechanger. Alyssa can use her action to polymorph into a Small or Medium humanoid she has seen, or back to her true form. Her statistics, other than her size, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Alyssa owns a *cloak of elvenkind*^{DMG}. The cloak has special meaning to Alyssa as it originally belonged to her father, Lorminar.

ARWICK

HALFLING ADVENTURING SCHOLAR

Arwick, also known as “The Master,” is the reason why many adventurers are alive today. This halfling spent years of study in a monastery, perfecting his martial skills and studying ancient texts. He keeps an extensive collection of journals chronicling his research and interviews. He has grown a reputation as someone with knowledge of almost any field of study.

Arwick is a skilled martial artist. He studied in the ancient ruins of the Furnitha Monastery somewhere in the Sunrise Mountains. There he was the only student of an old hermit monk called Master Shenzui. Shenzui claimed to share the soul of a nothic and that he could learn the secrets to all things through observation.

After Shenzui died of old age, Arwick left the empty monastery and began adventuring. Initially he would only undertake expeditions searching for sacred artifacts. He was meticulous in his planning, accounting for countless contingencies. He would not embark on an expedition until he had addressed every preconceived threat. It is rumored he could know the thoughts of an enemy before they had a chance to endanger the scholar.

Today, adventurers hire Arwick to chronicle their adventure, and use his extensive knowledge to stay alive. The price for his service is high, often requiring a rare magical item for him to study.

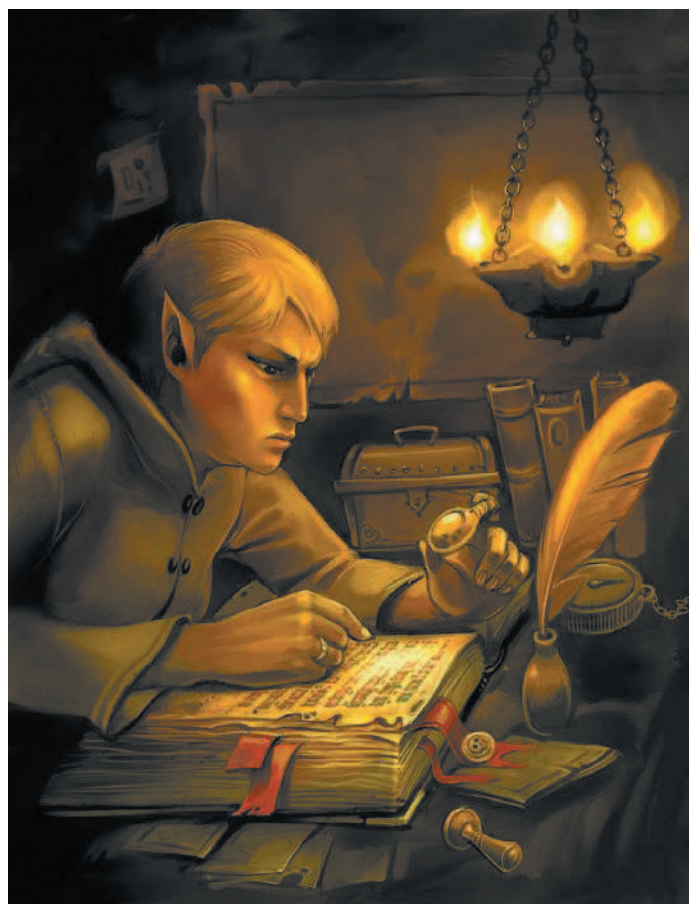
PERSONALITY

Arwick is quiet. He loves nature and does not do well with company. He rarely speaks but his few statements are often profound. Arwick avoids combat whenever possible.

Arwick provides brutally honest assessments of any given situation. He does not assist those pursuing combat, believing all should know their ability to overcome the risks before undertaking such actions.

ROLEPLAYING ARWICK

Arwick is willing to dispense information to those seeking his wisdom, but he may demand interesting lore in return. He will only join an adventuring party if they are strong in number, can demonstrate their experience, and are willing to pay him well.



GAME STATISTICS

Arwick is a neutral good halfling **martial arts adept**^{VGm} with the following adjustments:

Arwick has an Intelligence score of 16 (+3) and a Charisma score of 14 (+2).

Arwick has proficiency in History +5 and Religion +5

Keen Sight. Arwick has advantage on Wisdom (Perception) checks that rely on sight.

Weird Insight. Arwick targets one creature he can see within 30 feet. The target must make a contested Charisma (Deception) check against Arwick's Wisdom (Insight). If Arwick wins, he magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Shared Wisdom. Allies have advantage on Wisdom (Insight) checks and Wisdom saving throws if they can see or hear Arwick and are within 30 feet of him.

BRANIMERN RYTHIL

DEMONBINDER

Branimern Rythil is a renegade Red Wizard who pursued the mysteries of Nar Demon binding. She uncovered many secrets from ancient Narfell through her explorations of the myriad ruins scattered around the Great Dale. Eventually, her power had grown such that she led a collection of fiends, corrupt fey, and a faithful fomorian warrior to Mount Nar, where they defeated Kryonar, an ancient dracolich that laired within the ruins of Jastaath.

In the years since, Branimern has rebuilt the ruins into a strong fortress, and expanded upon the dead dracolich's tunnel in the mountain's glaciers. She continues her demon-binding studies, and is planning to take control of all the lands of ancient Narfell, hoping to recreate the kingdom under her rule.

APPEARANCE

Branimern is no longer human. She discovered the secrets to infusing herself with fiendish powers. Her skin is red, leathery, and covered in intricate magical sigils. Tiny black horns now jut from her scalp and a pair of tattered leathery wings have grown from her back. A wicked barbed tail waves dangerously when anyone approaches her. She carries a hammer infused with fiendish power and an enchanted net that saps the will of any who become trapped beneath it

ROLEPLAYING BRANIMERN

Although Branimern has grown incredibly powerful, she has an irrational fear that her previous mentor in the Red Wizards will find and punish her for leaving Thay. This has grown into a paranoia that has kept her brooding high atop Mount Nar. She avoids meeting with outsiders for fear they may be her old mentor in disguise.

BRANIMERN RYTHIL

Medium fiend, chaotic evil

Armor Class 15 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	20 (+5)	12 (+1)	16 (+3)

Saving Throws Con +7, Int +10, Wis +6

Skills Arcana +10, Deception +8, History +10, Perception +6

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 16

Languages Common, Abyssal, Infernal

Challenge 16 (15,000 XP)

Demon Summoner. Any demons summoned by Branimern have disadvantage on attack rolls against her and any of her allies who are within 30 feet. Additionally, any Charisma saving throws made by demons against Branimern's spells have disadvantage.

Magic Weapons. Branimern's weapon attacks are magical.

Innate Spellcasting. Branimern's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

3/day each: *alter self*, *command*, *detect magic*

Spellcasting. Branimern is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). Branimern has the following wizard spells prepared:

- At will: *acid splash*, *fire bolt*, *mage hand*, *prestidigitation*
1st level (4 slots): *mage armor*, *magic missile*, *Nybor's gentle reminder**, *protection from evil and good*
2nd level (3 slots): *misty step*, *shatter*, *web*
3rd level (3 slots): *counterspell*, *fireball*, *summon lesser demons*
4th level (3 slots): *Evard's black tentacles*, *summon greater demon*
5th level (2 slots): *Bigby's hand*, *cloudkill*
6th level (1 slot): *circle of death*, *crushing sphere**
7th level (1 slot): *finger of death*, *Nybor's stern reproof**
8th level (1 slot): *incendiary cloud*, *mind blank*

**New Spell – See Chapter 5*

ACTIONS

Multiattack. Branimern makes three weapon attacks: two with her hammer, and one with either her net or her sting.

Abyssal Hammer. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. **Hit:** 6 (1d6 + 3) bludgeoning damage plus 10 (3d6) fire damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.

Net of Despair. *Ranged Weapon Attack:* +8 to hit, range 5/15 ft., one target size Large or smaller. **Hit:** The target is restrained until freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within reach on a success. Dealing 10 slashing damage from a magical weapon to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net. While restrained by the net, creatures have disadvantage on all Wisdom saving throws.

Abyssal Blast (Recharge 5-6). While wielding her abyssal hammer, Branimern can summon a blast of fiendish power. The blast affects all creatures within a 20-foot-radius, 40-foot-high cylinder centered on a point within 120 feet of her. Each creature in that area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) fire damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The blast ignites flammable objects that aren't being worn or carried.

LEGENDARY ACTIONS

Branimern can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Branimern regains spent legendary actions at the start of her turn.

Abyssal Hammer. Branimern makes one melee attack with her abyssal hammer.

Sting. Branimern makes one melee attack with her sting.

Cantrip Casting (Costs 1 Action). Branimern can cast any cantrip spell she knows.

Rapid Caster (Costs 3 Actions). Branimern can cast any spell she has prepared of 1st to 3rd level, with a casting time of 1 action, provided she has the necessary spell slots, or available daily uses to do so. The appropriate spell slot or daily use is expended on casting the spell.

Abyssal Blast (Costs 3 Actions). Branimern uses Abyssal Blast if available.



BRESH HENS' LASS

HALF-ORC WATCHER OF EASTERN DUNWOOD

This gruff half-orc has inherited the watch of eastern Dunwood from her deceased adoptive father, Hensoi. The kindly druid is still well remembered by the folk in the eastern Dale, and Bresh has earned their same grudging respect.

Bresh recalls little of her life before Hensoi took her in. She still lives in Nighthawk Tower, occasionally leaving flowers on top of the stone cairn at its base where Hensoi is buried. Bresh doesn't belong to the Circle of Leth, but she is on good relations with them. They regularly consult with her on the goings on of the eastern wood.

In her travels, Bresh is usually accompanied by her **giant badger**^{MM} animal companion she calls Chomps.



BRESH HENS' LASS

Medium humanoid (half-orc), chaotic good

Armor Class 15 (enchanted hide armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +3, Dex +5

Skills Intimidation +2, Perception +4, Stealth +7
Survival +6

Senses darkvision 60 ft., passive Perception 14

Languages Common, Druidic, Orcish

Challenge 3 (700 XP)

Archer's Eye (3/Day). As a bonus action, Bresh can add 1d10 to her next attack or damage roll with a longbow or shortbow.

Relentless Endurance (1/Day). If Bresh is reduced to 0 hit points but not killed outright, she can drop to 1 hit point instead.

Savage Attacks. When Bresh scores a critical hit with a melee attack, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Bresh makes two attacks with her handaxe or longbow.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 4 (1d6 + 1) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

CHANDRA

FIENDISH DRUID

Chandra is a seasoned druid who has made the Forest of Lethyr her home and refuge after years of wandering Faerûn and escaping the lower planes. She has a human-like appearance, but a closer look reveals horn studs in her brown hair and irises of ever-burning flames. When she casts druidic spells plants and vines conjured are similar to the barbed, orange flora found in the depths of the Nine Hells.

Despite being an outsider for many years, Chandra has befriended a circle of druids in the forest. She aids them in their tasks in exchange for food and shelter. She is very protective of her fellow druids, and enjoys long conversations with them about arcane secrets and Realmslore.

Chandra always has a watchful eye when she leaves her hidden home. Vengeful devils in the lower planes, unhappy with her escape and desire to be good, hope to see her demise. During her escape, Chandra signed minor contracts in order to obtain aid for her escape from the Nine Hells. She now worries about these creatures coming to find her. Even during druidic events, such as the solstice celebrations, her eyes are always scanning the distance.

Sometimes Chandra is spotted helping fallen animals and adventurers in the forest. Rumors have spread in the area about a young hermit bringing creatures back to life deep in the woods. Others tell stories of a fire-eyed angel saving their lives after extreme injury or accidents in the wilderness.



CHANDRA

Medium humanoid (tiefling), chaotic good

Armor Class 12 (leather armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Int +3, Wis +5

Skills Nature +3, Perception +5

Damage Resistance fire

Senses darkvision 60 ft, passive Perception 15

Languages Common, Druidic, Infernal

Challenge 2 (450 XP)

Spellcasting. Chandra is a 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following druid spells prepared:

At will: *produce flame*, *resistance*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*, *speak to animals*

2nd level (3 slots): *flaming sphere*, *pass without a trace*, *spike growth*

3rd level (2 slots): *meld into stone*

ACTIONS

Multiattack. Chandra can make two attacks with her quarterstaff.

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands or 7 (1d8 + 3) bludgeoning damage if used with *shillelagh*.

Change Shape (1/Day). Chandra magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 5 hours. Chandra can choose whether her equipment falls to the ground, melds with its new form, or is worn by the new form. Chandra reverts to her true form if she dies or falls unconscious. She can revert to her true form using a bonus action on her turn.

While in a new form, Chandra retains her game statistics and ability to speak, but her AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that she lacks. She can cast her spells with verbal or somatic components in her new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

IVELLIOS SIANKIIR

CULT LEADER

Ivellios Siankiir is a wood elf from Lethyr. Like others disillusioned with the new Nentyarch, he had hoped the Circle of Leth's leader would bring a new hard-lined stance against the continued human expansion into the forest. Instead the Nentyarch has taken a balanced stance, forcefully pushing back on aggressive logging but allowing well-managed forestry along the edges of the great woods.

Though many of these disgruntled elves quietly grumble, a few like Ivellios have turned to anger. These radical elves view humans as the cause of all the problems in the Great Dale—from the continued deforestation of the ancient woods to the lingering demonic taint from the fall of Narfell.

This hate aligned perfectly with the Eldreth Veluuthra (see Chapter 9), a radical elvish sect who seek to wipe humanity from the face of Faerûn.

Ivellios leads a small cell of the Eldreth Veluuthra in Lethyr. He carries a strong hatred for the Nentyarch, believing they have forsaken the elvish cause. He was



instrumental in finding a way to use the demonic cysts that are buried beneath the Dale to allow Lossarwyn the Ice Lich to escape his confinement in Direwood.

GAME STATISTICS

Ivellios is a neutral evil wood elf **conjuror**^{VGtM} with the following adjustments:

Ivellios has these racial traits: darkvision 60 out to a range of 60 feet, advantage on saving throws against being charmed and magic can't put him to sleep, his base movement speed is 35 ft, and he can attempt to hide even if he is only lightly obscured by natural phenomena.

He has a Perception of +4 and a passive Perception of 14.

He has the following spells prepared:

At will: *acid splash*, *mage hand*, *poison spray*, *prestidigitation*

1st level (4 slots): *fog cloud*, *mage armor*, *magic missile*

2nd level (3 slots): *misty step*, *Snilloc's snowball swarm**, *web*

3rd level (3 slots): *hail blast**, *stinking cloud*

4th level (3 slots): *ice storm*, *stoneskin*

5th level (2 slots): *cloudkill*, *cone of cold*

* New Spell – see chapter 5



LORD BEROLD

LORD OF UTHMERE

Lord Berold is the recently arrived leader of Uthmere. He came bearing papers issued by the Grand Council of Impiltur certifying him to be a direct descendent of Lord Uthlain and rightful heir to rule the Great Dale. More importantly, Lord Berold brought with him plenty of coin to fund the rebuilding of the town.

So far Berold has done a fine job of initiating a great deal of activity within the town. New docks are being built for the rising waters of the Easting Reach, city walls are being repaired, and the streets near the Dalestream that were washed away during the Great Rains are being re-cobbled. Berold relies on a council made up of various notable townsfolk to help administer Uthmere. All in all the town and the surrounding villages are pleased with his arrival.

A few in the town are suspicious of Lord Berold's background, including the Shadowmasters. They have begun discrete investigations in Impiltur hoping to uncover a secret from his past they can use as leverage to influence his actions.

Lord Berold is a barrel-chested man, with thick black hair and a well-trimmed beard.

LORD BEROLD'S BACKGROUND

Is Lord Berold truly an heir of Lord Uthlain and deserving to govern the Dale? The people of the Dale don't care. As long as Uthmere is rebuilt, trade grows, and their lives improve, they will happily overlook questions about his background. However, should trouble arrive and unpleasant rumors spread, the new lord's favor in the town could quickly plummet.

ROLEPLAYING LORD BEROLD

Audiences with Lord Berold are usually short and to the point. He speaks little, preferring one of his councillors to ask questions and respond to requests. If pressed, he tends to be noncommittal on any item unrelated to rebuilding the town or driving additional merchant traffic through the Dale.

GAME STATISTICS

Lord Berold is a neutral male human **veteran**^{MM} with the following adjustments:

He has a Charisma score of 16 (+3).

He is proficient in Deception +5 and Persuasion +5.



LOSSARWYN

ICE LICH

When Myth Drannor was first constructed, Lossarwyn was a powerful elf druid who viewed the spread of humanity as an evil taint upon Faerûn. He traveled the Realms seeking out places afflicted with the plague, where his vast knowledge and medical expertise helped save many lives. Secretly, his true aim was not to cure the sick, but to find a virulent plague that would cleanse the land of humanity.

After years of research he appeared to be nearing a breakthrough that would create a deadly disease, finally eradicating humankind. However, a jealous rival discovered his secret and Lossarwyn was forced to flee from a trio of powerful druids who sought to end his madness. His pursuers finally trapped Lossarwyn within the icy caverns of a glacier. After a terrible battle, they killed Lossarwyn trapping him beneath impenetrable ice. Before Lossarwyn died, he whispered a dread pact with fiendish forces and was transformed into an undead creature.

Centuries later, Lossarwyn was freed from his icy prison within the glacier. He continued his quest to find the plague. After joining with an evil cabal of wizards, they too discovered his secret, and though they could not defeat the elvish lich, they trapped him within the confines of the Dire Wood, free to travel within, but never to escape to the rest of Faerûn.

Recently, members of Eldreth Veluuthra discovered the lich's location. After much effort, they succeeded in circumventing the arcane protections trapping the lich by having him travel through the Abyss to arrive within one of the many demoncysts buried beneath the Great Dale. Though Lossarwyn still cannot set foot within Faerûn outside of the Dire Wood, he is free to travel to any of the demoncysts under the ancient lands of Narfell. Lossarwyn is now invigorated and working feverishly with the Eldreth Veluuthra to create the disease that has eluded him for so long.

GAME STATISTICS

Lossarwyn is a wood elf **lich**^{MM} with the following additional traits:

Lossarwyn has Intelligence of 14 (+2) and a Wisdom of 20 (+5).

Fey Ancestry. Lossarwyn has advantage on saving throws against being charmed and magic can't put him to sleep.

Fear Aura. Each creature of Lossarwyn's choice that is within 60 feet of him must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Change Shape (2/Day). Lossarwyn magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. Lossarwyn can choose whether his equipment falls to the ground, melds with its new form, or is worn by the new form. He reverts to his true form if he dies or falls unconscious. He can revert to his true form using a bonus action on his turn.

While in a new form, Lossarwyn retains his game statistics and ability to speak, but his AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and he gains any special senses, proficiencies, traits, actions and reactions (except class features, legendary actions, and lair actions) that the new form has but that he lacks. He can cast spells with verbal or somatic components in his new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

Replace the Lich's wizard spellcasting with the following. Lossarwyn's spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks).

He has the following druid spells prepared replacing a lich's normal prepared spells:

At will: *druidcraft*, *infestation*^{XGtE}, *poison spray*, *produce flame*

1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *thunderwave*

2nd level (3 slots): *flaming sphere*, *hold person*, *spike growth*

3rd level (3 slots): *erupting filth**, *green fire**, *hail blast**

4th level (3 slots): *blight*, *bloodbriars**, *ice storm*, *wall of fire*

5th level (3 slots): *antilife shell*, *contagion*, *mass cure wounds*

6th level (1 slot): *move earth*, *sunbeam*, *wall of thorns*

7th level (1 slot): *fire storm*

8th level (1 slot): *feeblemind*

9th level (1 slot): *foresight*

* New Spell – see chapter 5



MASTER BUMPKIN

WANDERING DRUID

You have to be brave to wander unarmed through the Dunwood—brave or naive. Perhaps Master Bumpkin is a little of both, though it is doubtful whether he would see it that way. Barefoot, and with a spring in his step, there is something unassailable about Master Bumpkin, as if to touch hair on the halfling's head would be a grave mistake of the highest order. As a Chosen of Eldath, Master Bumpkin enjoys a rather special place in the forest's heart, and shows no enmity to any living creature. He walks the forest with soft steps, shepherding animals away from threats and somehow inexplicably avoiding danger at every turn. If a tree falls in the forest, you can guarantee that Master Bumpkin will be standing one foot to the left of it, tutting at the wastefulness of it all.

Though older than he would admit, Master Bumpkin doesn't show his age. His skin retains the radiance of his youth, and his eyes glimmer like a flowing river. He is rarely seen without his animal companion, the tortoise Mrs. Pleasant, who follows him around at her own pace. Master Bumpkin has grown to dote on the tortoise, and fears nothing more than she should die of old age, violence, or accident. Master Bumpkin gives aid to any ailing creature, even a demon, a habit that has landed him in trouble more times than anyone could count.

PERSONALITY TRAITS

Ideal. I would die before I knowingly bring harm to another creature.

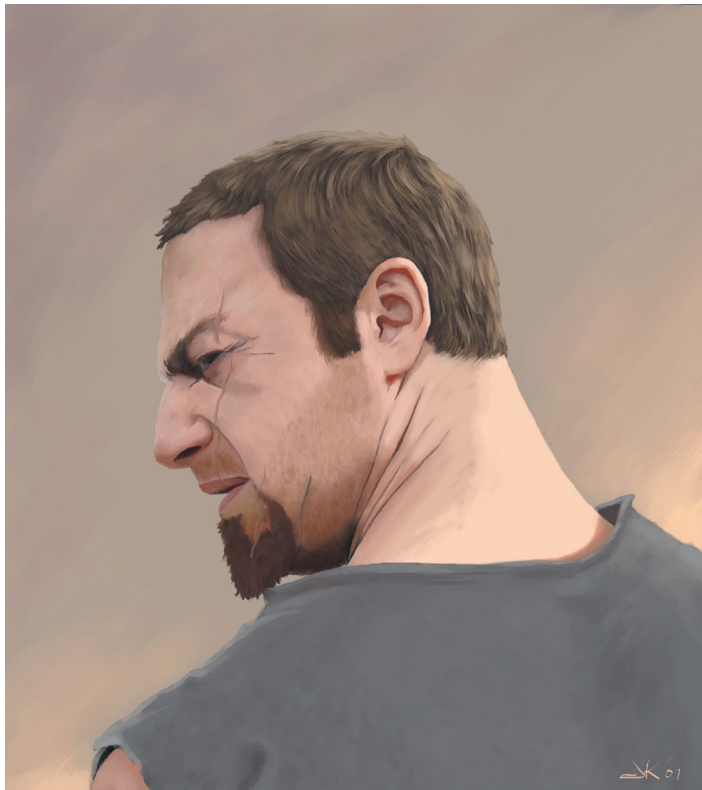
Bond. Everything that walks this world has a purpose, and deserves a chance to see it done.

Flaw. If Mrs. Pleasant were harmed, I would dedicate my life to vengeance.

GAME STATISTICS

Master Bumpkin uses the stats of an **archdruid**^{VGtM} with an additional trait:

Chosen of Eldath. Creatures cannot attack Master Bumpkin, or target him with hostile effects. If Master Bumpkin knowingly causes harm to another creature, he loses this feature until he atones for his crimes.



MAXIMUS

THIEVES GUILDMASTER OF UTHMERE

The move to Uthmere was an easy one for Maximus. He and his street name, Dagger, were easily recognized in Tantras, after his thieves' guild, Shadow Grudge, was broken up and its members arrested.

The whole network of thieves was betrayed by an informant with ties to nobles and money. Maximus's contacts within the guild were all either killed or thrown behind bars. He used up the litany of favors he had amassed during his time with the guild to escape captivity and punishment. Known now as the Man with the Scar, Maximus had to disappear from Tantras forever.

THIEVES' GUILD OF UTHMERE

Opportunistic thieves from Telflamm had already set up operations in Uthmere when rumors of an assassin infiltrating their guild spread. The story went that this assassin infiltrated the thieves guild to release a thief being punished by the guild. It is said the assassin defeated scores of guards before ultimately killing its leader and releasing the imprisoned thief. Word spread of the massacre by a man with a scar. This man was Maximus.

Maximus quickly took control in Uthmere's burgeoning thieves guild, organizing a loyal band of rogues and motivating them with a firm but fair hand. Each guild member had one thing in common:

a self-inflicted scar on their face similar to Maximus. The guild became known as the The Scarred and Maximus, "The Dagger," as their leader.

PERSONALITY

Maximus is unlike any other guild leader. He is strict, compassionate, and careful. If you meet him and talk about the arts, you will win his attention. He is quiet and only builds a relationship with those whom he can depend on to help him when he can't help himself.

Maximus is well read and has the air of being highly intelligent. He speaks softly, with a kindness in his voice.

The thief believes every life is important. Until it jeopardizes his personal wants and needs and his own well-being. Will he kill you? Yes, if he believes you should die. But you won't see it happen, and it won't be done without careful planning. You will die of poison or the pointy end of a dagger.

ROLEPLAYING MAXIMUS

Few people will ever see Maximus. He is a master of disguise and ventures into public as a commoner. He loves the finer things, but does not flash his wealth and power; he only trusts himself for complicated heists or assassinations. If Maximus is confronted and feels threatened, he attacks with cool precision.

GAME STATISTICS

Maximus is a male human **assassin**^{MM} with the following adjustments:

Mobile. Maximus has a speed of 40 ft. If he uses the Dash action, difficult terrain doesn't cost him extra movement on that turn. When Maximus makes a melee attack against a creature, he doesn't provoke opportunity attacks from that creature for the rest of the turn, whether he hits or not.

Multiattack. Maximus makes two short sword attacks and one ranged dagger attack.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Maximus wears a *cloak of invisibility*DMG

NENTYARCH

CIRCLE OF LETH ARCHDRUID

The Nentyarch is the title of the leader of the Circle of Leth. They are elected to this position by the members of the First Ring, and typically serve for life. When they accept this position, they symbolically leave their past life behind and are then only known as the Nentyarch.

The current Nentyarch is a wood elf from Lethyr, who was elected to their role in the Year of the Second Circle (1470 DR). They are the first elf to hold this position since the founding the Circle of Leth.

Since becoming the new Nentyarch, they have been reticent toward Lord Berold of Uthmere's diplomatic advances, seeking to expand settlement further into the great woods of the Dale. Instead, the Nentyarch has focused much of the Circle's efforts on battling the continuing fiend menace. Demon raids on the outlying farmsteads of the Dale have diminished in recent years, so the Nentyarch is cautiously optimistic that their efforts are beginning to show progress.

Of late, the Nentyarch can be found meditating for extended periods of time. They sit unmoving for days atop a floating earth moat that still hovers above Lake Yeshelmaar. The first circle suspects the Nentyarch is communing with a great power during these periods of silent contemplation. The First Ring is growing concerned with the increased frequency of these meditations and the Nentyarch's refusal to discuss any insights gained from them.

APPEARANCE

The Nentyarch's shapechanging powers are now so innate, they have trouble recalling their original form. This can be disconcerting for those who meet them for the first time, as the Nentyarch sometimes changes gender while speaking. Most often they present as an androgynous elf of indeterminant age.

GAME STATISTICS

The Nentyarch is a neutral androgynous wood elf **archdruid**^{VGtE} with the following adjustments and additional traits:

The Nentyarch has all standard wood elf traits including darkvision out to a range of 60', Keen Senses, Fey Ancestry, Trance, Elf Weapon Training, Fleet of Foot, and Mask of the Wild

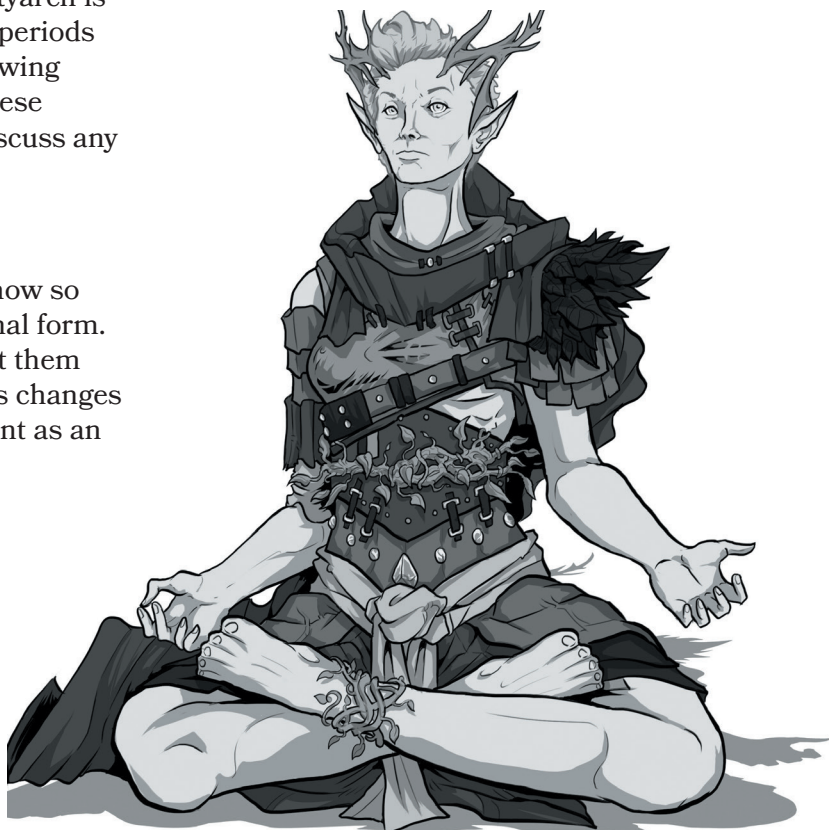
The Nentyarch's archdruid **Change Shape** action is expanded to allow them to transform into plant creatures in addition to beasts and elementals.

Legendary Resistance (3/Day). If the Nentyarch fails a saving throw, they can choose to succeed instead.

Mutable Form. The Nentyarch can use a bonus action to cast *alter self* as a druid spell, requiring no material components.

Tree Stride. Once on their turn, the Nentyarch can use 10 feet of their movement to step magically into one living tree within their reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Challenge 13 (10,000 XP)



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THE CROW WITCH

HAG OF DENDERDALE

Though little is known about the mysterious creature locals call “The Crow Witch,” the stories of her have spread far and wide. She is an enigmatic character, speaking in hushed and luring tones to those who choose to visit her. Her visitors pay her kindly in fine cloth and silks, taking the word of the powerful witch that such a prize will award them a hefty boon. But the Crow Witch is a trickster before anything else. The cloth and silk she receives allow her to scry on her visitors, spying on the people who trusted she would help them.

Gathering information about the people around her is the Crow Witch’s primary goal. Using the arcane powers of the *crowsinger’s locket* (see chapter 6), she can take partial control of any nearby birds, usually crows, and use them as her eyes and ears as they explore the vastness of the Dunwood.

GAME STATISTICS

The Crow Witch is a **green hag**^{MM} with the following additional trait:

Witchsight. Three times per day each, the Crow Witch can innately cast the spells *scrying* and *augury*.



VESHLOVA YADROVA

CHOSEN OF TALONA

Once a priestess of Mielikki, Veshlova abandoned her faith at a young age. When the priesthood refused to take a forceful stand against outlaws pillaging farming villages along the Great Road, Veshlova took the matter into her own hands: using her familiarity with poisonous fungi from the Forest of Lethyr, she concocted a lethal poison. Concealing the poison inside richly flavored almond cookies, she offered them to the leader of the bandits, and in doing so assassinated the entire clan. While this act brought peace to her people, the priesthood of Mielikki swiftly disowned her for the vile act; she lost her divine gifts.

However, her decisive and ruthless actions attracted the attention of Talona, the Goddess of Poison and Disease, who offered her divine power and, more importantly, the free will to make her own choices, without fear of being abandoned by her goddess. Veshlova happily accepted the offer, becoming a Chosen of Talona.

Keeping to the shadows, Veshlova carefully shapes the future of the Great Dale by removing dangerous figures from power through the targeted spread of disease and untraceable poisons. Despite Veshlova’s good intentions, the seductive power of the Lady of Poison pulls her slowly towards darkness. Through the years, her actions have grown increasingly bold, and she has begun to form alliances with powerful figures outside of the Great Dale, who seek to influence the future of the region. While some have noble goals, others would just as happily see the region fall into chaos.

VESHLOVA YADROVA

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather and shield)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Con +7, Wis +8, Cha +7

Skills Insight +8, Nature +7, Perception +8, Sleight of Hand +6, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 18

Languages Common, Elvish

Challenge 11 (7,200 XP)

Divine Health. Veshlova is immune to disease.

Spellcasting. Veshlova is an 11th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). Veshlova has the following cleric spells prepared:

At will: *guidance*, *sacred flame*, *thaumaturgy*, *toll the dead*^{XGE}

1st level (4 slots): *bane*, *command*, *detect magic*, *detect poison and disease*, *inflict wounds*

2nd level (3 slots): *augury*, *blindness/deafness*, *silence*

3rd level (3 slots): *bestow curse*, *glyph of warding*, *revivify*, *spirit guardians*

4th level (3 slots): *banishment*, *death ward*

5th level (2 slots): *contagion*, *insect plague*, *scrying*

6th level (1 slot): *harm*, *forbiddance*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60, one target. *Hit:* 3 (1d6) piercing damage plus 4 (1d8) poison damage, or 4 (1d8) piercing damage plus 4 (1d8) poison damage if used with two hands.

Channel Divinity - Invoke Illness. Chose an enemy within 5 feet that Veshlova can touch. This creature must succeed on a DC 16 Constitution saving throw or develop an illness based on their roll.

If they fail the save by less than 3, they take 2d8 poison damage.

If their saving throw is 12 or lower, they also gain a level of exhaustion.

If their saving throw is 8 or lower, they are also blinded for 1d4 + 1 rounds.

If their saving throw is 4 or lower, they are also paralyzed for 1d6 + 1 rounds.



Channel Divinity - Turn Undead. As an action, each undead that can see or hear Veshlova within 30 feet of her must make a DC 16 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from Veshlova as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. When an undead of CR 2 or lower fails its saving throw against Veshlova's Turn Undead feature, the creature is instantly destroyed.

REACTIONS

Rotting Garb (3/Day). When a creature attacks Veshlova with a melee weapon attack, she can use her reaction to force a contagion on them. They must make a DC 16 Constitution saving throw or take 1d6 poison damage at the start of their turn for the next three turns.



VOSTHOR

CULT LEADER

Vosthor was a hagspawn, a rare and unfortunate male progeny of a hag. He was an imperious wizard lord who ruled over Mettledale. The hagspawn was an oppressive ruler for many years until the Year of the Sceptered One (1404 DR) when the hero of Spearsmouth Dale, Lord Abraer Thellblade, arrived with his companions to dispose of the tyrant. Unfortunately for Lord Abraer, he woefully underestimated Vosthor and his collection of ruffians. In the course of a tenday, the hagspawn had killed Lord Abraer and gained control of Spearsmouth Dale as well.

Vosthor was careful to avoid offending the Circle of Leth and thus ruled both dales with an iron fist for decades until his fear of mortality changed his focus. Seeking ways to extend his existence, he became a follower of Orcus, hoping to learn the secret to surviving as an undead being. The demon lord was happy to gain a new powerful thrall and transformed Vosthor into an undead creature under his control.

Once transformed, Vosthor retreated from public view, handing control of Spearsmouth Dale and Mettledale to one of his bugbear lieutenants. Seeking long-term stability, Vosthor directed his lieutenants to ally themselves with the Shadowmasters of Telflamm. The criminal organization was happy to oblige, and have helped the hagspawn control the region in the years since.

Behind the scenes, Vosthor now follows the directions of Orcus and seeks to set up new cults to the Lord of Undeath across Thesk and the Great Dale.

Orcus would like nothing more than to utterly eliminate the Demon Lord Eltab, who is currently trapped in Eastern Faerûn. He may direct Vosthor to seek out powerful heroes, warn them of the dangers Eltab presents to the region, and guide them in their task in destroying one of Orcus's rivals.

APPEARANCE

Vosthor is the height of a typical human male, but with long gangly arms ending in vicious clawed hands. Since his undead transformation, Vosthor's skin is ashen grey and his eyes glare with a wild intensity.

GAME STATISTICS

Vosthor is a **deathlock mastermind**^{MToF}.

NEW MONSTERS

There are numerous creatures found in and around the Great Dale that can pose a deadly challenge to the unprepared traveller.

BATTLE HORROR

Near the end of the war with Narfell, Rauthmari mages created a remarkable array of elemental-infused creatures to fight in battle. The battle horror is a Helmed Horror that has been infused with an evil elemental spirit. The animated suite of plate armor is wreathed in the power of the elemental bound within.

BATTLE HORROR

Medium construct, usually lawful evil

Armor Class 19 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +7

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 17

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Magic Resistance. The battle horror has advantage on saving throws against spells and other magical effects.

Magic Weapons and Armor. Any weapon wielded or armor worn by a battle horror is treated as magical.

Spell Immunity. The battle horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

Innate Spellcasting. The battle horror's spellcasting ability is Intelligence (spell save DC 11). The battle horror can innately cast the following spells, requiring no material components:

At will: *magic missile*

3/day: *blink*

1/day: *dimension door*



ACTIONS

Multiattack. The battle horror makes three attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft, one target. *Hit:* 12 (2d6 + 5) slashing damage.

BLIGHTLORD DRUID

Approximately one hundred years ago, the Rotting Man corrupted a circle of druids, creating the blightlords. They wield terrible powers of disease and rot, tainting the goodly woodland creatures with their magics to create an army of blightspawn.

Though the Rotting Man is no more, rumors persist that blightlords still haunt the forests of Dunwood, continuing to corrupt the forest with their vile powers.

BLIGHTLORD DRUID

Medium humanoid (any race), neutral evil

Armor Class 14 (hide armor)

Hit Points 83 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	18 (+4)	8 (-1)

Saving Throws Int +4, Wis +7

Skills Nature +4, Perception +7, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 17

Languages Common, Druidic

Challenge 7 (2,900 XP)

Blightblood. Blightlord druids are immune to disease and blightspawned creatures ignore them unless they are attacked by the blightlord.

Black Glaive. If the blightlord is wielding their glaive, they may cast spells with a range of touch out to a range of 10 feet.

Spellcasting. The blightlord druid is an 11th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The blightlord druid has the following spells prepared:

At will: *druidcraft*, *infestation*^{XGtE}, *mending*, *poison spray*, *thornwhip*

1st level (4 slots): *entangle*, *faerie fire*, *healing word*, *thunderwave*

2nd level (3 slots): *hold person*, *ray of enfeeblement*, *Snillloc's snowball swarm*^{XGtE}

3rd level (3 slots): *animate dead*, *erupting filth*^{NEW}, *meld into stone*

4th level (3 slots): *blight*, *stoneskin*

5th level (2 slots): *contagion*, *treestride*

6th level (1 slot): *wall of thorns*

ACTIONS

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 7 (1d10 + 2) slashing damage plus 4 (1d8) cold damage and 4 (1d8) necrotic damage. The target must make a DC 15 Constitution saving throw or become poisoned. The creature may attempt another saving throw at the end of each of its turns to end the effect on itself. Each failed saving throw results in the creature taking another 4 (1d8) points of necrotic damage.

Any beast, fey, giant, humanoid, monstrosity, or plant creature who falls to 0 hit points while under this poison effect immediately dies and transforms into a blightspawned creature under the control of the blightlord druid whose effect killed it.



BLIGHTSPAWNED TEMPLATE

A blightspawn is created when a creature dies from certain powers unique to blightlords, and are under the control of the blightlord who created them. Intelligent creatures who become blightspawned retain no memory of their former life, and are mindless servants of their blightlord masters

A blightspawn creature retains most of the racial features it enjoyed in life, and has the following characteristics:

A blightspawn's creature type becomes both "plant" and "undead"

Its alignment becomes neutral evil.

Its Wisdom and Charisma scores are reduced by 2, while its Intelligence score becomes 3.

It gains a natural armor bonus to its AC of +2.

It can't be charmed, paralyzed, poisoned, or stunned.

It gains resistance to poison damage.

Hardened Mind. A blightspawned creature has advantage on saving throws it makes to resist the effects of enchantment and illusion spells and effects

Deathly Nature. A blightspawned creature is considered to be both a plant and undead creature type.

Blight Touch (Recharge 5-6). When the blightspawned creature makes a successful melee weapon attack the target must make a DC 13 Constitution saving throw or become infected with the disease, Talona's Blight. 1d4 days after becoming infected, the creature suffers one level of exhaustion and may no longer regain hit points from spending Hit Dice, nor gain any hit points from finishing a long rest. At the end of each long rest, an infected creature must repeat the Constitution saving throw. On a failed save, the target gains one level of exhaustion. On a successful save, the target's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion to 0, the creature is cured of the disease. Any beast, fey, giant, humanoid, monstrosity or plant creature that dies from Talona's Blight, arises as a blightspawned zombie.

Its CR increases by 2.



BLIGHTSPAWNED TREANT

There is little more abhorrent to a nature-loving druid than to see a once wise and noble treant fall victim to a blightlord's taint.

BLIGHTSPAWNED TREANT

Medium plant, neutral evil

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	3 (-4)	14 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, poison

Damage Vulnerabilities fire

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses passive Perception 12

Languages Common, Druidic, Elvish, Sylvan

Challenge 11 (7,200 XP)

Deathly Nature. A blightspawned treant is considered to be both a plant and undead creature type.

False Appearance. While a blightspawned treant remains motionless, it is indistinguishable from a normal tree.

Hardened Mind. A blightspawned treant has advantage on saving throws it makes to resist the effects of enchantment and illusion spells and effects.

Siege Monster. A blightspawned treant deals double damage to objects and structures.

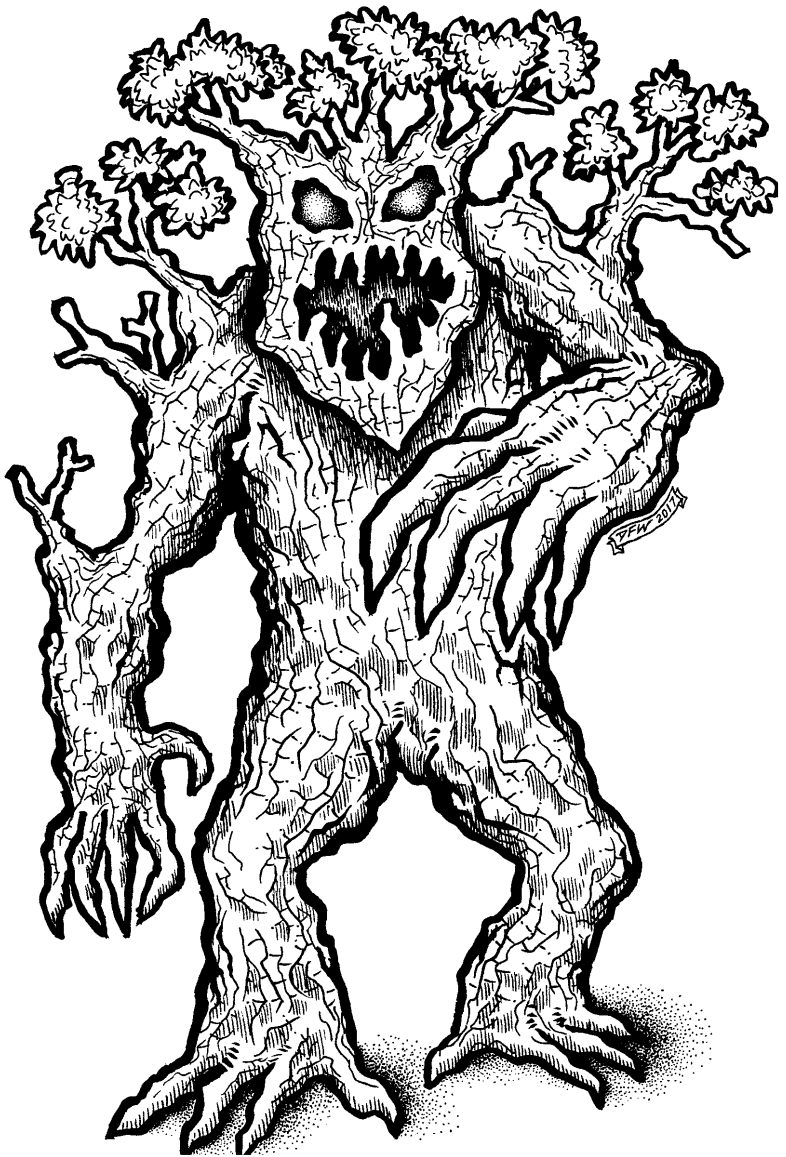
ACTIONS

Multiattack. The blightspawned treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The blightspawned treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a blightspawned treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the blightspawned treant. The tree remains animated for 1 day or until it dies; until the blightspawned treant dies or is more than 120 feet from the tree; or until the blightspawned treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.



REACTIONS

Blight Touch (Recharge 5-6). When the blightspawned treant makes a successful melee weapon attack, the target must make a DC 13 Constitution saving throw or become infected with the disease, Talona's Blight. 1d4 days after becoming infected, the creature suffers one level of exhaustion and may no longer regain hit points from spending Hit Dice, nor gain any hit points from finishing a long rest. At the end of each long rest, an infected creature must repeat the Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion to 0, the creature is cured of the disease. Any beast, fey, giant, humanoid, monstrosity or plant creature that dies from Talona's Blight, arises as a blightspawned zombie.

BLIGHTSPAWNED ZOMBIE

Creatures who die from the blight touch of a blightspawned creature arise as a blightspawned zombie. They are dark plant abominations that are often under the control of a blightlord druid.

BLIGHTSPAWNED ZOMBIE

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wisdom +0

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned, stunned

Senses passive Perception 8

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

Deathly Nature. A blightspawned creature is considered to be both a plant and undead creature type.

Hardened Mind. A blightspawned zombie has advantage on saving throws it makes to resist the effects of enchantment and illusion spells and effects.

Undead Fortitude. If damage reduces the blightspawned zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The blightspawned zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.





DEMON LORD ELTAB

The Lord of the Hidden Layer is a powerful Demon Lord bent on a quest to reclaim the power and authority it believes it deserves. Eltab is a formidable combatant and an imposing leader capable of marshaling great armies in wars of conquest.

Eltab stands some 15-feet tall, sporting a profusion of horns and antlers about its head. Its imposing, bestial face displays a large wolf-like muzzle and sharp canine teeth. Its skin is covered in hard bony plates the color of dried blood.

SUMMONING TO FAERÛN

Eltab was brought to Faerûn by Nar Demonbinders near the end of their war with Raumathar. He led a combined force of Narfelli and demons to capture the lands of Rashemen. However, when the Narfell commander tried to direct his forces against other Raumviran forces, Eltab refused, preferring to continue his rule of the Rashemi.

Years after Narfell's fall, the people of Rashemen finally rose up and overthrew the Demon Lord. The Wychlaren chased Eltab from their lands, ultimately imprisoning the demon far to the south.

ELTAB'S ABYSSAL DOMAIN

Prior to Eltab's summoning to Faerûn, he ruled the 248th layer of the Abyss, sometimes referenced to be The Hidden Layer by Abyssal scholars. The domain is an inhospitable place filled with vast stretches of deadly vegetation punctuating a rocky wasteland. Storms continually sweep through this unforgiving expanse, forcing outsiders to contend with endless windstorms, rain, and lightning.

DEMONCYSTS

With the start of the Great Conflagration in the Year of the Stone Giant (-160 DR), the powerful magical bindings that brought Eltab to the Realms also interwove countless pieces of his Abyssal domain into the earth beneath the ancient Narfell Empire.

These pieces of Eltab's domain are known as demoncysts. They lie buried underground, consisting of irregular caverns that are usually 100-feet across, though larger and smaller versions are known to exist. The environment within each demoncyst is the same as The Hidden Layer deep within the Abyss. The environments are self-contained; their effects do not extend beyond the demoncyst's boundaries. One exception to this exists in Thaymount, the result of the

actions of a powerful Red Wizard, wherein the River Eltar is tainted by Abyssal waters.

Many demoncysts lie hidden just underground waiting to be discovered by anyone who digs too deeply. These often contain slumbering demons, trapped from the days of Narfell. When disturbed these fiends become unleashed and rage across the land attempting to satisfy their demonic urges. As such, the peoples of the Dale and the wandering tribes of Nar in the north confront anyone foolish enough to attempt excavations in the region.

CURRENT STATUS

Few mortals in the Realms realize that Eltab has not been destroyed or banished.

In the Year of Rogue Dragons (1373 DR), the Demon Lord appeared to be destroyed when it was thwarted in an attempt to enact revenge upon the Thayan lich, Szass Tam. However, the powers of the Adamantine Binding caused the Lord of the Hidden Layer to re-form beneath the Citadel of Conjurers in Implitur.

The Demon Lord has taken advantage of this freedom by gradually building up an army of demons it hopes to unleash upon its many past foes and to bring forth a renewed Empire of Narfell. It has already accumulated an assortment of demons freed from beneath the Citadel of Conjurers, counting many *bulezau*, *glabrezu*, and *succubi* among that number.

Eltab's mortal agents have infiltrated a number of organizations, including the Red Wizards and the ruling nobles of Impiltur, and possibly even the Circle of Leth. The Demon Lord has its agents seeking to unearth demoncysts and free fiends to join its forces. It also uses these thralls to undermine past foes by performing heinous acts and making it seem as if they were perpetrated by the target organization.

ELTAB'S FATE

The ancient magical bindings that trapped Eltab within the Realms are tied to the Adamantine Binding. This calling circle exists in the largest known demoncyst, found deep beneath the Citadel of Conjurers in Impiltur. Eltab's Hall of the Hidden Throne was pulled from the Abyss, and it is here that the Demon Lord develops his fiendish schemes.

The Adamantine Binding is nearly unbreakable. Only the legendary greatsword *Hadryllis* is believed to be capable of destroying this enchantment to allow Eltab to finally be cast back into the Abyss.

ELTAB

Large fiend (demon), chaotic evil

Armor Class 22 (natural armor)

Hit Points 324 (24d10 +192)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Dex +9, Con +14, Wis +12

Skills Athletics +17, Intimidation +13, Perception +12

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 24 (62,000 XP)

Charge. If Eltab moves at least 30 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 15 (3d10) piercing damage. If the target is a creature, it must succeed on a DC 25 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Faerûn Bound. While the Adamantine Binding exists in the depths of the Citadel of Conjurers, Eltab cannot be banished from the Realms. Attempting to banish Eltab results in the Demon Lord arriving in a random demoncyst.

Innate Spellcasting. Eltab's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

At will: *detect magic*

3/day each: *dispel magic*, *fear*, *thunderous smite*

1/day each: *teleport*, *finger of death*

Legendary Resistance (3/Day). If Eltab fails a saving throw, he can choose to succeed instead.

Magic Resistance. Eltab has advantage on saving throws against spells and other magical effects.

Magic Weapons. Eltab's weapon attacks are magical.

Moaning Crown. When Eltab wears the **Moaning Crown**, any non-evil creature within a 15-foot radius must succeed on a DC 21 Wisdom saving throw, or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. These later saves have disadvantage if Eltab is within line of sight of that creature. If a creature succeeds on any of these saves or the effect ends on it, the creature is immune to this effect for the next 24 hours.

ACTIONS

Multiattack. Eltab makes either one gore attack and two claw attacks, or one gore attack and one attack with **Stormsplitter**.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 15 (1d10 + 10) slashing damage.

Gore. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) piercing damage.

Stormsplitter. *Melee Weapon Attack:* +20 to hit, reach 10 ft., one target. *Hit:* 22 (2d8 + 13) slashing damage. On a hit, the target and up to two other creatures of Eltab's choice within 15 feet of the attack must make a DC 21 Dexterity saving throw or take 5 (1d10) points of lightning damage. Attacks with **Stormsplitter** score critical hits on a roll of 19 or 20.

Terrifying Scream (1/Day). Eltab invokes a soul-rending scream from the **Moaning Crown**. This scream has no effect on constructs and undead. All other creatures within 30 feet who can hear this scream must make a DC 21 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage.

LEGENDARY ACTIONS

Eltab can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Eltab regains spent legendary actions at the start of his turn.

Stormsplitter Attack. Eltab makes an attack with **Stormsplitter**.

Charge (Costs 2 actions). Eltab moves up to his speed, then makes a gore attack.

MAGIC ITEMS

Eltab possesses the **Moaning Crown of Ndulu** and the powerful greatsword **Stormsplitter**, both of which are detailed in Chapter 6.

MADNESS OF ELTAB

If a creature goes mad within sight of the Demon Lord, roll on the Madness of Eltab table to determine the nature of the madness. These new character traits last until cured. See Chapter 8 of the *Dungeon Master's Guide* for more on madness.

MADNESS OF ELTAB

d100	Flaw (lasts until cured)
01-20	Those I once trusted now seek to take advantage of me.
21-40	I must punish those who have wronged me.
41-60	I am better than anyone I meet.
61-80	I am destined to rule. One day, all shall fear me and do my bidding.
81-100	I will crush those who oppose me.

ELTAB CULTISTS

Those who fall under Eltab's influence often feel wronged by a powerful organization and they ultimately wish to betray, either for revenge or personal gain. They believe they will receive the power needed to enact their dreams of revenge by serving the Lord of the Hidden Layer.

DEMONIC BOONS

As a powerful Demon Lord, Eltab bestows fiendish power to those it favors. Acceptance of such a gift is an evil act, driving the receiver further into chaos, evil, and madness. However, mortals who reject Eltab's boon will surely become a target of its boundless wrath.

The following items outline boons that a DM may grant to monsters and NPCs dedicated to Eltab.

Ability Score Adjustment: Up to a +4 bonus to Strength or Charisma.

Signature Spells: The following spells may replace existing spells of the appropriate level that the creature is able to cast: *wrathful smite* (1st level), *flame blade* (2nd level), *fear* (3rd level).

Eltab attracts followers who wish to discover Narfell's fiendish secrets. These followers hope to achieve power by helping their lord achieve domination over the ancient empire's lands. Eltab also seduces traitors belonging to groups it has sworn vengeance against for their acts against it. The Red Wizards of Thay, the god-kings of Mulhorand and the Wychlaren of Rashemen are all targets of its ire. Many of its cultists receive the Scaly Flesh trait with cult



leaders also receiving the Bone Spurs trait. Only the most powerful servants are granted Fearful Gaze.

Scaly Flesh. This creature has visibly rough, scaly skin. It receives a +2 bonus to its armor class and has resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Bone Spurs. This creature gains a profusion of sharp bone spurs growing from its skull. These bone spurs provide a gore attack with damage dependant on the size of the creature: (Tiny = 1d2, Small = 1d4, Medium = 1d6, Large = 1d8, Huge = 2d6, Gargantuan = 2d8)

Fearful Gaze (Recharges after a Short or Long Rest). As an action, this creature can innately cast the *cause fear* spell, requiring no material components.

CULTIST OF ELTAB

Medium humanoid (any race), any non-good

Armor Class 14 (scaly flesh)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The cultist of Eltab has advantage on saving throws against being charmed or frightened.

Spellcasting. The cultist of Eltab is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The cultist of Eltab has the following cleric spells prepared:

At will: *resistance*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *command*, *inflict wounds*, *wrathful smite*

2nd level (3 slots): *flame blade*, *spiritual weapon*

ACTIONS

Multiattack. The cultist of Eltab makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Gore. *Melee Weapon Attack.* +4 to hit, reach 5 ft. one target. *Hit:* 5 (1d6+2) piercing damage

Fearful Gaze (Recharges after a Short or Long Rest). The Eltab Cultist can innately cast the Cause Fear spell, requiring no material components

FELL TREES OF DUNWOOD

Years of demonic influence have corrupted many of the trees in Dunwood. Sometimes this corruption results in the creation of a fell tree. These dangerous plant creatures carry a demonic taint that protects them against many forms of damage.

DIREWOOD

Large animated hardwood trees that succumb to the Dunwood’s fiendish influence sometimes become direwoods. These powerful trees swing their mighty limbs and crush fallen foes beneath their rooted feet. Direwood is often sought after by skilled artificers as a material for constructing shield guardians.

WHIPWOOD

Willow trees that fall victim to the Dunwood’s evil corruption are sometimes transformed into a whipwood. Their long flexible branches lash out against their victims, wrapping the unfortunate souls in a crushing embrace. Gnomish enchanters have been known to use fibrous strands from whipwood branches to craft all manner of enchanted rope.



DIREWOOD

Huge plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 110 (10d12 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, cold, fire, lightning, piercing, poison

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages –

Challenge 6 (2,300 XP)

False Appearance. While the direwood remains motionless, it is indistinguishable from a normal tree.

Stomping Fury. The direwood may use a bonus action to make a stomp attack against a prone target.

ACTIONS

Multiattack. The direwood makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (2d6 + 7) bludgeoning damage and the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Stomp. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) bludgeoning damage.

WHIPWOOD

Large plant, neutral evil

Armor Class 13 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	3 (-4)	11 (+0)	5 (-3)

Damage Resistances bludgeoning, cold, fire, lightning, piercing, poison

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages –

Challenge 4 (1,100 XP)

False Appearance. While the whipwood remains motionless, it is indistinguishable from a normal tree.

Grasping Branches. The whipwood can have up to four branches grappling one or more targets. Each branch can be attacked (AC 13; 8 hit points; uses the whipwood's resistances and immunities). Destroying a branch deals no damage to the whipwood, which can regenerate a replacement branch on its next turn. A branch can also be broken if a creature takes an action and succeeds on a DC 14 Strength check against it.

Crushing Embrace. If a creature is grappled by one or more branches at the end of its turn, that creature takes 1d4 + 4 bludgeoning damage.

ACTIONS

Multiattack. The whipwood makes up to four lashing attacks. Every branch that is grappling a target reduces the number of lashing attacks by one.

Lash. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained and the whipwood can't use the same branch on another target.

Squeeze. Every target grappled by 1 or more branches takes 1d4+4 bludgeoning damage.

HIGH DRUID

High druids often work for archdruids in their efforts to protect the land. High druids usually oversee and teach less-experienced **druids**^{MM}

HIGH DRUID

Medium humanoid (any race), any alignment

Armor Class 13 (hide armor) (16 with *barkskin*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	11 (+0)

Saving Throws Int +4, Wis +7

Skills Medicine +7, Nature +4, Perception +7

Senses passive Perception 17

Languages Druidic plus any two languages

Challenge 8 (5,00 XP)

Spellcasting. The high druid is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

- At will: *druidcraft*, *poison spray*, *produce flame*, *shillelagh*
1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
4th level (3 slots): *dominate beast*, *stoneskin*, *wall of fire*
5th level (2 slots): *commune with nature*, *mass cure wounds*
6th level (1 slot): *heal*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+7 with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands or 8 (1d8 + 4) bludgeoning damage if used with *shillelagh*.

Change Shape (1/Day). The high druid magically polymorphs into a beast with a challenge rating of 4 or less, and can remain in this form for up to 6 hours. The high druid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The high druid reverts to its true form if it dies or falls unconscious. The high druid can revert to its true form using a bonus action on its turn.

While in a new form, the high druid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.



TROLL, MUR-ZHAGUL

The untamed lands surrounding the Great Dale harbour numerous trolls, including some types that are rarely seen outside of the region.

One of the more dangerous varieties are the mur-zhagul, which are more commonly referred to as demon trolls. They are the vile descendants of trolls that interbred with demons.

Contrary to their normal trollkin, the mur-zhagul have either grey or reddish-orange, scaly skin that is naturally resistant to fire and acid. They have innate magical talents provided by their fiendish blood.

They possess bright eyes that glimmer with a malicious intent. The demon trolls are skilled warriors who can effectively use weapons and armor. However, they greatly enjoy rending their enemies using their well-taloned hands.

TROLL, MUR-ZHAGUL

Large giant, chaotic evil

Armor Class 18 (natural armor)

Hit Points 150 (12d10 + 84)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)	10 (+0)	13 (+1)	12 (+1)

Damage Resistances acid, fire

Senses Darkvision 90 ft., passive Perception 11

Languages Abyssal, Giant

Challenge 11 (7,200 XP)

Fiendish Nature. The mur-zhagul's is considered both a giant and fiend creature type.

Innate Spellcasting. The mur-zhagul's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *burning hands*,
darkness, *detect evil and good*, *jump*
3/day: *invisibility*, *shield*
1/day: *haste*

Regeneration. The mur-zhagul regains 10 hit points at the start of each of its turns. If the mur-zhagul takes radiant damage, this trait doesn't function at the start of the mur-zhagul's next turn. The mur-zhagul dies only if it starts its turn with 0 hit points and doesn't regenerate.

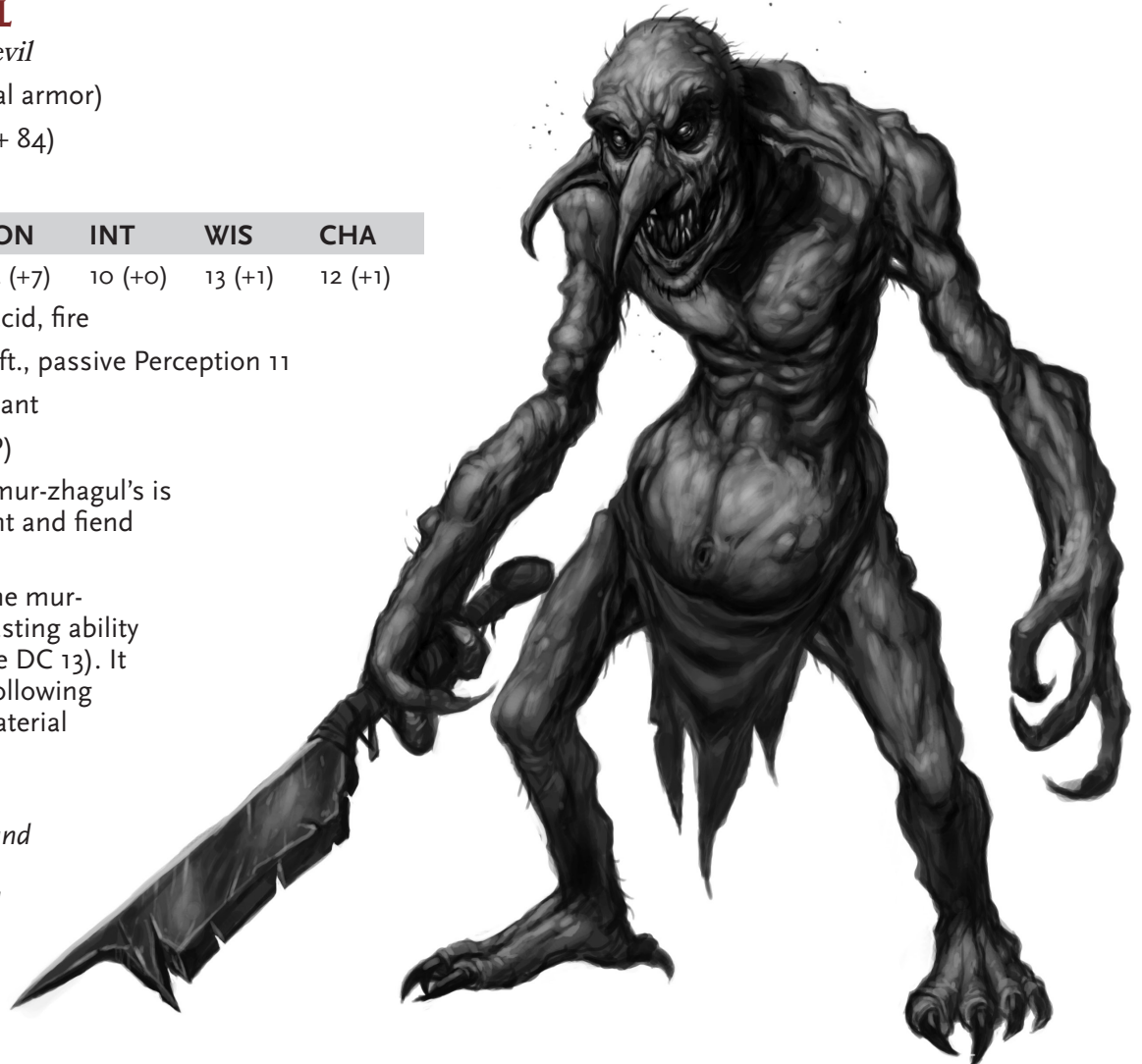
Rend. If a mur-zhagul hits a single target with two claw attacks in the same turn, that target must immediately make a DC 17 Constitution saving throw or take an additional 2d6 points of slashing damage.

ACTIONS

Multiattack. The mur-zhagul makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.



VOLODNI

The volodni are a race of humanoid plant creatures found in the forests that surround the Great Dale.

Bargain with the Woods. During the aftermath of the terrible war between Narfell and Raumathar, a tribe of Nars sought shelter within the ancient woods, hoping to escape the fiends that ravaged the land. An ancient and powerful being confronted the refugees, offering them shelter but only if they rejected their demon-worshipping past and agreed to become a part

of the forest. The desperate Nar tribe readily agreed and were transformed into the pine folk, the volodni.

Stewards of the Forest. The volodni live in harmony with plants and woodland creatures. They lead simple lives but are skilled in weaving together natural and arcane magic. The volodni craft highly sought after bluewood weapons and armor (see chapter 6), which are as hard as metal but weighing but half as much.

Enemies of Corruption. Around the Great Dale, the volodni suffered at the hands of the Rotting Man and his blightlords. Many were lost to the blightlords's corrupting touch. To this day, the volodni are vigilant in their quest to root out any remaining blight that may still linger in the ancient woods where they make their homes.

VOLODNI

Medium plant, chaotic neutral

Armor Class 13 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	9 (-1)	12 (+1)	9 (-1)

Damage Resistances piercing, poison

Damage Vulnerability fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Plant Mind. Volodni have advantage on saving throws against being charmed and against being magically put to sleep.

Cold Iron Anathema. Volodni have disadvantage on attack rolls with metal weapons and they cannot regain hit points while wearing metal armor.

Forest Hunter. Volodni can move stealthily through woodland terrain at normal speed. They may attempt to hide when in woodland terrain even if they are only lightly obscured by foliage, rain, snow, or mist.

Innate Spellcasting. The volodni's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day: *entangle*, *Speak with animals*

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



VOLODNI HUNTER

Medium plant, chaotic neutral

Armor Class 14 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	9 (-1)	12 (+1)	9 (-1)

Skills Perception +3, Stealth +6, Survival +3

Damage Resistances piercing, poison

Damage Vulnerability fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Plant Mind. Volodni have advantage on saving throws against being charmed and against being magically put to sleep.

Cold Iron Anathema. Volodni have disadvantage on attack rolls with metal weapons and they cannot regain hit points while wearing metal armor.

Forest Hunter. Volodni can move stealthily through woodland terrain at normal speed. They may attempt to hide when in woodland terrain even if they are only lightly obscured by foliage, rain, snow, or mist.

Innate Spellcasting. The volodni's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day: *entangle*, *speak with animals*

ACTIONS

Multiattack. The volodni hunter makes two melee or ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

VOLODNI WISE ONE

Medium plant, chaotic neutral

Armor Class 12 (hide armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	12 (+1)	12 (+1)	16 (+3)	12 (+1)

Skills Insight +5, Medicine +7, Nature +3

Damage Resistances piercing, poison

Damage Vulnerability fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Plant Mind. Volodni have advantage on saving throws against being charmed and against being magically put to sleep.

Cold Iron Anathema. Volodni have disadvantage on attack rolls with metal weapons and they cannot regain hit points while wearing metal armor.

Forest Hunter. Volodni can move stealthily through woodland terrain at normal speed. They may attempt to hide when in woodland terrain even if they are only lightly obscured by foliage, rain, snow, or mist.

Spellcasting. The volodni wise one is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The volodni wise one has the following druid spells prepared:

At will: *druidcraft*, *guidance*, *poison spray*, *shillelagh*

1st level (4 slots): *animal friendship*, *entangle*, *healing word*, *speak with animals*

2nd level (3 slots): *animal messenger*, *beast sense*, *moonbeam*

3rd level (2 slots): *plant growth*, *speak with plants*

ACTIONS

Multiattack. The volodni wise one makes two melee attacks.

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+5 with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands or 7 (1d8 + 3) bludgeoning damage if used with *shillelagh*.

Dart. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Change Shape (Recharges after a Short or Long Rest) The volodni wise one magically polymorphs into a black bear, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

PREVIOUSLY PUBLISHED

The following stat blocks are not found in the *Monster Manual* and have been included here as they are referenced elsewhere within this book.

ARCHDRUID

Originally published in Volo's Guide to Monsters

ARCHDRUID

Medium humanoid (any race), any alignment

Armor Class 16 (hide armor, shield)

Hit Points 132 (24d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	12 (+1)	20 (+5)	11 (+0)

Saving Throws Int +5, Wis +9

Skills Medicine +9, Nature +5, Perception +9

Senses passive Perception 19

Languages Druidic plus any two languages

Challenge 12 (8,400 XP)

Spellcasting. The archdruid is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following druid spells prepared:

- At will: *druidcraft*, *mending*, *poison spray*, *produce flame*
1st level (4 slots): *cure wounds*, *entangle*, *faerie fire*, *speak with animals*
2nd level (3 slots): *animal messenger*, *beast sense*, *hold person*
3rd level (3 slots): *conjure animals*, *meld into stone*, *water breathing*
4th level (3 slots): *dominate beast*, *locate creature*, *stoneskin*, *wall of fire*
5th level (3 slots): *commune with nature*, *mass cure wounds*, *tree stride*
6th level (1 slot): *heal*, *heroes' feast*, *sunbeam*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

ACTIONS

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Change Shape (2/Day). The archdruid magically polymorphs into a beast or elemental with a challenge rating of 6 or less, and can remain in this form for up to 9 hours. The archdruid can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The archdruid reverts to its true form if it dies or falls unconscious. The archdruid can revert to its true form using a bonus action on its turn.

While in a new form, the archdruid retains its game statistics and ability to speak, but its AC, movement modes, Strength, and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that it lacks. It can cast its spells with verbal or somatic components in its new form.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

BARD

Originally published in *Volo's Guide to Monsters*

BARD

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +4, Wis +3

Skills Acrobatics +4, Perception +5, Performance +6

Senses passive Perception 15

Languages any two languages

Challenge 2 (450 XP)

Spellcasting. The bard is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following bard spells prepared:

At will: friends, *mage hand*, *vicious mockery*
1st level (4 slots): *charm person*, *healing word*, *heroism*,
sleep, *thunderwave*
2nd level (3 slots): *invisibility*, *shatter*

Song of Rest The bard can perform a song while taking a short rest. Any ally who hears the song regains an extra 1d6 hit points if it spends any Hit Dice to regain hit points at the end of that rest. The bard can confer this benefit on itself as well.

Taunt (2/day) The bard can use a bonus action on its turn to target one creature within 30 feet of it. If the target can hear the bard, the target must succeed on a DC 12 Charisma saving throw or have disadvantage on ability checks, attack rolls, and saving throws until the start of the bard's next turn.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

CONJURER

Originally published in *Volo's Guide to Monsters*

CONJURER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The conjurer is an 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The conjurer has the following wizard spells prepared:

At will: *acid splash*, *mage hand*, *poison spray*, *prestidigitation*
1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**
2nd level (3 slots): *cloud of daggers**, *misty step**, *web**
3rd level (3 slots): *fireball*, *stinking cloud**
4th level (3 slots): *Evard's black tentacles**, *stoneskin*
5th level (2 slots): *cloudkill**, *conjure elemental**

Benign Transportation (Recharges after the Conjurer Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, the conjurer teleports up to 30 feet to an unoccupied space that it can see. If it instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

DEATHLOCK MASTERMIND

Originally published in Mordenkainen's Tome of Foes

DEATHLOCK MASTERMIND

Medium undead, neutral evil

Armor Class 13 (16 with *Mage Armor*)

Hit Points 110 (20d8+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	15 (+2)	12 (+1)	17 (+3)

Saving Throws Int +5, Wis +6

Skills Arcana +5, History +5, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 120 ft. (including magical darkness), passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Innate Spellcasting. The deathlock's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self*, *mage armor*

Spellcasting. The deathlock is a 10th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *mage hand*, *minor illusion*, *poison spray*
1st-5th level (2 5th-level slots): *arms of Hadar*, *blight*, *counterspell*, *crown of madness*, *darkness*, *dimension door*, *dispel magic*, *fly*, *hold monster*, *invisibility*

Turn Resistance. The deathlock has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3 necrotic damage).

Grave Bolts. *Ranged Spell Attack:* +6 to hit, range 120 ft., one or two targets. *Hit:* 18 (4d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 16 Strength saving throw or become restrained as shadowy tendrils wrap around it for 1 minute. A restrained target can use its action to repeat the saving throw, ending the effect on itself on a success.

ILLUSIONIST

Originally published in Volo's Guide to Monsters

ILLUSIONIST

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 38 (7d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	12 (+1)

Saving Throws Int +5, Wis +2

Skills Arcana +5, History +5

Senses passive Perception 10

Languages any four languages

Challenge 3 (700 XP)

Spellcasting. The illusionist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The illusionist has the following wizard spells prepared:

At will: *dancing lights*, *mage hand*, *minor illusion*, *poison spray*
1st level (4 slots): *color spray**, *disguise self**, *mage armor*, *magic missile*
2nd level (3 slots): *invisibility**, *mirror image**, *phantasmal force**
3rd level (3 slots): *major image**, *phantom steed**
4th level (1 slot): *phantasmal killer**

Displacement (Recharges after the Illusionist Casts an Illusion Spell of 1st Level or Higher). As a bonus action, the illusionist projects an illusion that makes the illusionist appear to be standing in a place a few inches from its actual location, causing any creature to have disadvantage on attack rolls against the illusionist. The effect ends if the illusionist takes damage, it is incapacitated, or its speed becomes 0.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage, or 3 (1d8 – 1) bludgeoning damage if used with two hands.

MARTIAL ARTS ADEPT

Originally published in Volo's Guide to Monsters

MARTIAL ARTS ADEPT

Medium humanoid (any race), any alignment

Armor Class 16

Hit Points 60 (11d8+11)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (+0)	16 (+3)	10 (+0)

Skills Acrobatics +5, Insight +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 3 (700 XP)

Unarmored Defense. While the adept is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The adept makes three unarmed strikes or three dart attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the target is a creature, the adept can choose one of the following additional effects:

The target must succeed on a DC 13 Strength saving throw or drop one item it is holding (adept's choice).

The target must succeed on a DC 13 Dexterity saving throw or be knocked prone.

The target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the adept's next turn.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Deflect Missile. In response to being hit by a ranged weapon attack, the adept deflects the missile. The damage it takes from the attack is reduced by 1d10 + 3. If the damage is reduced to 0, the adept catches the missile if it's small enough to hold in one hand and the adept has a hand free.





CHAPTER 11 –

ADVENTURE IDEAS

The Great Dale is filled with great story ideas that can easily translate into exciting adventures. This chapter provides a few ideas to inspire DMs who are crafting adventures for their games - from single adventures to epic campaigns. The Great Dale awaits!

CLEANSING THE DALE

A small group of wood elves in Lethyr have allied themselves with Eldreth Veluuthra, a radical elvish cult aimed at wiping humanity from the face of Faerûn.

These elves seek to cleanse the Great Dale of its human taint in hopes of returning the land to its ancient pristine form. They have a vision of recreating the Riildath, the ancient forest that existed before it was cleaved in two to form Dunwood and Lethyr. It was in this forest, thousands of years ago, that elves ruled the land before it was despoiled by the humans of Narfell.

The elves have found a powerful ally in Lossarwyn, an elf lich-druid, freeing him from his leafy prison in Dreadwood. Lossarwyn now directs this elvish cult to seek out demon cysts beneath the Dale. He believes he can uncover, from the fiends trapped within, the secret to creating a plague that will end humanity.

FIENDISH REVENGE

The Demon Lord Eltab was summoned to the Great Dale by the demonbinders of ancient Narfell. For a brief time the demon ruled over the lands of Rashemen before it was driven out by the people of that realm.

Eltab has endured repeated cycles of imprisonment and servitude; many mortal kingdoms have earned its enmity. For the first time in ages, the Lord of the Hidden Layer finds itself unfettered, free to plot its revenge on those who have wronged it over the centuries. Eltab patiently gathers its forces in secret, planning its rise to power once again.

The Demon Lord uses unwitting treasure hunters to uncover the countless demon cysts buried beneath ancient Narfell. It hopes to free the fiends slumbering within so they may join its growing army.

Defeating Eltab is a worthy conclusion to an epic campaign. At lower levels, the heroes might uncover a fiendish cult dedicated to the Demon Lord, slowly discovering the breadth of the demon's power. They eventually learn of the Adamantine Binding and Hadryllis, the legendary sword that can break the magical binding that ties Eltab to Faerûn. The heroes would then need to undertake a quest to recover the powerful blade before finally confronting the demon in the depths of the Citadel of Conjurers.

NAR MUSTERING

A charismatic leader in Narfell has uncovered long-lost demonbinding magic and is gathering tribes beneath his banner. Augmented with summoned fiends, this barbarian-king marshals his forces in hopes of reclaiming Dun-Tharos and creating a new Empire of Narfell.

ANGERED SPIRITS

An exiled Rashemi witch hides within Dunwood. She communes with the spirits of the ancient wood, who have been corrupted by the land's fiendish taint. She looks to grow her powers and use the tainted spirits of Dunwood to return to Rashemen and enact her revenge.

THREAT FROM MOUNT NAR

High atop Mount Nar, in the ruins of Jastaath, schemes the former Red Wizard, Branimern Rythil. No longer human, she has used ancient fell magics to become a fiendish abomination. She seeks to carve a kingdom for herself using her formidable arcane might and scores of fiends and tainted fey that she has gathered to her fortress.

The heroes may stumble upon Branimern's threat when they are forced to contend with attacks by corrupt fey and their demonic servants in the eastern end of the Dale. The heroes might follow a trail back to Mount Nar. There they must ascend high up the mountain's dangerous slopes to confront the archmage in her well-defended mountain fortress.

NECROPOLIS FOUND

A desiccated body is found at the edge of the Forest of Lethyr. Among its possessions are a set of golden statues crafted in Mulhorandi fashion and a hastily scribbled map. The map depicts a remote section of Lethyr near its southern end. Hastily scribbled upon the map is an “X” with the word “Boneyard” written beside it.

Discrete consultations with scholars may yield legends of an ancient Mulhorandi necropolis, carved beneath the forest near Thesk more than a millenium ago.

Could this map point to this fabled place and the lost treasures of an ancient empire? What caused the dead body’s desiccation? Has something that had lain undisturbed for countless generations been awoken to stalk the land?

ORCUS RISING

The dales in southern Lethyr have suffered beneath the rule of a series of tyrant lords for over a century. Secretly, each of these tyrants have been commanded by Vosthor, a hidden undead thrall beholden to Orcus, Demon Lord of the Undead.

The heroes could be brought to Mettledale by a plea for aid against the oppressive gangs of thugs used by the current tyrant lord and learn of a cult dedicated to Orcus. Progressive challenges ultimately bring the heroes face-to-face with the deathlock, Vosthor. There they discover Vosthor is nearing completion of a ritual to summon Orcus to the Realms using a gate found in Pholzubbalt, the ancient Mulhorandi necropolis buried beneath Lethyr. The heroes must race to the fell place, battle terrible undead, and potentially defeat Orcus as he steps through the gate.



APPENDIX – NEW MONSTER LISTS

STAT BLOCKS BY CHALLENGE RATING

CHALLENGE 1/4 (50 xp)

- Volodni

CHALLENGE 1/2 (100 xp)

- Blightspawned Zombie
- Volodni Hunter

CHALLENGE 2 (450 xp)

- Chandra
- Cultist of Eltab
- Volodni Wise One

CHALLENGE 3 (700 xp)

- Arwick
- Bresh Hens'Lass
- Lord Berold
- The Crow Witch

CHALLENGE 4 (1,100 xp)

- Aidan
- Whipwood

CHALLENGE 5 (1,800 xp)

- Alyssa

CHALLENGE 6 (2,300 xp)

- Direwood
- Ivellios Siankiir

CHALLENGE 7 (2,900 xp)

- Blighlord Druid

CHALLENGE 8 (3,900 xp)

- Battle Horror
- High Druid
- Maximus
- Vosthor

CHALLENGE 11 (7,200 xp)

- Blightspawned Treant
- Troll, Mur-Zhagul
- Veshlova Yadrova

CHALLENGE 12 (8,400 xp)

- Master Bumpkin

CHALLENGE 13 (10,000 xp)

- Nentyarch

CHALLENGE 16 (1,100 xp)

- Branimern Rythil

CHALLENGE 21 (33,000 xp)

- Lossarwyn

CHALLENGE 24 (62,000 xp)

- Demon Lord Eltab

APPENDIX – CONTRIBUTION SUMMARY

ALEX CLIPPINGER

CHAPTER 2 – CLASSES

- Warlock options

ANNE GREGERSEN

CHAPTER 2 – CLASSES

- Plague Domain

CHAPTER 6 – ITEMS OF INTEREST

- Crow Singer's Amulet

CHAPTER 10 – MONSTER'S & NPC'S

- The Crow Witch

CHRISTOPHER WALZ

- Editing

DEREK NEKRITZ

CHAPTER 2 – CLASSES

- Nentyar Hunter, Rauthmari Battlemage

CHAPTER 3 – BACKGROUNDS

- Demon Tainted, Shadowmaster's Agent

ELISE CRETEL

CHAPTER 10 – MONSTER'S & NPC'S

- Aidan, Chandra

EMILY SMITH

CHAPTER 10 – MONSTER'S & NPC'S

- Veshlova Yadrov

GLENN MAGAS

CHAPTER 10 – MONSTER'S & NPC'S

- Alyssa, Arwick, Maximus

JOE RASO

- All content not attributed to other authors

OLIVER CLEGG

CHAPTER 10 – MONSTER'S & NPC'S

- Master Bumpkin

R P DAVIS

CHAPTER 1 – PEOPLES

- New Race – Volodni (Traits)

CHAPTER 2 - CLASSES

- Druid Archetype - Talontar Blightlord
- Rogue Archetype – Black Flame Zealot

CHAPTER 5 - SPELLS

- ball lighting, bladebane, clearstone, crushing sphere, erupting filth, nybor's gentle reminder, nybor's stern reproof

CHAPTER 10 – MONSTER'S & NPCS

- Blightspawn Template

SCOTT BEAN

CHAPTER 2 – CLASSES

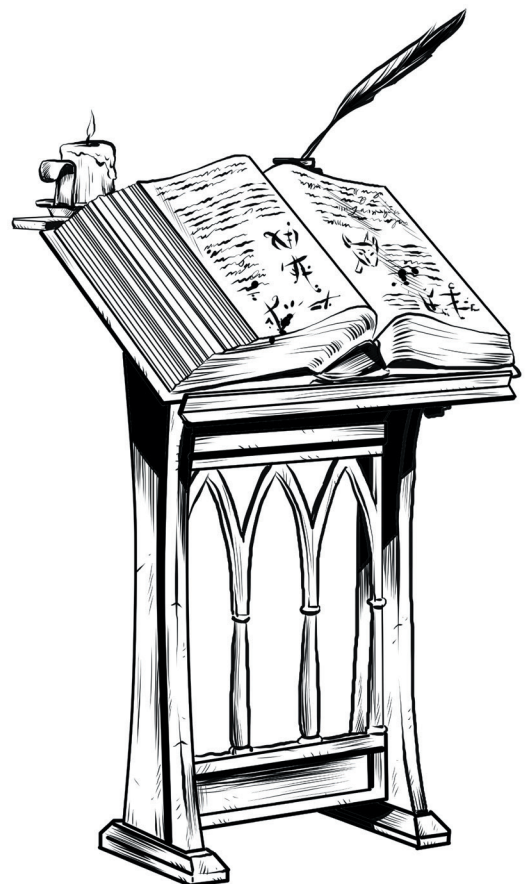
- Druid Archetype – Circle of Leth
- Wizard Archetype - Nar Demon Binder

CHAPTER 5 - SPELLS

- Belryn's burning blood, demon form

TRAVIS LEGGE

- Layout Design and Development



APPENDIX –ART LISTING

Image	Source	Description	Credit
Cover Image	Commission	Chosen of Talona	Nastya Lehn
Introduction	Stock Art	market scene	Dean Spencer

CHAPTER 1 - PEOPLES

#	Source	Description	Credit
1	Stock Art	Volodni Ranger	WOTC DMsGuild Creator Resources
2	Commision	Leaf	Joe Raso
3	Stock Art	Dragonborn Druid	Daniel Comerci
4	Stock Art	Tiefling Wizard	Vagelio Kaliva

CHAPTER 2 - CLASSES

#	Source	Description	Credit
1	Commission	Plague Domain	Petar Penev
2	Stock Art	Circle of Blight	Daniel Comerci
3	Commission	Circle of Leth	Petar Penev
4	Stock Art	Shou Disciple	Publisher's Choice - Black & White Iconic Heroes
5	Commission	Oath of Sarshel	Petar Penev
6	Stock Art	Nentyar Hunter	Daniel Comerci
7	Commission	Black Flame Zealot	Petar Penev
8	Commission	Thug	Petar Penev
9	Stock Art	Forest Soul	Vagelio Kaliva
10	Commission	Rauthmari Battlemage	Petar Penev
11	Stock Art	Satyr playing panflute	Public Domain: The Cap And Gown (1900)
12	Stock Art	Warlock	Indian Fairy tales (1892)
13	Commission	Nar Demonbinder	Petar Penev
14	Stock Art	Homunculas	Rick Hershey, Empty Room Studios

CHAPTER 3 - BACKGROUNDS

#	SOURCE	DESCRIPTION	CREDIT
1	Stock Art	Demontainted	Dean Spencer
2	Stock Art	Nentyarch Follower	Publisher's Choice - Fantasy Characters: Dryad Druid
3	Stock Art	Shadowmaster Agent	Dean Spencer

CHAPTER 4 - FEATS

#	Source	Description	Credit
1	Stock Art	Empowered Caster	Jeremy Hart
2	Stock Art	Woodwise Ranger	Eric Pommer

CHAPTER 5 - SPELLS

#	Source	Description	Credit
1	Stock Art	Casting a Spell	Jeremy Hart
2	Stock Art	Spell Books	William McAusland, Outland Arts
3	Commission	Ball Lightning	Daniel Walthall
4	Commission	Blast of Filth	Daniel Walthall
5	Commission	Toothed Tentacle	Daniel Walthall

CHAPTER 6 – ITEMS OF INTEREST

#	Source	Description	Credit
1	Commission	Crowsinger's Amulet	Daniel Walthall
2	Stock Art	Enchanted Sword	Gary Dupuis, Purple Duck Games
3	Stock Art	Mask	Publishers Choice - Equipment Masks
4	Commission	The Moaning Crown	Daniel Walthall
5	Stock Art	Enchanted Sword	Gary Dupuis, Purple Duck Games

CHAPTER 7 – THE LANDS

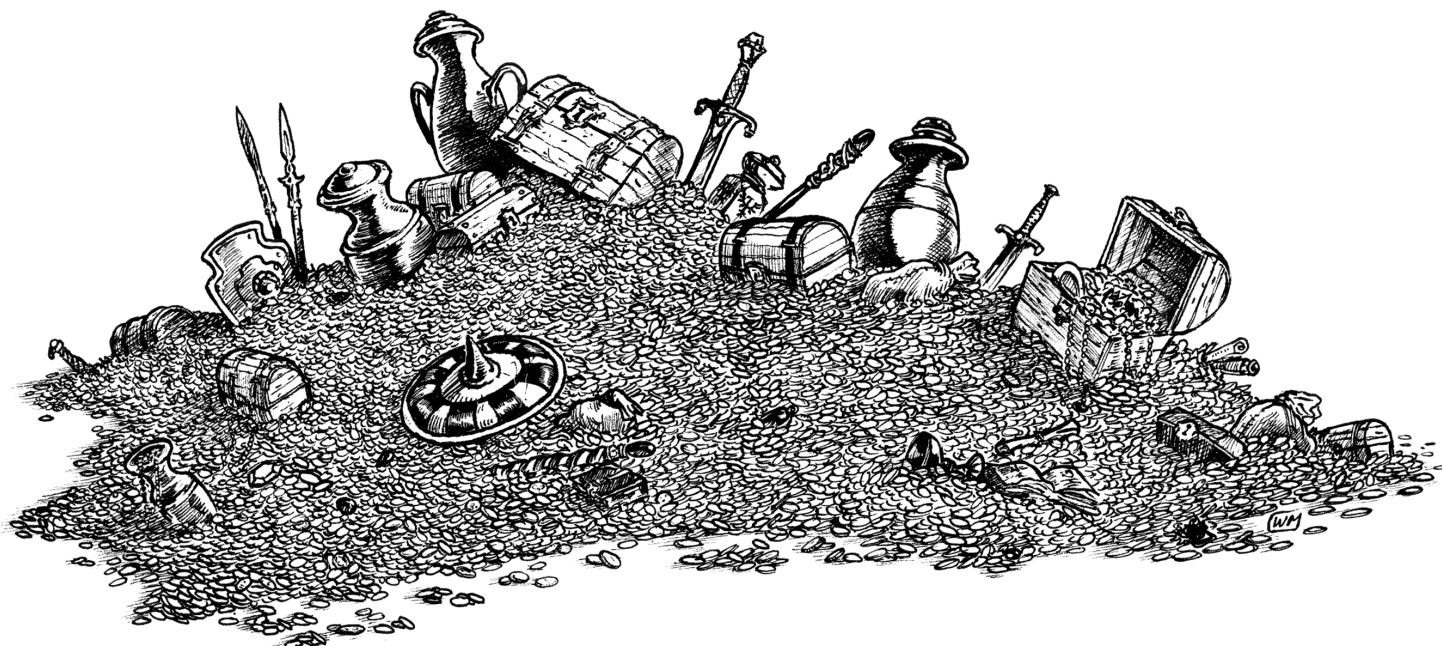
#	Source	Description	Credit
1	Commission	Map of the Great Dale Region	Joe Raso
2	Public Domain	In the Dark Forest	Carl Eduard Ferdinand Blechen. Waldweg bei Spandau
3	Stock Art	Demon in Dun-Tharos	WOTC DMsGuild Creator Resources
4	Stock Art	Corrupted Branch	WOTC DMsGuild Creator Resources
5	Stock Art	Merchant	Publishers Choice - Black & White Merchants
6	Stock Art	Typical Mott & Bailey Village	Dyson Logos
7	Public Domain	Near Thyl's Hold	Sidney Richard Percy. Carn Dearg and Ben Nevis from Achintee
8	Commission	Map of Uthmere	Daniel Walthall
9	Stock Art	Merchant	Dean Spencer
10	Stock Art	In the Lethyr Forest	WOTC DMsGuild Creator Resources
11	Stock Art	Mauberg's Oak	WOTC DMsGuild Creator Resources
12	Stock Art	Skull	William McAusland, Outland Arts
13	Public Domain	Mount Nar	Albert Bierstadt.Sunrise On Matterhorn
14	Stock Art	Bugbear	WOTC DMsGuild Creator Resources
15	Stock Art	Harbor scene	WOTC DMsGuild Creator Resources
16	Stock Art	Nar Barbarian	Daniel Comerci
17	Stock Art	Village in Rashemen	Dean Spencer
18	Stock Art	Battle in Shandalar	WOTC DMsGuild Creator Resources
19	Stock Art	Rogue in Thesk	WOTC DMsGuild Creator Resources

CHAPTER 8 – HISTORICAL OVERVIEW

#	Source	Description	Credit
1	Stock Art	demon balor	WOTC DMsGuild Creator Resources
2	Stock Art	evil sorcerer	WOTC DMsGuild Creator Resources
3	Stock Art	line drawing face	William McAusland, Outland Arts
4	Stock Art	shield mace warrior	Dean Spencer
5	Stock Art	evil looking sorcerer	Daniel Comerci
6	Stock Art	red demon atop skulls	WOTC DMsGuild Creator Resources
7	Stock Art	b/w line drawing of street	Dean Spencer

CHAPTER 9 - FACTIONS

#	Source	Description	Credit
1	Commission	page corner with oakleaf shield	Fez Inkwright
2	Commission	page corner with poison and skull	Fez Inkwright
3	Stock Art	male merchant b/w line art	Fat Goblin Games, Publisher's Choice - Black & White Merchants
4	Stock Art	rogue with bow	Fat Goblin Games, Publisher's Choice - basic fantasy classes (rogue)
5	Stock Art	line art - elf with sword	Daniel Comerci
6	Stock Art	knight with sword	Mathew Richmond
7	Commission	line drawing of witch of rashemen	Petar Penev
8	Stock Art	old healer mending injured	Critical Hit



CHAPTER 10 – FRIENDS, FOES & CREATURES OF INTEREST

#	Source	Description	Credit
1	Stock Art	Aidan	Vagelio Kaliva
2	Stock Art	Alyssa	Dean Spencer
3	Stock Art	Arwick	WOTC DMsGuild Creator Resources
4	Stock Art	Branimern Rythil	Dean Spencer
5	Stock Art	Bresh Hens'lass	Dean Spencer
6	Stock Art	Chandra	Adela Quiles
7	Stock Art	Ivellios Siankiir	Daniel Comerici
8	Stock Art	Lord Berold	Forest Imel
9	Stock Art	Lossarwyn	William McAusland
10	Stock Art	Master Bumpkin	Fat Goblin Games, Publisher's Choice - Fantasy Characters Halfling Cleric
11	Stock Art	Maximus	Jeffrey Koch
12	Commission	Nentyarch	John Latta
13	Stock Art	The Crow Witch	WOTC DMsGuild Creator Resources
14	Stock Art	Veshlova Yadrova	Nastya Lehn
15	Stock Art	Vosthor	WOTC DMsGuild Creator Resources
16	Stock Art	Battlehorror	WOTC DMsGuild Creator Resources
17	Stock Art	Blightlord	WOTC DMsGuild Creator Resources
18	Stock Art	Blightspawned Creature	Dean Spencer
19	Stock Art	Blightspawned Treant	Daniel Walthall
20	Stock Art	Blightspawned Zombie	WOTC DMsGuild Creator Resources
21	Commission	Demon Lord Eltab	John Latta
22	Stock Art	Eltab Cultist	WOTC DMsGuild Creator Resources
23	Stock Art	Direwood	Dean Spencer
24	Stock Art	Whipwood	Dean Spencer
25	Stock Art	High Druid	Daniel Comerici
26	Stock Art	Demon Troll	Dave Allsop
27	Stock Art	Volodni Villager	WOTC DMsGuild Creator Resources
28	Stock Art	Martial Arts Adept	Fat Goblin Games, Publisher's Choice - Fantasy Characters Male Monk

CHAPTER 11 – ADVENTURE IDEAS

#	Source	Description	Credit
1	Stock Art	demon vs knight	Elite Design Elements (c) Rising Phoenix Games
2	Stock Art	sword in alcove	Fat Goblin Games, Publisher's Choice - Black & White Lich King Cave Pack,

APPENDICES

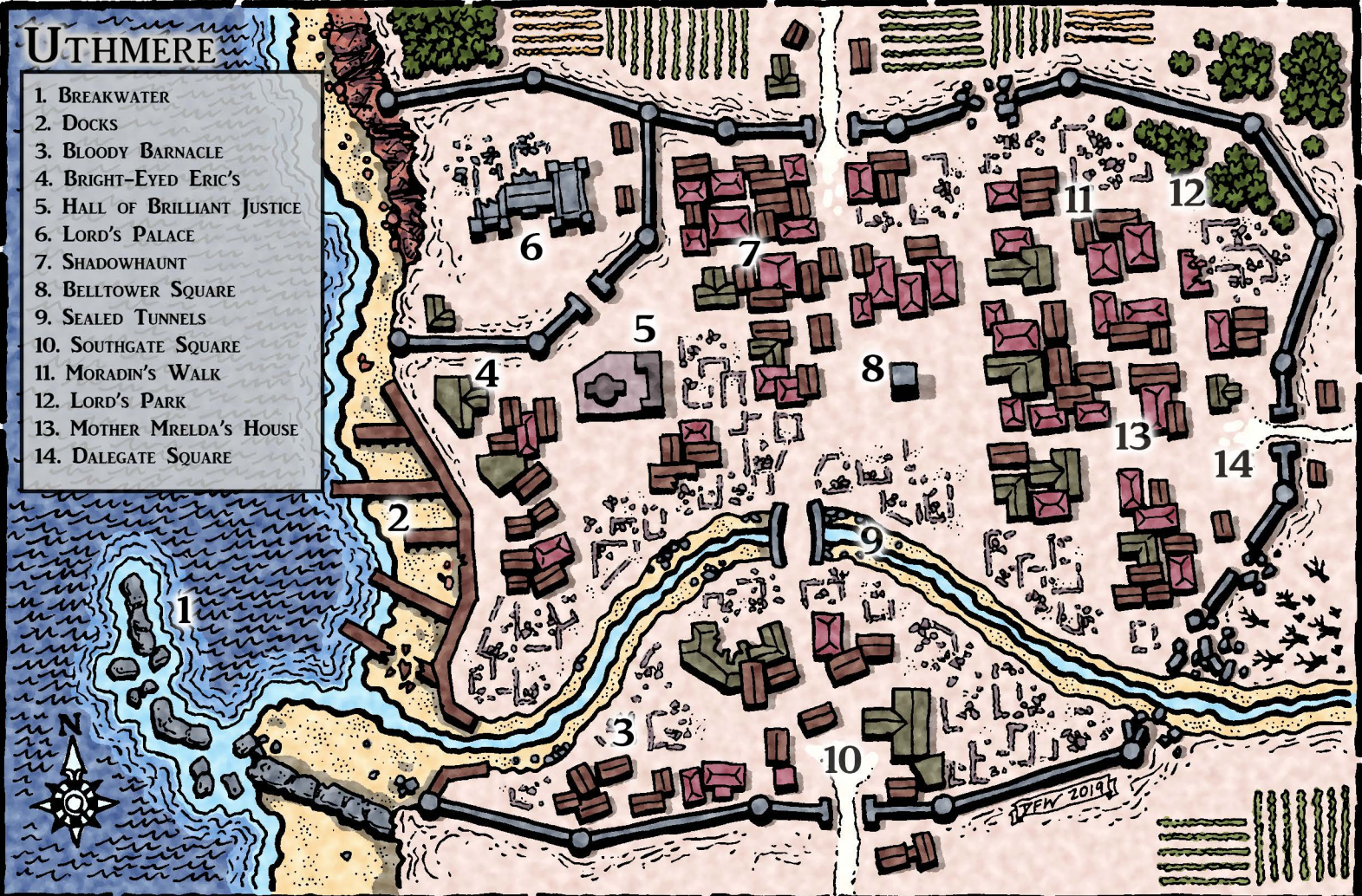
#	Source	Description	Credit
1	Stock Art	book and lecturn	Fat Goblin Games, Publisher's Choice - Black & White Filler Art,
2	Stock Art	treasure	William McAusland, Outland Arts





UTHMERE

1. BREAKWATER
2. DOCKS
3. BLOODY BARNACLE
4. BRIGHT-EYED ERIC'S
5. HALL OF BRILLIANT JUSTICE
6. LORD'S PALACE
7. SHADOWHAUNT
8. BELLTOWER SQUARE
9. SEALED TUNNELS
10. SOUTHGATE SQUARE
11. MORADIN'S WALK
12. LORD'S PARK
13. MOTHER MRELDA'S HOUSE
14. DALEGATE SQUARE



WELCOME TO THE GREAT DALE

A region of the Forgotten Realms, the Great Dale is found in the Unapproachable East. The land lies far from the Sword Coast and is filled with ancient and terrible secrets waiting to be discovered. It is where powerful druids clash with the fiendish taint left behind by an ancient empire. It is a land of opportunity and intrigue where factions rush to control a rejuvenated city by the sea. Above all, the Great Dale is a land of adventure.

The Great Dale Campaign Guide is filled with exciting new ideas for Dungeon Master's and players to add to their home games. The book explores locations in and around the Great Dale, its history, and the people who vie for control of this dangerous land. A collection of new monsters lie ready to challenge adventuring parties of any level, including the powerful Demon Lord of the Hidden Layer. Players will find enticing new character options including a race, class archetypes, backgrounds, feats and spells.

This book provides all of the setting, story, and character options needed by those looking to adventure in the Great Dale.

