

Backgrounds of Faerûn



Everything a player needs to provide new background options
for characters from the Forgotten Realms and beyond!

SOURCES FOR THIS BOOK COME FROM A DERTH OF 2ND, 3RD, 4TH AND 5TH EDITION BOOKS AS WELL AS FROM COMMUNICATING WITH THE WONDEROUS ED GREENWOOD BUT NOTHING HERE SHOULD BE TAKEN AS OFFICIAL CONTENT.

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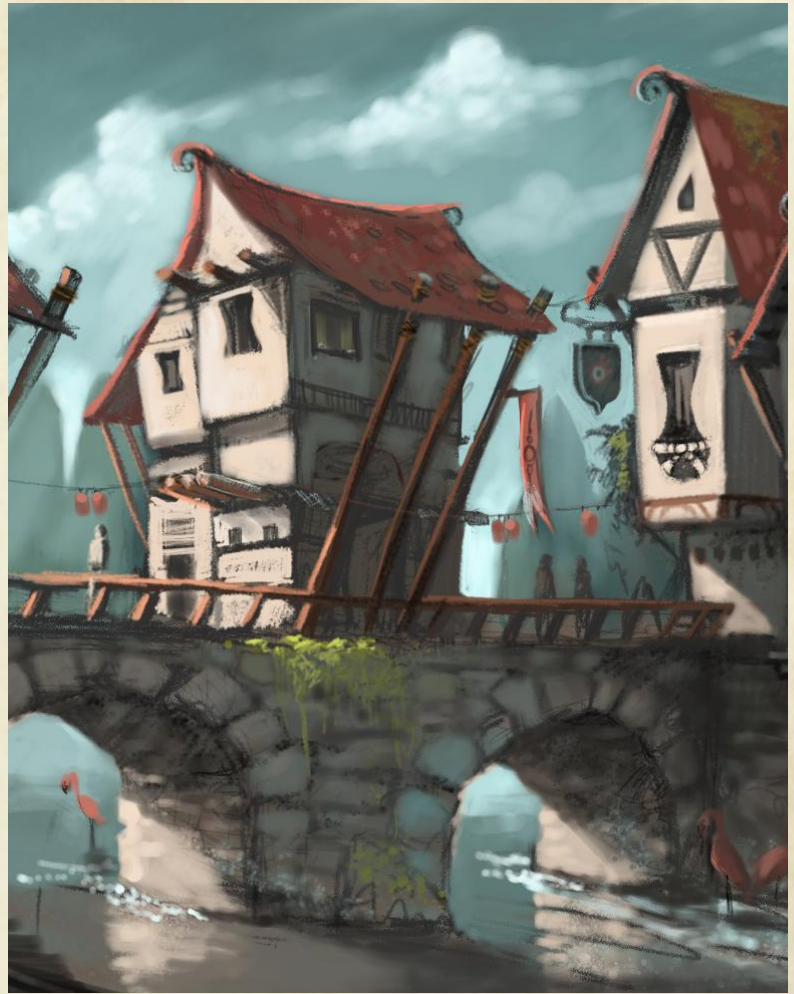
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Disclaimer: There are a great many people who walk the realms, and all of them hold different values, ideals and opinions. You can walk the breadth of the world and find many people of similar mindset to yourself but you're eventually going to come across someone who doesn't. It's the job of your DM to inform you that such an individual is probably a dragon. And it'll probably eat you. With ketchup.

BACKGROUNDS OF FAERÛN

The various regions of Faerûn are diverse. The Forgotten Realms spans dozens of countries and kingdoms with as diverse a population in each. While most of the backgrounds available to players cover a wide amount of choices, the options provided here add to that.

REGIONAL BACKGROUNDS

Each background here functions like the ones provided in books like *Hoard of the Dragon Queen* or *Out of the Abyss*. You may substitute the feature normally granted by your background with the one from a background provided here. Likewise, you may substitute one or both personality traits, a bond, an ideal or a flaw. The ideals presented here are limited to the alignments of the region for that background.

ORGANIZATIONAL BACKGROUNDS

Some backgrounds aren't tied to a region, but rather a group. Instead of mixing and matching, as with the regional backgrounds, you should use these backgrounds as you would in any of the other books.

EXISTING BACKGROUNDS

Below are some of the already existing backgrounds players can choose from. The codes are as follows: PHB - *Player's Handbook*, SCAG - *Sword Coast Adventurer's Guide*, CoS - *Curse of Strahd*, HotDQ - *Hoard of the Dragon Queen*, OotA - *Out of the Abyss*, and ToH - *Tomb of Annihilation*.

Existing Background	Book	Existing Background	Book
Acolyte	PHB	Charlatan	PHB
Criminal	PHB	Entertainer	PHB
Folk Hero	PHB	Guild Artisan	PHB
Hermit	PHB	Noble	PHB
Outlander	PHB	Sage	PHB
Sailor	PHB	Soldier	PHB
Urchin	PHB	City Watch	SCAG
Clan Crafter	SCAG	Cloistered Scholar	SCAG
Courtier	SCAG	Faction Agent	SCAG
Far Traveler	SCAG	Inheritor	SCAG
Knight of the Order	SCAG	Mercenary Veteran	SCAG
Urban Bounty Hunter	SCAG	Uthgardt Tribe Member	SCAG
Waterdhavian Noble	SCAG	Haunted One	CoS
The Story Thus Far... (Template)	HotDQ	Underdark Experience (Template)	OotA
Anthropologist	ToH	Archaeologist	ToH



REGIONAL BACKGROUNDS

Political Region	Background	Description
Aglarond	Red Hunter	Bordering Thay, those of Aglarond are always vigilant when it comes to those who use magic.
Amn	Amnian Merchant	You've spent your life learning the ins and outs of business.
Calimshan	Calishite Social Seeker	Nothing matters in Calimshan more than status. Friends are as valuable as gold.
Chessenta	Philosopher	Where gods walk the lands of men, philosophers ask the unanswerable questions left in their wake.
Cormyr	Cormyrian Artisan	Farmer, Rancher, Forester, Craftsfolk or Horse-Breeder, the goods of Cormyr are second to none.
Chult	Scale Friend	In other places, Yuan-ti are feared but nowhere like their home of Chult.
Damara	Chartered Adventurer	Damara has a long history with a deep love for those who would battle evil afar.
Dambrath	Crinti Blooded	Half-Drow blood used to be a high honour in Dambrath
Elfharrow	Survivor	Wild Elves hunt what little food they can both to feed their families and keep travellers away.
Etagund	Trader of the Golden South	The Golden South is known for high quality goods of the East and vast amounts of wealth.
Halruaa	Magefriend	Magic touches all aspects of life in Halruaa, to the point that the Art is loved by all.
Impiltur	Follower of the Triad	Long histories of demonic assaults have left Impiltur wary of demonic forces.
Lake of Steam	Wandering Hero	The Border Kingdoms are not collected, but they are united in taming their harsh lands.
Lantan	Reclaimer of Lantan	The ruination of Lantan makes you yearn to see the great islands returned to their glory.
Luiren	Luiren Islander	The cataclysm may have spread out the people of Luiren, but it did nothing to their spirit.
Moonsea	Shadow of the Black Network	The Zhentarim and their allies intend to rebuild their former lands, if they can liberate it from current occupants.
Mulhorand	Free People of Mulhorand	Broken from the bonds of gods and men, the future of Mulhorand is shaped by will of its people.

Political Region	Background	Description
Narfell	Rider of the Plains	The Nar are forged in the crucible of their harsh lands.
Rashemen	Dajemma	Young Rashemi are expected to defend their lands from the outside world by travelling it.
Sembia	Sembian Refugee	Having shaken off the shadow of Netheril, all of Sembia looks forward to a bright new dawn.
Tethyr	Land Owner	In the lands of Tethyr, owning land is power, even if that's just a shack on a hill.
Thay	Crimson Divided	Red Wizard enclaves give homes to those not allied with Szass Tam
The Dalelands	Crucible of Heroes	Some of the greatest heroes come from the Dales, inspiring adventurers everywhere.
The Dragon Coast	Costal Alliance	The political landscape of the Dragon Coast is tricky, but useful for those who know how to use it.
The Great Dale	Child of the Wild Lands	The solitude and protection of the Great Dale, a wild place to most but a teacher to you.
The Hordelands	Yaïmunnahar	The memory of the Tuigan horde will never be lost, an important part of your history.
The Moonshae Islands	Friend of the Land	You grew up around the Ffolk, learning respect for the world around you.
The Sword Coast North	Reforged Alliance	The Silver Marches are gone, yet the Sword Coast North is born again, with it's heroes.
The Western Heartlands	Westlander	The heart of civilization, the city-states of the Western Heartlands will always be your home.
Thesk	Defender Against the Horde	The world owes a debt to Thesk for being a shield against the Tuigan Horde
Turmish	Assemblyman	Every Turmishan has the honour of service as guidance for the Republic.
Unther	Agent of Gilgeam	All serve Gilgeam in one way or another.
Vaasa	Bogland Hermit	The wild savage swamps and bogs of the north are your home and your shield.

MISSING REGIONS

Not all regions are represented here. The elven kingdoms of Evermeet, Cormanthyr as well as the Pirate Isles, the Silver Marches, the Anouroch desert, and others. These areas either fit well with the default backgrounds or are too focused to work on. A book that featured every region of the Forgotten Realms would be immense indeed!

ORGANIZATIONAL BACKGROUNDS

Background	Description
Bardic Tutelage	Growing up with bards, one picks up a skill or two.
Bastard of Azoun	The bloodline of Azoun is a long and wide spread one.
Celestial-Attended Birth	Watched over by the heavens within the womb, you are destined for greatness.
Child of the Unicorn	Other children left in the wild are unfortunate to be raised by wolves instead of the mythical parentage you enjoyed.
Circle Born	Being born to parents dedicated to a druid circle left you with a desire to continue their work.

Background	Description
Enlightened Student	Education is considered a high point for many. Magical education is an even rarer privilege.
Harper Protege	Grow up with parents in the Harpers, and their values are likely to rub off on you.
Knight Squire	Dozens of knighthoods keep watch over the realms, the chance to support them is an honor itself.
Monastery Orphan	Monasteries everywhere take in children and bring them up with values they represent.
Selunite Foundling	The moonmaiden has many children. Unwanted infants, swapped changelings and other weird sorts. Her temples are their homes.
Ward of the Triad	Many orphans are raised by clerics or monks, but few have the privilege of growing up around paladins.



How Do I Use Regional Backgrounds?

The backgrounds presented in this book function just like existing backgrounds. However, when used with the backgrounds you already have they make new and interesting combinations.

You do not need to combine backgrounds and can simply use regional backgrounds as they are.

For example, you can simply use this to make a Halruaan. However if you use the personality traits, ideals, bonds and flaws from that background with the Acolyte background from the *player's handbook*, you end up with something that's unique to your character.

But how do you combine these together? First determine which background you want the proficiencies of. Acolyte and Halruaa both have different skills and equipment. Let's use the Acolyte in the example. This gives us two languages to pick. Each background here has an accompanying page that describes the languages, races and classes you'll find in that region, which we'll pick Elven and Halfling.

Then you choose which background feature you'd prefer: **Shelter of the Faithful** or **Ordained by the Magocracy**. We'll go with the second one. Finally we'll pick two personality traits (one from each), a Halruaan bond but an Acolyte ideal and flaw. Finally, finish everything off with a trinket (which we'll pick from the Halruaa background). What would this character's background look like?

Halruaan Acolyte

Skill Proficiencies: *Insight, Religion*

Languages: *Elven, Halfling*

Equipment: A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp

Feature: *Ordained by the Magocracy*

When adventuring outside the borders of your kingdom, they are aware of your goals. Because of this you have a contact in Halruaa who can operate there on your behalf. This contact is specifically assigned to you based on your character's needs and they are required to report your progress to the magocracy. It is up to the DM how you can communicate but the usual magical spells are available.

Personality Traits:

I see omens in every event and action. The gods try to speak to us, we just need to listen.

Magic is dangerous and I don't want to hurt people so I tend to stop emotional connections before they start.

Ideal: *Faith*. I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)

Bond: My ancestor was a captain aboard a sky-ship that was lost, and I'm going to get it back.

Flaw: I am suspicious of strangers and expect the worst of them.

Trinket: A metal plate that warms (but cannot cook) food placed upon it.

THE DEMOGRAPHIC PAGE

After each of the regional backgrounds has an additional page after it. This page details the gods that you'll likely find temples for (or at least have the most common worship in those lands), a table of trinkets for items you might find if your character's origins are in that region. There is also a table for how common the races from the *Player's Handbook* are and how common the various classes are.

All statistics are generalized. If an area says that you can't find a population of dwarves, it's still reasonable to presume that it's possible to find a dwarf or two. Don't let the demographics stop you from making any combination of races or classes you'd like. Also everything is from a human-centric point of view.

Also there is a list of languages as presented in earlier editions. If you have the *Sword Coast Adventurer's Guide* and use the optional rule *Human Languages* on page 112 then use the chart below to determine how the languages here convert for use with that supplement.

Language	SCAG alternative	Language	SCAG Alternative
Algarondan	Mulan	Alzhedo	Calishite
Auran	Primordial	Aquan	Primordial
Chessentan	Mulan	Chondathan	Chondathan
Chultan	Chultan*	Damaran	Nar
Dambrathan	Arkaiun	Dupari	Dupari*
Ignan	Primordial	Illuskan	Illuskan
Lantanese	Gnome	Mulhorandi	Mulan
Nexalan	Maztica*	Rashemi	Rashemi
Shaaran	Shaaran	Shou	Shou
Terran	Primordial	Tashalan	Chultan*
Tuigan	Tuigan	Turmic	Turami
Untheric	Mulan	Uluik	Uluik

The astrisk (*) denotes languages your DM might need to sign off on first. Maztican and Dupari aren't listed in the *Sword Coast Adventurer's Guide* and Chultan is listed in the *Tomb of Annihilation* as a restricted language.

HOW DO I USE ORGANIZATIONAL BACKGROUNDS?

There are a handful of non-regional backgrounds listed after the regional backgrounds. These may be used exactly like the backgrounds presented in the *Player's Handbook*, without any additional work. Alternately you can combine them with the regions here to enrich them further. For example, the background *Bardic College* is impressive, but when combined with Aglarond you end up with an adventurer who grew up around bards from a country that is the last bastion against an evil magocracy.

HOW DO I USE THE TRINKETS?

Each background comes with a small table of around 10 trinkets. When your character is created, your DM will usually have you gain a trinket or two. With these backgrounds, you can have trinkets that are more likely to be found within a region, instead of using the tables in the *Player's Handbook*.

At the very back of the book, you'll find one large master table with all trinkets combined.



Regional Backgrounds

AGLAROND

RED HUNTER

Positioned as the only bulwark against Thay, those of Aglarond find pride in their leaders more proficient use of magic. The Simbarch council now leads Aglarond forward, helping them develop some of the most advanced magic in the world.

Skill Proficiencies: Arcana, Perception

Languages: Two of your choice.

Equipment: Spyglass, a writing kit (small pouch with a quill, ink, folded parchment, and a small penknife), a borrowed book on the subject of your current study, and a pouch containing 10 gp

FEATURE: EYE FOR MAGIC

If you witness someone cast a spell with a verbal or somatic component, you know which school of magic the spell is from and if the caster used a higher level spell slot to cast it.

SUGGESTED CHARACTERISTICS

While people of Aglarond are very much against the nation of Thay and Red Wizards in general, they openly use magic in their daily lives. This means magic and the supernatural should rarely surprise characters from Aglarond.

Since taking power, the Simbarch Council have welcomed many folks to the nation including Dragonborn, Genasi and Tieflings. The nation itself values personal freedom over the law, leaving the country with few laws but those that are broken are dealt with quite strictly.

d8 Red Hunter Personality Trait

- 1 I've honed my skills to defeat magic users. I often make disparaging remarks about the futility of the arcane.
- 2 I believe in the strength of the people to uphold the state. I place value on the common folk.
- 3 Many pirates and privateers sail the Sea of Fallen Stars. Much of my life has been spent keeping the coasts of Aglarond safe.
- 4 I've learned things from the fey-folk. They've taught me to value the thoughts and opinions of others.
- 5 A plain simple life is all I ever strive for.
- 6 As a youth, your magical capabilities drew attention of The Simbul. You are one of the Simbul's Children and it's important others treat Magic with the respect it deserves. Especially after her death.
- 7 The elven nations of Aglarond have demanded independence, and I sympathize with their cause.
- 8 I'm proud of my nation. I often find myself walking through the forests and the coasts more than being at home.

d6 Aglarond Ideal

- 1 **Pride:** The nation of Aglarond is one of the best, and that should be known by all. **(Chaotic)**
- 2 **Power:** Thayans have shown what happens when people abuse their power. You strive to be an example of what happens when that power is respected. **(Good)**
- 3 **Heritage:** The ones who came before you made sure you can live life as you do, respect their actions and make the world a place for your descendants. **(Good)**
- 4 **Political:** The Simbarch has had nothing but the future interest of Aglarond in mind. You hope to one day be part of that process elsewhere, to bring them the same peace of mind. **(Neutral)**
- 5 **Natural:** The elves of the forests around Aglarond are at risk of persecution, something you're always keeping an eye on. **(Good)**
- 6 **Hunter:** Mages of the realm need to beware under your watch, never again will anything resembling the Red Wizards rise up. **(Chaotic)**

d6 Aglarond Bond

- 1 I would like to be part of the Symbarch, someday ruling over the country.
- 2 I will see Elven equality in the country, without coming to war.
- 3 The cities of Altumbel and Fang want independence, something I pledge to deliver.
- 4 Half the country is situated on the coast or in forests. I want to help expand into the mountains nearby.
- 5 The fortress of Undumor is rumored to brim with magical artifacts from the occupation of Thay, something I want to confirm in person.
- 6 Delthuntle has strong ties to Akanûl, granting the Halflings that live there an excess of wealth. I intend to strike deals with them, spreading that wealth to other corners of the nation.

d6 Aglarond Flaw

- 1 I jump to conclusions when I see the undead or magic users, for fear of the Red Wizards.
- 2 The Simbarch might have a deal with the Elves and Half-Elves nearby, but I think they stand in the way of progress.
- 3 Aglarondan blood wine is well known by most for it's potency, something I am intimately familiar with.
- 4 Because so many laws are only for major crimes, I've spent most of my life bending the rules of smaller ones to exploit others.
- 5 Genasi, Tieflings and Dragonborn: all freaks that have no place in civilization.
- 6 Those coastal freaks might embrace magic, but it's all witchcraft to me.

AGLAROND

Gods	Aglarond
Chauntea	Worshipped largely by the human population, mostly farmers.
Selûne	Mostly worshipped by sailors but is observed by most humans.
Valkur	Also worshipped mostly by sailors and farmers, in fear of his storms.
Mielikki	Important to the half-elves and elves of the region, as well as rangers and druids.
Rillifane Rallathil	Worshipped mostly in the elven portions of the land.
Silvanus	Traditionally only worshipped by elven druids, there are a few human petitioners.

While the Gods above are most common, elves and half-elves worship the entire elven pantheon and humans of the region may still worship deities of a neutral good or chaotic good alignment.

d10	Trinkets
1	A silver coin with seven stars on it's faces, attached to a leather strap.
2	A small preserved heart from an unknown creature, bright purple in a wicker box.
3	A book from the lost Yuir culture, with information about their gods.
4	A bottle of blood wine, inside is a small three eyed tentacled creature that doesn't seem to perish.
5	A large griffon feather.
6	A gem with a spell frozen inside, stolen from a Thayan long ago.
7	A wooden statue in the shape of a Unicorn.
8	A cloak clasp, gilded and in the shape of three oak leaves with three small golden berries in the center.
9	A tarnished silver harp, with no strings.
10	A halfling smoking pipe, blackened, in the shape of a dragon's face.

Race	Aglarond
Dragonborn	Dragonborn are rare but thanks to immigration from bordering nations, they are becoming more common.
Dwarf	The mountains of Aglarond are owned by the crown, so there are no dwarven settlements within the borders of the kingdom. That being said, dwarf traders often visit to sell wares.
Elf	Agalarond lives in harmony with their elf and half-elf neighbours. Elves are very common in this region.
Gnome	Gnomes and their homelands are far removed from Aglarond and are often a spectacle when they visit.
Half-Elf	Because of their friendliness with their elven allies, half-elves are quite common in Aglarond.

Race	Aglarond
Half-Orc	With no local orcish tribe and thayans using orc slaves when they can, there is mostly hostility towards orcs and their kin.
Halfling	A large number of Halflings lived here before the spellplague. After, any halflings who thought they lost their homelands became refugees and moved to Aglarond.
Human	Originally Untherite, many other human nations have immigrated here, resulting in a wide variety of appearances.
Tiefling	Refugees from Thay, the Tiefling population is small but strong.

Class	Aglarond
Barbarian	Barbarians are largely absent in the kingdom.
Bard	Common everywhere, bards tend to be drifters, picking up information as they travel.
Cleric	Quite common, most clerics tend towards nature deities.
Druid	In the elven and half-elven communities, druids are common in most communities.
Fighter	Almost anyone who travels has a little bit of combat training, making fighters common.
Monk	With no local monasteries, most monks in Aglarond are simply passing through.
Paladin	Knights of the divine are uncommon, but welcome in most cities in Aglarond.
Ranger	The wilds of the lands are protected by rangers, common to every corner of the kingdom.
Rogue	While brigands and thieves aren't unknown, they aren't usually found far from Veltalar, as the city has become a haven for criminals.
Sorcerer	The acceptance of magic in the kingdom means sorcerers are fairly common in most of the country.
Warlock	Making pacts with powerful beings is looked down upon, but most Warlocks simply state they're wizards or sorcerers, making it hard to determine how many warlocks are in Aglarond.
Wizard	Of the arcane classes, wizard is the most common in Aglarond although seen far less than bards.

Languages common to Aglarond: Aglarondan, Chessentan, Damaran, Draconic, Elven, Mulhorandi, Orc, and Sylvan.

AMN

AMNIAN MERCHANT

A nation defined by wealth. Any Calishite money going north likely ends up going through Amn and any Waterdhavian money going south does the same.

Skill Proficiencies: Insight, Persuasion

Language Proficiencies: One language of your choice.

Tool Proficiencies: One tool of your choice.

Equipment: A set of artisan's tools you are proficient with, a letter of introduction from the government of Amn declaring you a Merchant, a set of traveler's clothes, and a belt pouch containing 15 gp

FOCUS

2d10	Area of Focus	2d10	Area of Focus
1	Alchemist	10	Leatherworker
2	Brewer	11	Mason
3	Calligrapher	12	Painter
4	Carpenter	13	Potter
5	Cartographer	14	Smith
6	Cobbler	15	Tinker
7	Cook	16	Weaver
8	Glassblower	17	Woodcarver
9	Jeweler	18+	Roll twice, ignoring rolls above 17

FEATURE:

When it comes to your area or areas of focus, your senses are the best tools you have. Just by looking at an item, you can tell the place of origin.

SUGGESTED CHARACTERISTICS

Merchants of Amn tend to think of themselves as superior to their customers, although most understand the importance of a happy customer. Most merchants in Amn also understand the importance of not being so greedy as to attract attention of the law.

d8 Amnian Merchant Personality Trait

- 1 A fair price is one that makes both parties happy, customers deserve to be as happy as myself.
- 2 The rube that walks into your shop is a blessing of the Gods, you do not overlook that gift.
- 3 I am excessively friendly to encourage people to stay in contact.
- 4 You need either two things in life: money or a polite tongue. You like having both.
- 5 I am quiet. The silence often provokes others into speaking their minds.

d8 Amnian Merchant Personality Trait

- 6 Merchants deal with any customer regardless of race. I love dealing with anyone who speaks the language of money.
- 7 While generosity is admirable, there is a line between being generous and others taking advantage of you. You're always wary of that.
- 8 I am excessive when spending money to ensure people know who they are dealing with.

d6 Amn Ideal

- 1 **Community:** Amn wouldn't be what it is without everyone working together, community is important. **(Lawful)**
- 2 **Greed:** There are clerics that warn of vices, but you're sure they wouldn't be so quick to judge if they were rich. **(Evil)**
- 3 **Welcoming:** It doesn't matter if it's a long time friend or a new face in your door, you hope your smile transfers to those around you. **(Good)**
- 4 **Law:** Money is good, but if no one obeyed the law, everyone would be looking over their shoulder. **(Lawful)**
- 5 **Severity:** The only differences between men and beasts is our adherence to the rules above all else. **(Lawful)**
- 6 **People:** You've heard of distant towns where everyone knows each other and you'd rather be surrounded by strangers. **(Neutral)**

d6 Amn Bond

- 1 I found instructions on crafting an exquisite item, in my own field no less, in a cave near Lake Esmel. Crafting it will bring me great fame.
- 2 It's my dream to one day have more money than I can count.
- 3 Big contracts are what gave the top 5 families in Athkatla their power, I want to make that sort of deal one day.
- 4 I've been pushed out of business by a rival. My revenge will be complete when I take everything from them.
- 5 Most merchants are experts at one focus. I want to know every area of focus, one day.
- 6 A debt is a common currency, one I have in abundance. One day, I'll pay it all off.

d6 Amn Flaw

- 1 I am overly guarded when it comes to money. Everyone is out to get what I have.
- 2 When others have the same area of focus as I do, I worry they'll take customers from me.
- 3 Enough is never enough.
- 4 I would kill rivals to secure my future.
- 5 My loyalty to coin is greater than my loyalty to friends.
- 6 Even if it tempts fate, I can't help but show off my wealth.

AMN

Gods	Amn
Chauntea	Farmers and other growers keep small shrines on their properties.
Cyric	Although mostly worshipped by Thieves, Amn is one of the few places that accepts open worship of Cyric.
Selûne	Mostly worshipped in the port city of Murann.
Sune	Because of their love of appearance, many in Amn worship Sune.
Waukeen	The most worshiped deity of Amn, because of the mercentile nature of the realm.

While the Gods above are most common, all religious practices are welcome provided it does not interfere with the government.

d10	Trinkets
1	A halfling knucklebone sculpture from a far off land.
2	A stone rune that has a strong pull upwards while being held.
3	A thick copper dragon scale, scratched with an autograph from the dragon.
4	A tiny functional replica ballista, only 2 inches long.
5	A dagger that refuses to take a sharp edge.
6	A helm that, when worn, transforms your shadow into the shadow of the last person who wore the helm.
7	A vial of an amber liquid, labelled "Basilisk Bile".
8	A Ffolk trinket imported from the Moonshae Isles.
9	A small rolled up paper, one inch high by six long, with a roudy brothel depicted upon it.
10	A scrap of cloth, said to be torn from the robe of a Cowled Wizard of Athkatla.

Race	Amn
Dragonborn	Excepting the very large cities, there are nearly no dragonborn in Amn.
Dwarf	While there are few native Dwarves, Amn sees many adventuring dwarves. Especially those seeking hidden dwarven ruins in the Troll Mountains.
Elf	Elves aren't as common as Humans, Halflings or even Half-Orcs but there are still elves living within the borders of the realm.
Gnome	There are very very few native Gnomes in Amn.
Half-Elf	Where one finds elves and humans, they find half-elves. Almost all half-elves in Amn stick to city life where a more metropolitan lifestyle accepts them.

Race	Amn
Half-Orc	Due to the proximity of many Orcish clans, Half-Orcs are quite numerous in Amn.
Halfling	Just after humans, Halflings make up the second largest demographic in Amn.
Human	The most common, usually of Chondathan, Illuskan, or Tethyrian descent, but sometimes Calishite.
Tiefling	A few tieflings can be found along the Sword Coast, and many end in Athkatla or Baldur's Gate.

Class	Amn
Barbarian	With no tribes native to this region, the only barbarians most meet are just passing through.
Bard	Every civilized land finds a need for bards, and Amn is no exception.
Cleric	Because of religious freedoms enjoyed in Amn, clerics are plentiful.
Druid	With many wild untamed places still to explore, Amn has a comfortable number of druids.
Fighter	From mercenaries to wandering heroes, there is no kingdom in the realms lacking in fighters.
Monk	The efforts of the Shining Hand do not go unrewarded, monks are quite welcome in Amn.
Paladin	Paladins of Amn are idillic examples, paragons of paladins.
Ranger	There are many folk who require furs or need beasts moved away from their farms, keeping a bevy of rangers always busy.
Rogue	Coins flow through Amn as water does a river. This attracts all sorts, including less savoury individuals.
Sorcerer	Since the fall of the Cowled Wizards, all arcane casters are fairing much better in the realm.
Warlock	Because of a tempered view of mages, warlocks enjoy being free to talk about the source of their powers while in Amn.
Wizard	Sorcerers remain more common as there aren't many places to learn to be a wizard, but as they are no longer persecuted there are many wizards who find a niche in Amn.

Languages common to Amn: Chondathan, Alzhedo, Elven, Giant, Goblin, Nexalan, Orc, and Shaaran.

CALIMSHAN

CALISHITE SOCIAL SEEKER

Many a noble or merchant in other countries consider what they own to be representative of who they are. In Calimshan, this is true but the truly important man is one who spent his life enriching his soul.

Skill Proficiencies: Insight and one skill of your choice.

Language Proficiencies: One language of your choice.

Tool Proficiencies: One musical instrument.

Equipment: A set of fine clothes, a signet ring, a scroll of pedigree, and a purse containing 25 gp

FEATURE: VALUE OF A MAN

If you've spent at least an hour with anyone who has a friendly attitude towards you, they welcome you into their home. While not going outside the law, they'll offer you a place to sleep and if they can spare it, food. If you act against a host or offend them in any way, they might spread the word to warn others.

SUGGESTED CHARACTERISTICS

Calimshite people spend most of their time trying to climb their social ladders. They're likely to be very aware of how the local laws function and know they'll quickly lose social status if these laws are broken. When not dealing in coin, they can often be found reading about subjects like theology or philosophy.

d8 Calishite Social Seeker Personality Trait

- 1 Others might not think much of me, but my eloquent tongue usually grabs attention.
- 2 Some call me rude, I prefer to think of it as direct.
- 3 Mistakes made once are forgiven. Mistakes made twice show no sign of learning, something I disdain.
- 4 The reason you climb in society is to be better than others and I enjoy reminding those below me of that fact.
- 5 Favors is a currency more valuable than coin and much harder to steal. I love when others owe me.
- 6 Having money is a good to gamble.
- 7 Attack me and every ounce of influence I have will be focused on ruining you.
- 8 Since I have power, I choose to exercise it whenever I can.

d6 Calimshan Ideal

- 1 **Power:** Everyone in Calimshan wants power, but few more than me. **(Evil)**
- 2 **Greed:** There's nothing quite like the look on the faces of those who lack the ability to fathom your luxuries. **(Evil)**
- 3 **Knowledge:** Everyone has dark secrets, and I strive to hold those secrets over others. **(Evil)**

d6 Calimshan Ideal

- 4 **Slaves:** Many hands make for short work, but such hands work better when treated well. **(Lawful)**
- 5 **Family:** Those who came before you ensured you were born into privilege. You honour that as best you can. **(Lawful)**
- 6 **Generosity:** Having more means you can share with those who have less. You may have less coin, but you're rich with friends. **(Neutral)**

d6 Calimshan Bond

- 1 I've lost much money and blood to the Black Raiders. I will dismantle their organization.
- 2 Your eyes have seen many coins and gems, but nothing glitters like the love that keeps rejecting you. One day, they'll be yours.
- 3 The Genasi lord themselves over common folk. You adventure to find a way to return them to their elemental lords.
- 4 I once heard a parable about a ruby of such great size, any who desired it were crushed under their greed. You don't know if it's true, but you want to own such a legendary gemstone.
- 5 The Pasha are some very influential Calishites, one day you'll be one too.
- 6 I was once a slave, but have escaped my bonds and now travel to free others of theirs.

d6 Calimshan Flaw

- 1 I always suspect two daggers: one at my neck and one behind my back. I never trust anyone.
- 2 Friends are enemies who have not yet revealed themselves. I never keep close friends.
- 3 What I have is mine, sharing is for those who don't understand the value of their possessions.
- 4 When opportunity knocks, I find it's allure irresistible.
- 5 I'd trade my first born child for a Calim title.
- 6 Laws only apply to those too dumb to get caught.

CALIMSHAN

Gods	Calimshan
Azuth	Because magic is highly valued in Calimshan, Azuth is worshipped everywhere.
Ilmater	Due to their longstanding policy of slavery, Ilmater is a god that the lower class typically prays to for relief.
Shar	The mistress of night enjoys many worshippers, openly, in Calimshan.
Sharess	The hedonistic ways of Sharess is seen in almost every aspect of life in the rich desert kingdoms.
Talos	Stormlord and god of sandstorms, the folk of Calimshan are quick to present gifts when they suspect Talos is upset.
Waukeen	Unsurprisingly, the golden lady is well liked in the kingdoms built on foundations of gold.

While the Gods above are most common, cities like Calimport are well known for being religious havens. Calimport itself has over 300 temples dedicated to gods from all around the world.

d10	Trinkets
1	An air genasi's finger, preserved. It is always colder than the ambient temperature.
2	A decanter dedicated to Sharess, with a lewd image hammered into it.
3	A key which seems capable of locking any lock, but not unlocking them.
4	Half of a stone carving of a beetle, with a mechanism to lock into the other half.
5	A leather strap with eight icons of various deities, none of which you recognize.
6	A scabbard for a scimitar you do not possess, owned by a pasha now long dead.
7	A tiny yet highly detailed replica of the <i>Ifrit's Flame</i> , a ship of the line.
8	A golden hairpin shaped like a spider, with an inscription denoting it as drow.
9	An idol that used to be a badge used by an assassins guild which no longer exists.
10	A silver lamp that pours a small amount of smoke if rubbed.

Race	Calimshan
Dragonborn	Only a few dragonborn consider Calimshan home, but they're treated better than the genasi that live here.
Dwarf	There are virtually no dwarves in the hot deserts of Calimshan.
Elf	Elves fare well in these lands due to their long lives, few have the stomach for the greed required to survive here.
Gnome	A few intrepid gnomes scrape out power for themselves, but as a rule they are a rare sight.

Race	Calimshan
Half-Elf	There are more half-elves when compared to elves, but they are treated poorly due to their mixed blood.
Half-Orc	Because of orcish slaves and tribes, half-orcs aren't entirely uncommon although if they possess freedom, they are quick to leave as they're treated quite harshly.
Halfling	The small folk actually do quite well for themselves, with a natural tendency towards hedonism and natural talent when it comes to survival in politics.
Human	Calishites are the most common of the humans here, but it's not unusual to see a Chondathan now and again.
Tiefling	Because of their ties to things infernal, there is a natural draw for Tieflings to the south.

Class	Calimshan
Barbarian	While rare, there are a few barbarians in and around the desert areas, usually orcs or half-orcs.
Bard	Due to the life of luxury most calishites enjoy, bards are plentiful where coin can be found.
Cleric	Religious acceptance mixed with religion being a sometimes status symbol, clerics are quite common in Calimshan.
Druid	Desert druids are something many travellers stay wary of, but are quite rare.
Fighter	Be they adventurer, pit fighter or hired muscle, there is no one who needs a fighter that does not find one.
Monk	Philosophy is a common pursuit in Calimshan, and to that end there are any number of monastic orders that rise and fall, sometimes in the same year.
Paladin	Morality is something for those without coin. Paladins who focus on finer moral points aren't usually welcome. However paladins of knowledge, magic, light or darkness are quite common.
Ranger	There is little to sustain oneself in the harsh wilds of Calimshan, making rangers a rare sight.
Rogue	If there is any group more numerous than fighters in Calimshan, it's rogues.
Sorcerer	Because of their blood infused magic, many are suspicious of sorcerers, but they aren't rare.
Warlock	Amoral people who don't mind dealing with the supernatural are a valuable commodity to those with power.
Wizard	Like warlocks, wizards are hoarded by influential people.

Languages common to Calimshan: Alzhedo, Auran, Chondathan, Chultan, Draconic, Ignan, Shaaran, Tashalan.

CHESSENTA

PHILOSOPHER

A nation that wavers between having long periods of peace dotted with fast burning outbreaks of war, Chessenta is one of the older nations. While Magic is practiced, a long standing history of being anti-arcane still is felt in society. Many cults over the years have become slow burning embers against traditional theology and a high respect for martial prowess still marks the attitude of the common man.

Skill Proficiencies: Athletics and your choice of Arcane, History, Nature or Religion

Tool Proficiencies: Two types of artisan's tools from the following: Calligrapher's supplies, Cook's tools, Glassblower's tools, Smith's tools.

Equipment: One set of artisan's tools you are proficient with, A bottle of black ink, a quill, a set of common clothing, a book you are currently writing and a belt pouch with 15 gp.

FOCUS

1d4	Area of Focus
1	Arcane
2	History
3	Nature
4	Religion

FEATURE: ELUCIDATE

You're confident in your ability to clarify thoughts and opinions. If you or an ally suffers disadvantage in your area of focus, that roll does not have disadvantage.

SUGGESTED CHARACTERISTICS

Chessentans love to prove their worth, their honour and their passion. While others think them drunkards who do nothing but party, a deep pride in their military might gleams on the chests of all. Their minds are on fairness when resolving matters of law, but that doesn't put them above keeping slaves.

d8 Philosopher Personality Trait

- 1 Might makes right, I love challenging others to try and stop me.
- 2 What you do doesn't matter in the long run, Entropy comes for us all. I make my actions matter in the here and now.
- 3 Life is meant to be lived, excess is something to revel and I love such celebration
- 4 My actions are my own, I will not be controlled by some vote.
- 5 If I can carry a sword, then I strive to put it to good use. Not everyone is strong enough to protect what is theirs.
- 6 Every part of the city-states does something differently, I listen to others and try to walk their path, for learning is essential to growing.

d8 Philosopher Personality Trait

- 7 Let those who wrong me find themselves at the heavy end of the hammer of justice.
- 8 Bards sing tales of those who performed heroic deeds and the most vile villains. No matter what I choose to do, I will be worthy of such songs.

d6 Chessenta Ideal

- 1 **Heroic:** I strive to be brave, to help build the story of my legend. **(Good)**
- 2 **Thoughtful:** I strive to put myself in the shoes of others, before resorting to violence. **(Good)**
- 3 **Proud:** Humility may fit others, but I've always put my best foot forward by telling everyone how great I am. **(Neutral)**
- 4 **Rambunctious:** There's nothing like warm nights, warm drinks and warm bodies in your bed. Preferably every night. **(Neutral)**
- 5 **Competitive:** When others mention they are my better, I'll stop at nothing to encourage them to prove it. Except breaking rules. **(Lawful)**
- 6 **Strategist:** While others rush headlong into battle, I find it better to consider all options available before me first. **(Lawful)**

d6 Chessenta Bond

- 1 Much of our land was lost to other nations. My efforts are devoted to reclaiming our lost lands.
- 2 The vampiric green dragon of Threskel will be staked by my hands and my hands alone.
- 3 My curiosity drives me ever forward, in particular artifacts from old Chessenta.
- 4 I make an effort: for every glorious night I survive dangerous combat, I spend twice as long with lovers celebrating my survival.
- 5 I travel far, in an effort to learn more about my focus than even the libraries of Chessenta could teach.
- 6 While considered a cult, I think those who worship Entropy and Sebakar should be allowed to practice their rituals.

d6 Chessenta Flaw

- 1 I'll do anything for fame.
- 2 I am easily distracted by drink or lust.
- 3 I stared into the Maw of the God Swallower, and have been overcome with apathy.
- 4 I was a member of a cult but I left. Now they chase me down, wanting to punish me for my sleight.
- 5 Before the rise of Shala, I fought against the Rebellion. If they knew who I was, the military would want me dead.
- 6 My family was powerful and owned many slaves but did not take care of them. We fell into ruin, now many a free man and woman want my blood.

CHESSENTA

Gods	Chessenta
Tempus	Worshipped by most fighters and other patrons of combat.
Oghma	Oghma's temples are often visited by bards, wizards and other seekers of knowledge.
Waukeen	As there are few gods who look after the dead, priests of Waukeen hold ceremony in their place.
Tchazzar	What was once a cult is now a full blown religion, worshipping an undying red dragon.
Entropy	Another cult that's become large enough to consider a religion, Entropy is a primordial of entropy.
Sebakar	A cult popular with fey and lycanthropes, Sebakar is the lord of crocodiles.

While the Gods above are most common, the common pantheon is present in small ways. You might not find a temple to Chauntea, but farmers still pray to her to help their crops.

d10	Trinkets
1	A pair of manacles that once held a great hero who snapped them.
2	A library book that was never returned to the university of Cimbar.
3	A pair of coins, engraved with iconography of Waukeen, designed to be placed on the eyes of a corpse.
4	A halfling pipe that is engraved with the name of a city-state that doesn't exist anymore.
5	A totem to Sebakar given to you in thanks by a lizardfolk shaman.
6	A small crystal that flies to your hand when you call it.
7	Trapped in amber, a small insect no one has been able to identify.
8	An egg you recieved when you were young: it's never hatched but it regularly rocks back and forth.
9	A sphere of solid glass with blood trapped within it that somehow flows around without coming out.
10	A small figure of a griffon rider, made of wood but painted so masterfully, it appears real.

Race	Chessenta
Dragonborn	Many dragonborn call Chessenta home, due to how close it is to the old empires.
Dwarf	Dwarves aren't particularly common in the city-states of Chessenta.
Elf	Except for the occasional travelling adventurer, Elves are a rare sight for most.

Race	Chessenta
Gnome	While their mechanical aptitude is appreciated, the tendency to favour physical prowess leaves them feeling as outsiders.
Half-Elf	Roughly as common as full elves, there are some half-elves that call Chessenta home.
Half-Orc	While orcs aren't unknown, they are less common than even the lizardfolk that find themselves in cities.
Halfling	The stout folk are the second most populated in the city-states.
Human	Most humans trace their lineage back to the Mulan or Turami (natives to Turmish) with little exception.
Tiefling	Being near the old empires has made Chessenta a place for tiefling immigration.

Class	Chessenta
Barbarian	Because of their favouring acts of physical combat, barbarians are most welcome and quite numerous in Chessenta.
Bard	Follow the gold and you'll eventually find someone singing about how you arrived there. Bards are plentiful in the cities of Chessenta.
Cleric	Clerics are less common than in other countries of the realms, but they're treated well and quite liked by common folk.
Druid	With many wild spaces between cities to busy fighting each other, druids find a niche protecting the wild spaces between.
Fighter	As with barbarians, fighters are welcome in every corner of Chessenta.
Monk	A few monks have settled down and started monasteries here, although far less than in the west.
Paladin	Because of how much favour those with combat skill earn, and how a few important gods drive the lives of everyone, paladins are quite common here.
Ranger	Working in tandem with druids to protect nature, rangers find themselves in good company due to how many there are. Which is lots.
Rogue	Rogues are less common but far more organized in this corner of the realms.
Sorcerer	It's quite uncommon to find those with a natural talent for the art of magic, when compared to the number of wizards in Chessenta.
Warlock	Rarer than sorcerers are warlocks, all but virtually unknown in the city-states.
Wizard	Because of the huge library in Cimbar, Chessenta boasts a large number of wizards.

Languages common to Chessenta: Chessentan, Aglarondan, Chondathan, Draconic, Mulhorandi, Turmic, and Untheric.

CHULT

SCALE FRIEND

While many see the jungles of Chult as a dangerous area, others see it as an area rich in resources to be exploited. The peninsula stretches from the shining sea, back towards the ruins of Thindol and Samarch and this whole area is slithering with Yuan-ti and their scaled kin.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Choose two from the following: Jeweler's tools, Leatherworker's tools, Alchemist's supplies, or Cartographer's tools.

Languages: Abyssal, Draconic

Equipment: One set of traveler's clothes, any one musical instrument or gaming set you are proficient with, poorly wrought maps from Chult that depict a little known ruin, a small piece of jewelry worth 10 gp in the style of lizardfolk or Yuan-ti craftsmanship, and a pouch containing 5 gp.

FEATURE: FRIEND OF THE SCALED FOLK

While Yuan-ti are often maligned, they also understand that sometimes they need to interact with the world around them. Shapechanging can get them far, often they need agents that can't be revealed magically. You know a passphrase in draconic identifying you as a non-hostile. This increases your chances of Yuan-ti not immediately wanting to kill you.

SUGGESTED CHARACTERISTICS

Unlikely to be a native to Chult, you've spent enough time there to have picked up habits there. Trusting people becomes a luxury, dealing with opportunistic scavengers more than properly civilized folk. You always are casting an eye over your shoulder, both to check for untrustworthy folk and environmental dangers.

d8 Scaled Friend Personality Trait

- 1 I'm always scanning the area around me for threats.
- 2 Although I understand I can't trust everyone, I still look for the ways others can benefit me.
- 3 Always look out for yourself, since no one else will.
- 4 If I can get away with making others do my dirty work and still get the benefit, I will.
- 5 By trying to understand the culture of the scaled folk, I've found myself forever changed. I'm more logical than emotive.
- 6 Out in the jungle, it's eat or be eaten. I try to bring that attitude with me everywhere.
- 7 Illusions protect the borders of Chult, likewise I intentionally mislead others so no one truly knows me.
- 8 I'm usually an outsider, choosing to be on the fringe even among friends.

d6 Chult Ideal

- 1 **Self-Centered:** When the choice comes down to myself or others, I'll always pick myself. **(Evil)**
- 2 **Evasive:** Questions about myself go unanswered, often met with a shrug more than words. **(Neutral)**
- 3 **Logical:** There is a right way and a wrong way to do most things, and I'll always pick the one that makes the most sense. **(Good)**
- 4 **Intelligent:** I consider myself intelligent, and try to surround myself with those of like minds. **(Lawful)**
- 5 **Distrusting:** Eventually even those you trust will be tempted or forced to betray you, so I trust no one. **(Chaotic)**
- 6 **Paranoid:** Some say I'm constantly gripped by fear and anxiety, but I think I'm doing what I need to for my safety. **(Chaotic)**

d6 Chult Bond

- 1 Surviving Chult didn't make it my home, the skills I've earned there are better applied elsewhere.
- 2 I want to ride a dinosaur mount into battle.
- 3 Dendar the Night Serpent stole a nightmare from me. If I can recover it, the nightmare will lead me to a powerful artifact.
- 4 The Amnian port in Chult interested me, my curiosity has now taken me afar.
- 5 The strange gods here reward those who do right by them. I feel their hands guiding me afar.
- 6 Traders have introduced a strange drug to the tribes here, something I'm addicted to and now travel to procure.

d6 Chult Flaw

- 1 I pretend not to know languages to escape having to talk.
- 2 While logical, I'm utterly unemotional and heartless.
- 3 I have a tendency towards saying things simply, even harshly.
- 4 I treat others as vastly inferior or stupid.
- 5 I tend to think of others as disposable.
- 6 I prefer the company of myself to others, even those I care about.

CHULT

Gods	Chult
Chult	There are many who worship the jungle itself, praying to it as a way of protecting themselves from natural dangers.
Ubato	A once primordial and the patron deity of Chult. Nearly all the native races pray to Ubato in one form or another.
Spirits	Those who worship the spirit of the jungle pay respect to 'those who dwell within' the rocks and trees and creatures of Chult.
Eshowdow	An aspect of Shar, worshipped mostly by native human Chultans.

While the Gods above are most common, they are mostly worshipped by locals such as the Tabaxi. Many Faerûnians who are in Chult continue to worship their usual gods.

d10	Trinkets
1	A preserved dragon eye from a wyrmling.
2	A sack made of yuan-ti skin, dyed bright yellow.
3	A map to a hidden cave, marked "Ubato" in dwarven.
4	The tooth of a mighty dinosaur, on a cord of leather.
5	A helmet made of a dinosaur skull.
6	Broken Pterafolk wind instrument, played by dragging through a breeze.
7	A perfectly sphere stone that changes color each morning.
8	An impressively large stone cricket the size of a small dog.
9	Seeds from a tree found only at the peaks of flame.
10	A yuan-ti hunting trap, that perfectly blends into the jungle.

Race	Chult
Dragonborn	Many dragonborn find the jungles of Chult to be quite welcoming, but there are no native inhabitants.
Dwarf	The native wild dwarves are quite common in Chult, although a fair number of colonies from other dwarven kingdoms exist as well.
Elf	Much like dwarves, there are a large number of wild elves in Chult but there are otherwise few non-native elves.
Gnome	Aside from inside the few human enclaves, there are nearly no gnomes in Chult.
Half-Elf	Even with native wild elves, there are nearly no positive interactions with humans and thus, very few half-elves.
Half-Orc	Goblins, lizardfolk and pterafolk dominate so much, there are no orcish clans in the region. Likewise, there are very few half-orcs.
Halfling	Although many travel from afar hoping for riches, they usually return home leaving Chult with no permanent halfling population.

Race	Chult
Human	Native Chultans arrived centuries ago from far off Maztica. They are very distinct from the Chondathan descended Faerûnians.
Tiefling	Because the jungle cares little for race before it kills you, many tieflings feel comfortable settling down here.

Class	Chult
Barbarian	A common sight, given the primal nature of the land.
Bard	One of the few places in the realms where bards are quite rare.
Cleric	Due to their highly spiritual nature, clerics are welcome although more common in the enclaves of other cities.
Druid	The natives of Chult tend to favor druids over clerics, making them quite common.
Fighter	Although less common than barbarians, there is always a place for another skilled blade.
Monk	The structure of a monastery typically does not fare well, resulting in few Chultan monks.
Paladin	The life of a paladin is often more suited to civilized life. Chultan paladins are few and far between.
Ranger	Rangers are arguably the most common career found in Chult
Rogue	Their large skill selection tends to make guides out of rogues, but they're relatively common.
Sorcerer	Their natural talent for the art tends to make them quite capable in Chult. A large number of sorcerers call Chult home.
Warlock	Warlocks of Chultan origin and patronage are a rare sight.
Wizard	Wizards find the jungles of Chult full of things to benefit their arcane experiments, often settling down for decades of research.

Languages common to Chult: Chultan, Alzhedo, Draconic, Dwarven, Goblin, Sylvan, Shaaran, and Tashalan.

CORMYR

CORMYRIAN ARTISAN

Cormyr is a country known for the beautiful works of it's people. Poetry, jewelery and of course arms and armour. The kingdom has faced armies, dragons and civil war and always come out prosperous. All of this success is attributed to a ridgid system of laws.

Skill Proficiencies: Insight, Performance

Tool Proficiencies: One tool of your choice from the following: Carpenter's tools, Cobbler's tools, Smith's tools, or Woodcarver's tools.

Languages: One of your choice.

Equipment: A set of artisan's tools of which you are proficient, a letter of introduction from your guild, a set of traveler's clothes, and a belt pouch containing 15 gp.

FEATURE: RECOMMENDED BY A FRIEND

If you need to scrounge up work in a city and you've already sold and item you have personally crafted in that city, you will always be able to find work within 1d10 hours.

SUGGESTED CHARACTERISTICS

Cormyr lacks the guildhalls that traditionally dominate production in most countries. Because of that most people have a humble attitude about them and an overall good nature. Within the borders of Cormyr, there's often little to be upset about.

d8 Cormyrian Artisan Personality Trait

- 1 I might be a master crafter, but that's because I refuse to compromise on quality.
- 2 I love discussing at great length the items I've crafted.
- 3 While I'm great at working with my hands, I have trouble speaking to people.
- 4 My craft is a work of art, I've always got a small example to give away.
- 5 It takes a while before I trust you, but with that I'll always have your back.
- 6 I rely on my network of friends and allies, a strength few of my foes share.
- 7 The Cormyr Council turns to others for new viewpoints on problems. I'll always go to others to get their input.
- 8 Others might lack the skills I have, which is why I'll always go out of my way to help others.

d6 Cormyr Ideal

- 1 **Strong:** I make my sword available to those who lack the strength to lift their own. **(Good)**
- 2 **Loyal:** Others can rely on me when the going gets tough. **(Lawful)**
- 3 **Content:** I find a calming peace at simply existing. **(Neutral)**
- 4 **Peaceful:** Violence should never be the answer, diplomacy has won wars quicker than any sword. **(Neutral)**
- 5 **Hard Working:** No matter how long something will take, I'm there until the job is done. **(Good)**
- 6 **Trustworthy:** My word is my bond, a fact I take great pride in. **(Lawful)**

d6 Cormyr Bond

- 1 I want to learn the secret of the steel-glass in the Farsea marshes.
- 2 I left home because I couldn't afford an Adventuring Contract. Now that I've travelled a bit, I find adventuring to my liking.
- 3 I once met a ghost in the Hullack Forest. They told me destiny lays east of home. Now I chase destiny.
- 4 My companions have become like family, and they'll always come first.
- 5 Cormyr is a fine land, but being safe isn't very exciting. I left safe behind like discarded armour and finally feel free.
- 6 Adventuring has given me dedication needed to become a Purple Dragon knight but I have a long way to go before I can stand before them.

d6 Cormyr Flaw

- 1 Many countries in the realms are great, but few are as great as Cormyr.
- 2 War after war has forged Cormyr in battle, leaving Cormyr undefeatable.
- 3 Others might fancy themselves experts in their field, but I've yet to meet anyone as skilled as me.
- 4 Good and evil tend to be more black and white for me, making me quick to judge those I meet.
- 5 Due to bad relations with neighbouring states, I have a poor regard for those not from Cormyr.
- 6 I have a tendency to side with the Law, regardless of where I am or how just the rules of those laws.

CORMYR

Gods	Cormyr
Chauntea	Worshipped by the farmers as well as protectors of nature.
Deneir	Favoured by the scholars of Cormyr.
Helm	Almost universally praised for being a guiding example for knights of the realm.
Lathander	The dawnlord is praised for every ceremony regarding births and deaths.
Lliira	Epecially in the courts, worshipped for her blessings of fertility.
Milil	Worshipped by those with a love of nature, especially for those with ties to the elves.

Primarily, most worship Chauntea, Deneir, Helm, Lathander, Lliira, Oghma, Malar, Milil, Selûne, Silvanus, Tempus, Tymora, Waukeen equally.

d10	Trinkets
1	A lucky coin of Tymora, both sides with her face but one side scratched.
2	A scroll detailing intimate tantric massage.
3	A scale tin purple dragon knight.
4	A clip of hair from a childhood love.
5	A steel whistle, engraved with dragons along the length.
6	A pressed flower from the royal garden.
7	A glass cube, with a tiny bell inside.
8	An iron ring with a smaller ring inside, spinning on a track.
9	A small crystal that becomes moist if shaken.
10	Impossibly elaborate gloves, woven from golden silk.

Race	Cormyr
Dragonborn	There are few dragonborn that would make a permanent residence so far from home, resulting in nearly none of their kind in the kingdoms.
Dwarf	The neighbouring kingdoms to the north are far more filled with Dwarves, few have reason to settle in Cormyr.
Elf	With a long history of being at odds with Myth Drannor, many elves found their way into Cormyr after it fell.
Gnome	A small population of Gnomes is scattered within the
Half-Elf	After the fall of Myth Drannor, there was much more integration with the elves resulting in many a half-elf belonging in Cormyr.
Half-Orc	Orcish tribes have always threatened the kingdoms but the half-orcs of Cormyr are treated on their deeds, instead of blood.

Race	Cormyr
Halfling	Much like the few gnomes that ended up in Cormyr, there are a few halflings that find the Cormyrian way of life to be quite comfortable.
Human	Chondathans make up the largest group of humans, but there are some Illuskans and even a few Calishites that call Cormyr home.
Tiefling	There are few tieflings that reside in Cormyr, preferring Damara or Narfell nearby.

Class	Cormyr
Barbarian	Barbarians are frowned upon in general. Their ways are often considered too brutish for the civilized ways of Cormyr.
Bard	Beloved in Cormyr for their recounting of the history of the realm.
Cleric	Well liked and quite regularly seen in the more civilized areas of Cormyr.
Druid	The wilds of Cormyr are often protected by the Purple Dragon knights, but there is still room for those who prefer natural spaces.
Fighter	Inspiration from the Purple Dragon knights, many a fighter was once a squire.
Monk	Especially with orders that favour life and nature, monks are not uncommon to see in Cormyr.
Paladin	Numerous heroes of the past were paladins, inspiring new generations year after year. A common sight in Cormyr.
Ranger	Because hunting in the kings lands is forbidden, there are fewer Rangers than the land could support but they are not unheard of.
Rogue	Because of the tremendously lawful nature of Cormyr, only the most skilled rogues ply their trade here.
Sorcerer	Sorcerers are welcomed, but their distinct lack of training ensures they're always watched.
Warlock	Warlocks and sorcerers are interchangeable to most and are treated the same, although many warlocks avoid Cormyr because of their views on outsiders and aberrations.
Wizard	Wizards are numerous in Cormyr due to their training being seen as a worthwhile pursuit.

Languages common to Cormyr: Chondathan, Elven, Damaran, Gnome, Goblin, Halfling, Orc, and Turmic.

DAMARA

CHARTERED ADVENTURER

The cold lands of Damara were once a thriving haven for heroes. Over time, tyrannical rulers have ensured only those approved by the Crown have the authority to investigate the strange happenings whispered in the streets. All of this in the name of protection from the warlock Knights of Vaasa and the demon summoners of Narfell.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: One type of musical instrument.

Languages: Dwawrven. If you already know Dwarven, pick a language of your choice.

Equipment: One set of traveler's clothes, a charter from the Frostmantle authority granting the permission to perform adventuring tasks on behalf of Damara, a map to a dungeon in either Damara, Narfell, or Vaasa, and a pouch containing 15 gp

FEATURE: REPRESENTATIVE OF DAMARA

Because you are a chartered adventurer, showing your charter to any government official of a land not at war with Damara grants recognition in that city. This grants you a contact within the city of which to communicate with the local Government, a process taking 1d12 hours. Replacing your charter requires returning to Damara and paying 50 gold.

SUGGESTED CHARACTERISTICS

The people of Damara used to live in relative peace if not humble and simple lives. Now, with threats from the North, East and West, and a tyrant on the Throne things are much quieter. The various houses and families still stand as a testament to what once was, but the Frostmantle family ensures that none of the old politics matter.

d8 Chartered Adventurer Personality Trait

- 1 Adventurers used to be the lifeblood of Damara, I remind those who forget it.
- 2 I've always got a story to tell from my life as a hero.
- 3 The people of Damara need hope, now more than ever. I try to bring hope with every decision I make.
- 4 I go out of my way to speak up for common men. I'll stop anyone who tries to step on the common folk.
- 5 I'm easily distracted by treasure, when adventuring.
- 6 I do what I can to lift the burden of the Frostmantle name off the backs of the common people, within the limits of the law.
- 7 Loved or hated, Frostmantle drives our lives. I adventure as a way to spy for my lord.
- 8 The gods have left the land of Damara, I travel to help common men find their way.

d6 Damara Ideal

- 1 **Pious:** I always try to bring wisdom of the gods, symbols of hope for the people of the land. **(Lawful)**
- 2 **Humble:** The King is petty and paranoid, better to be humble about our abilities instead of falling into his gaze. **(Neutral)**
- 3 **Quiet:** The land is cold and inhospitable. A quiet approach goes a long way towards survival. **(Neutral)**
- 4 **Unshakable:** I've seen frost worms, air elementals and raging barbarians, little impresses or intimidates me. **(Evil)**
- 5 **Strong:** The barbarians of the glacier inspire you to be stronger every day, something you love to prove. **(Evil)**
- 6 **Tough:** You shrug off the cold and other dangers of the north without much thought. **(Evil)**

d6 Damara Bond

- 1 I adventure to check in on small villages like the one I was born to: often overlooked by nobility.
- 2 My family was murdered by barbarians of the glacier raiding in the south. I adventure to find a way to bring good back into the world.
- 3 Monks of Illmater show us suffering brings peace, external and internal. I travel to test their philosophy.
- 4 Assassins, their citadel once destroyed, are returning. I seek out the new Citadel of Assassins.
- 5 I've made it my goal to return Damara to the old ways and defeat Frostmantle.
- 6 The fell wizards of Narfell and the Knights of Vaasa, enemies of Damara that I pledge to vanquish.

d6 Damara Flaw

- 1 Decades of having a tyrannical ruler makes me tend to follow laws without question.
- 2 Depression has left me cripplingly indifferent to the world.
- 3 I hate tyrants, to the point I'll break the law even when I don't have to.
- 4 Violence is something I'm so used to, it's usually my first answer to any question.
- 5 I lack any innate feelings of caution, rushing headlong into anything I do.
- 6 I hold deep grudges for even minor grievances.

DAMARA

Gods

Damara

- Ilmater** Monks and common folk use Ilmater as a guide in daily life to help them with their struggles.
- Silvanus** Because of the harsh nature of the wilderness around them, Damarans often say prayers to Silvanus before travelling.
- Tempus** The barbarians of the great glacier all wish for the blessing of Tempus to be upon them.

While the Gods above are most common, religion isn't a big part of daily life in Damara for the average man. The dwarves, halfings, and barbarians of the region all worship their usual pantheons.

d10

Trinkets

- 1 An eye carved from bloodstone.
- 2 A talisman of Tempus carved from owlbear bones.
- 3 A broken hilt from the sword of an ancient hero.
- 4 A white scale, large enough to mask your face.
- 5 A helm with a single fin, crafted from a Remorhaz.
- 6 A torn banner from a now dead house from the old kingdoms.
- 7 A bag of mouldy goblin ears.
- 8 An old map of the tunnels under Heliogabalus.
- 9 A torn note, the remains of which describe a hidden hollow in the room of an inn, but not which inn.
- 10 A sigil forged from wrought iron that you do not recognize.

Race

Damara

- Dragonborn** A few dragonborn have escaped Unther and settled in these cold lands but that number is still very low.
- Dwarf** There are many mountains in Damara that dwarves call home, mostly in the north.
- Elf** While some of the old forests still remain, the region is far too bitter and inhospitable for elves to want to settle here.
- Gnome** The region is nearly devoid of any gnomes.
- Half-Elf** Because of the accepting nature towards half-orcs, the few half-elves that call Damara home are as comfortable as everyone else.
- Half-Orc** As with any region, thick with orcish activity, there are many half-orcs in Damara.
- Halfling** After half-orcs, humans, and dwarves, halflings are a relatively common sight.
- Human** Humans of chessentan or illuskan descent are quite the most commonly seen, however it's not unusual to see those of mulani descent as well.
- Tiefling** Due to the attitudes towards demons in Vaasa and Narfell, Tieflings aren't considered unusual in Damara.

Class

Damara

- Barbarian** The barbarians of the great glacier are vast and varied, although rarely seen in the cities.
- Bard** While not unknown, the people of Damara rarely have need for the services of bards.
- Cleric** Because of their seculative spiritual nature, there aren't many clerics to be found in Damara.
- Druid** Especially towards the southern portions of Damara, druids are quite common.
- Fighter** If there is a more common career path in the realms, no one told the fighters which are visible in every city of Damara.
- Monk** The monastery of the yellow rose ensures that Monks have a good relationship with the common folk of Damara.
- Paladin** Most Damaran people have and will never see a paladin in their entire lives.
- Ranger** Quite regularly seen in all corners of Damara, often guiding travellers from one city to another.
- Rogue** Between the assassins and many political movers of Damara, Damaran's are never far from a rogue.
- Sorcerer** With a strong disliking of magic, sorcerers are an uncommon sight in the cities of Damara.
- Warlock** Because Damarans don't trust their neighbours that favour magic, Warlocks often seek out those countries instead.
- Wizard** With their skills taking years to develop, few wizards find Damara a suitable place to learn.

Languages common to Damara: Damaran, Chondathan, Dwarven, Giant, Goblin, Orc, and Uluik.

DAMBRATH

MOONSEEKER

The horse lords of Dambrath have organized into nomadic clans, rarely meeting outside of predetermined dates. Finally managing to force the Drow and half-Drow out of their lands, the future of Dambrath is in the hands of its people.

Skill Proficiencies: Animal Handling, Perception

Tool Proficiencies: One type of musical instrument or your choice of Artisan's tools from Brewer's supplies, Cook's utensils, Painter's supplies or Weaver's tools.

Languages: Elven. If you already know Elven, pick a language of your choice.

Equipment: A hunting trap, a totemic token or set of tattoos marking your clan, a clan riding saddle, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: BLESSING OF MALAR

If you've spent at least a tenday with someone, you can identify if they are a lycanthrope.

SUGGESTED CHARACTERISTICS

d8 Moonseeker Personality Trait

- 1 Silvanus teaches us the balance of life, to stand back and take everything in. This is my approach in life as well.
- 2 The Oak Father teaches us to kill only when needed, a lesson I attempt to apply every day.
- 3 As Selûne fought Shar, I too hunt down those who use darkness to cover their evil ways.
- 4 The Moonmaiden shows us not all Lycanthropes are bad. I use this philosophy to avoid making presumptions about others.
- 5 Malar leads through tooth and nail. I also use my strength as a way of cowing others to my will.
- 6 The Beastlord shows us the dangers of overhunting, likewise I avoid resorting to violence unless necessary.
- 7 The Drow and other aristocracy subjugated our people for decades. I will never allow such inequality to exist again.
- 8 The Crinti and their Honglath judges held a harsh hand to those not of their blood. I strive to uphold a much more fair iteration of justice in our lands.

d6 Dambrath Ideal

- 1 **Beastial:** While I would use words like passionate to describe myself, others use words like 'bloodthirsty'. I don't mind either description. **(Evil)**
- 2 **Proud:** Now that the Drow have been pushed away from our lands, I take pride knowing my actions define the future of my people. **(Lawful)**
- 3 **Honourable:** Honglath judges and their injustice showed me the value of keeping your words and backing them with actions worthy of honour. **(Lawful)**

d6 Dambrath Ideal

- 4 **Equalist:** When I find situations where people have excess around those who do not, I find my self unable to stand idle. **(Lawful)**
- 5 **Rancher:** I've worked hard, and that work has paid off. I have land, animals and family. But to keep it means not relaxing, as long as there is work to be done. **(Neutral)**
- 6 **Racist:** Drow and their half blooded kin nearly ruined us. When confronted with their schemes, I feel driven to stop them with everything I have. **(Evil)**

d6 Dambrath Bond

- 1 My clan was pushed out of the Forest of Amtar by bandits. We slew them, but their leader ran. I chase him down by oath or death.
- 2 I love my friends, my drink and my horse. These things are what I treasure most.
- 3 Gnolls infest the Iron Fangs. I travel to gather help to clear these ruins out for good.
- 4 One day, I'll contract lycanthropy and use my bestial powers for the greater good.
- 5 Feeling the pull of the moon, calling to me. I want to participate in the High Hunt.
- 6 The myth of the Shards, beautiful blue haired Planetary women, fascinates me. I hope to find one fight evil alongside her.

d6 Dambrath Flaw

- 1 I have a tendency to trust that most beings are innately good.
- 2 I'm not well suited to city life, I have a tendency of saying things that offends city-folk.
- 3 Our nation has rebelled against authority for so long, I have a natural tendency to resist being told what to do.
- 4 I revere lycanthropes to the point I think less of the 'regular' people of the realms.
- 5 I hide a terrible secret: there's more than a little Drow blood running in my veins.
- 6 I'm obsessed with our former masters: when there is even a rumor of a drow, I come running for vengeance.

DAMBRATH

Gods	Dambrath
Silvanus	Worshipped by the many druids, rangers and those travelling the wilds.
Malar	Because lycanthropy is seen as a gift, many worship Malar.
Selûne	Due to her ties to the night and the moon, the lycanthropy positive people of Dambrath all worship Selûne.
Loviatar	Even with the Crinti overthrown, there are still those who pay homage to the Lady of Pain.
Tempus	The warriors and horse riders of the realm all pray to Tempus before battle.
Lolth	While not openly worshipped, many still have ties to the spider queen.

While the Gods above are most common, with Dambrathans having pushed away the Crinti there is little open worship of Drow gods.

d10	Trinkets
1	A severed wolf paw on a leather strap.
2	A hollowed out gnomish head, used as a mask.
3	A mirror with a naked female drow holding a curved sword carved into the back.
4	A set of cold-iron horse shoes.
5	A pint glass with etchings written in undercommon.
6	A palm sized wooden carving of a werewolf.
7	Metal wagon pins with the blessings of Selûne etched into them.
8	A crinti pendant made of cast bronze.
9	A well made saddle, with brandings of the crinti caste upon it.
10	The journal of a Halruaan sky-captain that you found on the ground.

Race	Dambrath
Dragonborn	Dambrath is close enough to the old empires that dragonborn can be found here, although they aren't exactly common place either.
Dwarf	The mountains around Dambrath are quite dangerous, keeping dwarves from establishing a permanent foothold.
Elf	The hatred for Drow doesn't quite extend to other elves, but there is still much tension with the elves that call Dambrath home.
Gnome	Although welcome, Dambrath is far from the Gnomish homelands and Halruaa is a much more preferable place for them to live.

Race	Dambrath
Half-Elf	The crinti have soured most Dambrathan opinions on half-elves, but this does not stop them from calling Dambrath home.
Half-Orc	The foes of Dambrath keep orcs far from their borders, giving little chance for half-orcs to propagate.
Halfling	After the spell-plague, many halflings sought refuge in Dambrath, giving a large boost to their presence here.
Human	Most humans of Dambrath can trace their lineage to an Illuskan line.
Tiefling	Tieflings aren't looked down upon at all. Many choose to call Dambrath home.

Class	Dambrath
Barbarian	Unlike other countries, those who listen to the call of the blood rage aren't rare here.
Bard	With their nomadic nature, many Dambrathans choose to keep a bard close by to record events in song.
Cleric	Popular with the common folk, clerics are found in any gathering of civilization.
Druid	Because of their ties to Malar, many Dambrathans walk the path of the Druid.
Fighter	Dambrath holds a proud tradition of combat prowess, instrumental in throwing off the bonds of injustice.
Monk	Far more common with the Western lands, there aren't many monks in Dambrath.
Paladin	While paladins are found in Dambrath, there aren't many who choose that walk of life.
Ranger	Rangers are plentiful, with their skills being well suited to the Dambrath way of life.
Rogue	Like rangers, a rogue skill set is useful but most choose to learn the ways of a Ranger instead.
Sorcerer	Those with a talent for the art are usually picked up by those who do not have it. Being a sorcerer is to never be without friends.
Warlock	As with the sorcerer, warlocks are seen as powerful allies and well liked in Dambrath.
Wizard	The nomadic lifestyle makes it difficult for wizards to properly study. Most wizards that still live in Dambrath instead choose solitary lifestyles away from civilization.

Languages common to Dambrath: Dambrathan, Dwarven, Elven, Halfling, Halruaan, Gnomish, Illuskan, Shaaran, and Undercommon.

ELFHARROW

SURVIVOR

The Wild Elves of Elfharrow (a name given to the area not by the inhabitants but by visitors), mark this territory as their own: no hunting and any passers by should be quick to reach their destination. Of course, that gives many the thought that there are ancient ruins filled with treasure within. After one hundred years of cultivation and protection, the elven and centaur populace are finally stable again.

Skill Proficiencies: Athletics, Intimidate

Tool Proficiencies: Herbalism kit.

Languages: Elven. If you already know Elven, choose a language of your choice.

Equipment: A hunting trap, a set of common clothes, an herbalism kit and 25 gp worth of animal pelts.

FEATURE: SPIRIT ANIMAL

d8	Animal	d8	Animal
1	Panther	5	Falcon
2	Hyena	6	Python
3	Monkey	7	Horse
4	Mouse	8	Weasel

Spirit animals protect the children of the forest, coming to you in your greatest times of need. If you spend time in meditation (which the folk of Elfharrow have incense to assist in reaching the level of meditation required), you may have a vision that guides you on your path. It is up to the DM to determine the nature of this assistance.

SUGGESTED CHARACTERISTICS

The forest of your homelands was nearly destroyed in the Spellplague, so beyond all other efforts protecting the forest is your main drive. Second to that is protecting your elf-kin and lastly driving away outsiders from the land protects all of tribe-home, from forest to mesa.

d8 Survivor Personality Trait

- 1 I refuse to trust outsiders without witnessing them perform a deed worthy of trust first.
- 2 Because of the spellplague, I distrust any non-elf magic users for they could be the cause of the next calamity.
- 3 I try to hold myself to the idea of honour. I refuse to harm those who do no harm to others first.
- 4 I try to protect everyone, even outsiders. An unpopular opinion but something I have faith will benefit my people.
- 5 I am working on bringing culture back to my people, crafting new art and composing songs daily.
- 6 Upon viewing the Dead Vale, I hardened my resolve. Now when I punish evil, I do so with cold resolve.
- 7 Food is sparse in our realms. I have learned that giving what I have to others can nourish my soul with equal measure.
- 8 I have a tremendous amount of empathy for those who are punished without reason.

d6 Elfharrow Ideal

- 1 **Honour:** While we do not get along with others, I also do not needlessly harass them. To do so would present the false face of dishonour. **(Good)**
- 2 **Paranoia:** When in the presence of non-elves, I presume the worst. **(Evil)**
- 3 **Duty:** There are things we must do, even when we do not want to. I will never be derelict with such matters. **(Lawful)**
- 4 **Curious:** Other elves stay away from our borders, fearing outsiders but I've always found them to be most interesting. **(Good)**
- 5 **Helpful:** When others ask for help, mine is the first hand they find reaching out. **(Good)**
- 6 **Intimidating:** If outsiders know what is good for them, I'll never need to repeat my commands to them. **(Lawful)**

d6 Elfharrow Bond

- 1 I seek to find Cuivanu, the mystic tree of the Dead Vale.
- 2 Elves do not go to Lapaliya, due to the wild magic there. I seek to find the source of this disturbance.
- 3 The clans are separate and weak. It is my goal to unify them, and then march on our enemies.
- 4 I travel the world, searching for crops that will be grow in our harsh lands so our people may have more food.
- 5 I dream of the day when our clans make peace with our neighbors, in my dream I am the catalyst of that alliance.
- 6 I have dishonoured my people and been marked as an outsider. Through my deed, I can erase this stain.

d6 Elfharrow Flaw

- 1 I hate everything beyond our borders.
- 2 I treat non-elves as less than second class citizens.
- 3 I don't take anything with a lifespan of 100 years or less seriously.
- 4 I point out other beings flaws, especially when it's inappropriate, because I love tension.
- 5 I have an incredible desire to control the actions of others.
- 6 Making me repeat myself is an offense worthy of the edge of my blade.

ELFHARROW

Gods

Elfharrow

Rillifane Elves worship the entire elven pantheon, but Rallathil special homage is paid to Rillifane.

Mielikki Due to the spiritual tie the wild elves have with their land, there is much strong worship for Mielikki.

Silvanus Believing that every animal and tree has a spirit, the wild elves pray to Silvanus as a way to speak to the spirits as a whole.

Spirits of the Land While not prayed to, the spirits of land and animals are treated with the same respect as any god.

While the Gods above are most common, the wild elves of Elfharrow accept the entire elven pantheon, as well as worshipping the spirit animals they believe follows each wild elf.

d10

Trinkets

- 1 A hairbrush scavenged from a ruin once occupied by dwarves, carved with dwarven runes.
- 2 Boots, made of some strange purple leather that keeps growing hair.
- 3 A banner from an adventuring band that no one seems to know anything about.
- 4 A lantern stylized in the shape of a monster screaming.
- 5 A rusted silverwear set, all engraved with chromatic dragons.
- 6 A flask, crafted from some greenish stone.
- 7 A tattered cloak of elvenkind, no longer magical.
- 8 A jar filled with a thick orange paste. You have no idea what it does.
- 9 A key, made of bone and painted bright yellow and blue.
- 10 A jar filled with a photo-luminescent moss.

Race

Elfharrow

Dragonborn The elves of Elfharrow keep every non-wild elf out of their territory.

Dwarf There are a few dwarven colonies in the mountains around Elfharrow, but they have little contact with the wild elves.

Elf The wild elves make up the majority of the elves of Elfharrow.

Gnome Even if the wild elves didn't reject non-elves, the blasted wastes of Elfharrow isn't for most gnomes.

Half-Elf Half-elves are expected to act as any full elf, but are otherwise accepted freely.

Race

Elfharrow

Half-Orc Half-orcs are entirely absent in Elfharrow.

Halfling The small folk find nothing welcoming about Elfharrow, choosing to live elsewhere.

Human While humans occupied the Shaar before the spell-plague, there are nearly none living here now.

Tiefling Much like the other races, the wild elves ensure Tieflings are unable to find a permanent home here.

Class

Elfharrow

Barbarian Wild elves are actually quite suited to the lifestyle of a barbarian.

Bard With a history written in song and story, nearly every wild elf possess some bardic skill.

Cleric Because of their ties to nature, most faithful leaders tend to be druids instead of clerics.

Druid Very common with the wild folk, druids tend to lead other elves in their duties of faith.

Fighter While not as common as barbarians or rangers, there are a few skilled fighters in the borders of Elfharrow.

Monk Many elves find an ascetic lifestyle only a moderate change from life in Elfharrow, dedicating themselves to an inner spirit.

Paladin The concept of a faithful warrior doesn't sit well with most wild elves.

Ranger For every barbarian, another wild elf walks the path of a ranger.

Rogue With a natural talent for stealth, most wild elves instead choose to be a barbarian or ranger.

Sorcerer While few wild elves choose the path of warlock or wizard but no elf can choose not to have arcana within their blood.

Warlock While quick power might appeal to the inexperienced of Elfharrow, the long life of the elves eventually wears that appeal quickly.

Wizard The rigorous study of wizards is very appealing to most elves, the wild elves shy away from academic studies.

Languages common to Elfharrow: Elven, Sylvan, and Gnoll.

ESTAGUND

TRADER OF THE GOLDEN SOUTH

The region of Estagund, often grouped with Durpar and Var the Golden, is a welcoming haven for anyone with a smile and some coin. While Humans and Halflings dominate, a sizable number of other humanoids call this area home.

Along with Amn, Waterdeep and Westgate, Estagund is a major economic hub.

Skill Proficiencies: Investigation, Persuasion

Tool Proficiencies: One type of gaming set.

Languages: One of your choice from the following: Giant, Goblin, Orc. If you already know all three, choose a language of your choice.

Equipment: A gemcutter loupe, a set of common clothes, a book of Adama (legal and spiritual ways that all people adhere to religiously) and 15 gp.

FEATURE: CHAKA

For people of the Golden South, your Chaka (business holdings) are closer than family. Often, they are one and the same. Because of the reputation of your Chaka, you have an information network regarding trading between cities. You can find out what products are being moved and when.

Also your network can keep an eye out for specific items and have them delivered to your location (at an increased cost and delivery time).

SUGGESTED CHARACTERISTICS

Traders of the Golden South believe that business should be a peaceful and amicable means to an end. They do not oversell or overprice items. The Adama is a book of philosophy and business that guides their lives. Crimes are debts owed to others to be worked off.

d8 Trader of the Golden South Personality Trait

- 1 I am mindful of the desires of others. Helping them may make them mindful of my needs.
- 2 I am always calm, never would I let an irrational outburst be my downfall.
- 3 An enemy turned friend is better than a plotting enemy.
- 4 My Chaka is the only thing that matters. If someone hurts it, my hand will deliver justice.
- 5 I offer the hand of trust immediately to all, allowing their actions to be the reasons I revoke it.
- 6 I teach others what I know, in hopes they will teach me in turn.
- 7 I bring the knowledge of Adama to the rest of the realms to make the world a better place.
- 8 Death is neither a punishment nor a release. I will not allow others to kill because they find it morally just.

d6 Estagund Ideal

- 1 **Loyal:** To those whose loyalty I've earned, I strive ever to repay in kind. **(Lawful)**
- 2 **Disciplined:** My Chaka and the Adama taught me all I need. Anything else is a distraction. **(Lawful)**
- 3 **Fair:** I will not make profit for the sake of profit. To do so would taint myself and my Chaka. **(Good)**
- 4 **Tolerant:** Not everyone I meet will think as I do. I strive to open my mind to their ways and accept that. **(Good)**
- 5 **Astute:** Everyone has a price, every deal can be struck. I am observant to the needs of others, to exploit this fact. **(Evil)**
- 6 **Wary:** Being aware of injustice does not mean you are immune to it. I am always guarded around others to protect what is mine. **(Evil)**

d6 Estagund Bond

- 1 It's my dream to be able to lead my Chaka.
- 2 An opposing Chaka framed me for fraud, the worst of crimes. I cannot return until I clear my name.
- 3 I'm not much for money, but being a Maquar is of interest to me. I can still serve my Chaka.
- 4 Adama, "The One", is a philosophy all should know about. I want to bring it to every corner of the realms.
- 5 Durpar contracts old adventurers and those with no Chakas for their defense. I want to join a contract.
- 6 The Golden Lands are tapped out, so I adventure to find the best new trade contracts for my Chaka.

d6 Estagund Flaw

- 1 The teachings of Adama means we lack a centralized government. I am uncomfortable around those who cannot self govern.
- 2 I value friends, but I'll always choose my Chaka and business deals first.
- 3 I grew up in Veldorn, home of the Beast-Chiefs. I hate adventurers who disrupt the natural creatures of the world.
- 4 I do not accept greed as a concept, but I do not tolerate someone unwilling to make profit.
- 5 Luxury is its own reward, as such I never accept anything but the best.
- 6 Criminals choose to commit crime, enacting justice is the only acceptable response. I do not let crime go unpunished.

ESTAGUND

Gods	Estagund
Adama	The spiritual law that defines every day to day aspect of life. Nearly all citizens follow it's teachings.
Zionel (Gond)	Invoked by those who wish for creativity.
Curna (Oghma)	Called upon those seeking knowledge.
Lucha (Selûne)	Worshipped by those who seek peace with the long dark night.
Torm	Prayers laid upon the god Torm are for those seeking justice.
Waukeen	Because of the heavily mercantile nature of their lands, Waukeen is heavily relied upon.

While the Gods above are most common, the tolerant nature of Estagund means nearly all gods are allowed. However gods that require the sacrifice of life or theft of possessions are banned.

d10	Trinkets
1	A model boat, designed like the flagship of the Estagundan fleet.
2	A set of spices, all collected from the corners of the world.
3	A small horned beetle trapped in resin, on a silver chain.
4	A unique flute, decorated with half man / half lion centaurs.
5	A small metal disc that changes color when below ground level.
6	An arrow that cannot be strung, slipping off whenever strung.
7	A small kettle with a compartment for holding herbs for brewing, shaped like a dragon.
8	A little metal wizard that can be filled with lamp oil and lit.
9	A small gnomish clockwork medallion that no longer keeps time.
10	A necklace made from monster teeth.

Race	Estagund
Dragonborn	Because of their accepting nature, closeness to the old kingdoms and Veldorn, dragonborn are common in most cities.
Dwarf	The mercantile nature of Estagund and the bountiful mountains nearby, dwarves are a very common sight.
Elf	A few large forests in Estagund boast a large population of elves.
Gnome	Uncommon as they are, gnomes can still be found in the more metropolitan cities

Race	Estagund
Half-Elf	Being so close both politically and geographically, to the elves means there is a steady supply of half-elves as well.
Half-Orc	Rejected by their monstrous parents, most half-orcs find their way from Veldorn back into Estagund to join with their human parentage.
Halfling	Being so close to the halfling homelands, Estagund is a popular destination for the stout folk.
Human	Before the Imaskari empire rose, the Dupari lived in the golden lands. Aside from the Dupari, there are a few people of Mulani origin.
Tiefling	Welcomed with open arms, Tieflings are not judged by their blood but instead by their deeds.

Class	Estagund
Barbarian	The more civilized nature of the region means few prefer the violent ways of a barbarian, but with Veldorn they also aren't uncommon either.
Bard	Taking time to yourself to create things that make you happy leads many on the path of the Bard.
Cleric	Clerics aren't all that common as the teachings of Adama tend to to be lead by Monks. There are priests to perform the rites of the gods, however.
Druid	With strong connections to the beast lands nearby, druids are often the first to warn civilization of monster raids.
Fighter	Estagund features some of the most skilled fighters in the land, if their own boasting is to be believed.
Monk	Followers and leaders in the teachings of Adama, monks are very very common in the borders of Estagund.
Paladin	Warriors of faith are needed, but needing to leave their Chaka for their order makes most citizens reconsider.
Ranger	Where there are wilds, one can find rangers protecting them and Estagund is no exception.
Rogue	Because of their distain for dishonorable arts, there are very very few rogues to be found here.
Sorcerer	Sorcerers are quite welcome in the golden lands, provided they obey all the laws everyone else obeys.
Warlock	Warlocks aren't rare, but the needs of patrons often conflicts with the laws of Adama.
Wizard	Wizards are very common in the lands where learning is considered a noble pursuit.

Languages common to Estagund: Durpari, Draconic, Dwarven, Giant, Halruaan, Halfling, Mulhorandi, and Shaaran.

HALRUA

MAGEFRIEND

In ages ago, the Spellplague wrought destruction upon the world, and few places were as affected as Halruaa. Or so it had seemed, as divinations had given the powerful mages of Halruaa foresight enough to protect their world. Now Halruaa has returned, and is a country of vigilance bordering on paranoia.

Skill Proficiencies: Arcana, Persuasion

Language Proficiencies: Two languages of your choice.

Equipment: A book on the history of a distant land, a common set of clothes, a weatherstone that warms up when thunderstorms are about to occur and a belt pouch with 15 gp.

FEATURE: ORDAINED BY THE MAGOCRACY

When adventuring outside the borders of your kingdom, they are aware of your goals. Because of this you have a contact in Halruaa who can operate there on your behalf. This contact is specifically assigned to you based on your characters needs and they are required to report your progress to the magocracy. It is up to the DM how you can communicate but the usual magical spells are available.

SUGGESTED CHARACTERISTICS

The folk of Halruaa are very concerned with the state of the world. Their city being teleported has left them fearing for the future. That doesn't mean, however, that they're entirely reclusive. The old ways of showing off wealth and power has been traded for caution and preparation.

d8 Halruaa Personality Trait

- 1 Like Halruaa itself, I am slow to put my trust in others.
- 2 I am never without a goal, once one is done I find another.
- 3 I work the Art better than most, something I often brag about.
- 4 I am excessively polite, as one in a magic heavy city should be.
- 5 I'm easily irritated by those I find intellectually inferior.
- 6 Magic is dangerous and I don't want to hurt people so I tend to stop emotional connections before they start.
- 7 A huge smile is always on my face, life is too precious not to be lived.
- 8 When conflict rears it's head, I try to jump in and mediate before things escalate.

d6 Halruaa Ideal

- 1 **Protective:** I will be an aegis to all who earn my trust. **(Neutral)**
- 2 **Logical:** My opinion of others comes by their actions, not my emotions. **(Neutral)**
- 3 **Fairness:** I try to understand all sides of a situation before making decisions. **(Lawful)**

d6 Halruaa Ideal

- 4 **Duty:** My friends, my country, or my family, my loyalty. No harm shall come to them while I have strength to stand. **(Lawful)**
- 5 **Honor:** I act as honorably as any knight. **(Lawful)**
- 6 **Meddler:** If I see someone who needs help, I jump in with both feet first. **(Good)**

d6 Halruaa Bond

- 1 I adventure to aid Halruaa in gathering information about the outside world.
- 2 I want to write a tome that experts use as reference for decades to come.
- 3 My ancestor was a captain aboard a sky-ship that was lost, and I'm going to get it back.
- 4 A thief stole a scrying sphere from the Magocracy, I'm going to bring them to justice.
- 5 Halruaa is awash with interesting magical goods, I adventure to find the weird and wonderful ones.
- 6 One day, all magic users will strive to learn one spell: my masterpiece. I just need to make it first.

d6 Halruaa Flaw

- 1 I never shut up about my accomplishments.
- 2 Others who try to sound smart just encourage me to put them in their places.
- 3 Magic is a superior art that I use for even the most menial of tasks.
- 4 Justice is more important than fairness, after all that's why we have laws.
- 5 I'm good to a fault, often biting off more than I can chew.
- 6 I overthink, wasting vast spans of time trying to find perfect solutions.

HALRUA

Gods

Halruaa

Azuth Almost every citizen worships either Azuth, Mystra or both regardless of station in life.

Mystra As the lady of magic, Mystra is worshipped by all in Halruaa.

Shar Even with religions other than Azuth and Mystra being banned, there are many cultists of Shar in Halruaa.

The gods above are exclusively worshipped in Halruaa, with all other gods being banned.

d10

Trinkets

- 1 A small porcelain dancer, that spins when music plays.
- 2 A decanter that transmutes water into coffee when boiled.
- 3 A metal plate that warms (but cannot cook) food placed upon it.
- 4 A flute that can play any tune you can remember by itself.
- 5 An iron fruit sculpture that changes at dawn into different fruit.
- 6 A pocket sized stone sundial with tiny gemstones at each hour.
- 7 A smoking pipe that never releases smoke.
- 8 A stick of chalk that never wears down.
- 9 A coin that when left in contact with something metal for a day polishes it to a masterful shine.
- 10 A small pocket knife that forever maintains an edge.

Race

Halruaa

Dragonborn With their ties to dragons and the appeal of magic, many Dragonborn feel very comfortable in Halruaa.

Dwarf With the mountains surrounding Halruaa are rich, there is a strong Dwarven presence there.

Elf With their talent for all things arcane, a reasonable amount of the population is elven.

Gnome With their inclination towards magical trinkets, many Gnomes call Halruaa home.

Half-Elf Half-elves are quite accepted as they're quite common within cities.

Half-Orc The regular folk have very little interaction with orcs, giving no rise to half-orcs.

Halfling Having been on friendly terms with the Halfling kingdoms nearby for decades, there is a substantial population of halflings.

Human Most humans here consider themselves Halruaan, a distant relation to Illuskan.

Tiefling Given their bloodlines, a good number of Tieflings populate Halruaa.

Class

Halruaa

Barbarian Savage fighters are few and far between, seen as uncouth in the civilized lands.

Bard Bards aren't as common place as they are elsewhere as they tend to be learning the arcane more than plying their trade.

Cleric Clerics to Azuth or Mystra can be seen daily in most of Halruaa's cities.

Druid While there are a number of druids occupying the natural spaces in Halruaa, most citizens will never meet them.

Fighter While the arcane is an art, it's one that sometimes needs muscle to protect. However the power of magic is strong, and few dedicate themselves entirely to martial combat.

Monk The Shining Hand, a monk order dedicated to Azuth, established a presence in Halruaa long ago but they are not nearly as common place as they are in Amn.

Paladin Martial warriors dedicated to Azuth and Mystra are usually tasked with important quests, keeping them far from home. Otherwise, it's rare to see a holy knight in Halruaa.

Ranger Rangers are quite rare, much like Halruaan druids.

Rogue Mixing the arcane with the skills of a rogue makes for a powerful combination, although it's unlikely that you'd find someone with such skill that hasn't picked up a little arcane magic.

Sorcerer Sorcerers are welcome, but watched heavily. While all skilled in the art of magic are embraced, it's usually presumed that comes with experience and not simply being lucky to have magic in the blood.

Warlock Warlocks are usually busy being tasked with jobs from their Patrons, keeping them from settling in Halruaa but enough make residence that it's not uncommon to meet one.

Wizard The 'wizards share' of folks are wizards. Common and plentiful, even the common folk tend to pick up a small amount of magic in their lives.

Languages common to Halruaa: Halruaan, Dambrathan, Elven, Goblin, Halfling, Shaaran, and Tashalan.

IMPILTUR

FOLLOWER OF THE TRIAD

The 'forgotten lands' are one of the most ancient of the human homelands. Having left decades from scraping and surviving, the modern Impilturian enjoys a relatively happy existence under the triad.

Skill Proficiencies: History, Survival

Tool Proficiencies: Woodcarver's tools, Mason's Tools. If you already know one or both of these, you may replace them with another tool of your choice.

Equipment: A battered helmet with the markings of your family line, Woodcarver's tools, Mason's tools, a set of common clothes and a belt pouch containing 15 gp.

FEATURE: FOLLOWER OF THE TRIAD

You have ties dedicated to Tyr, Torm, and Ilmater. Their temples are a place to hide, rest, or recuperate among other followers, unless you have shown yourself to be a danger to them.

They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

SUGGESTED CHARACTERISTICS

Impilturans are known for their self-reliance, martial aptitude and pious actions. Their kingdom is well run, well tended and prosperous. The former royal lineage is gone, but the current council is liked by most.

The only threat is from recent rising of demon worshipping, something the Triad is quick to quash.

d8 Impiltur Personality Trait

- 1 I am driven to help those who are sick or poor, for our people are known for our compassion.
- 2 When others trample the freedom of the common folk, I cannot stand idly by.
- 3 When there is work to be done, I'm the first to roll up my sleeves and help.
- 4 I have an inquisitive mind, born from curiosity of the mysterious ruins in our lands.
- 5 My actions always align to my word, and my word is my bond.
- 6 When I hear of subjugation or tyranny, I am driven to seek it out and stop it.
- 7 I have a strong sense of justice, jumping in to help even when not asked.
- 8 Generous, I'm known for my strong sense of giving. After all, as a hero I have more than enough.

d6 Impiltur Ideal

- 1 **Order:** Laws are made to keep most people happy and safe. I stand as a bulwark against those who would destroy such laws.. (**Lawful**)
- 2 **Principled:** Liars, cheats and thieves beware: I will hold others to their words and actions. (**Lawful**)
- 3 **Compassionate:** No matter how busy I am, if I find someone needing help, I try to be there for them. (**Good**)
- 4 **Hard-Working:** I don't give anything away, but if someone needs help I'm proud to stand with them. (**Good**)
- 5 **Freedom:** Laws are important, but that doesn't make tyranny right. I fight for the freedoms of others. (**Chaotic**)
- 6 **Curious:** The world is wide and mysterious, adventuring out into the world is it's own reward. (**Neutral**)

d6 Impiltur Bond

- 1 A distant family member had summoned a powerful demon. I witnessed the ritual, and they set the demon upon me. I am now on the run.
- 2 I found a map in a ruin for a distant dungeon, inside are powerful magical items that I want.
- 3 The Triad has blessed me with a vision: a temple that all of their worshipers will flock to for me to build.
- 4 I have a tip a secret scion of the royal line was sent to a distant kingdom. I will restore the kingdom by returning the youth home.
- 5 A canny tiefling coaxed me into going on a quest to slay a legendary monster, the problem is no one has ever seen the beast who lives.
- 6 My father was slain by an assassin's blade, paid for from afar. I vow to defeat the fiend and their patron.

d6 Impiltur Flaw

- 1 I overestimate the value of items created by my hands.
- 2 I often see grave injustices where there are only minor infractions
- 3 As a way of being accepted by my peers, I've recently taken up demonology.
- 4 Generosity is only a virtue until you have nothing, and start donating the possessions of others.
- 5 Every minor problem and quibble I come across is a grand quest I am driven to undertake.
- 6 My curiosity has no foresight, often leaving me in situations threatening my life.

IMPILTUR

Gods

Impiltur

Ilmater	High worship is placed upon the triad, worshipped everywhere in Impiltur.
Selûne	Because of her favouring those who travel, Selûne is worshipped by those who often do so.
Tymora	Lady luck is popular with Impilturans, as her games show a less pious side of life in moderation.
Valkur	Because of their heavy ties to sailing, temples to Valkur are in nearly every port.
Tyr	Along with Ilmater and Torm, Tyr is worshipped in every corner of Impiltur.
Torm	The three, praised across the reach of Impiltur.

While the Gods above are most common, Impiltur has a very liberal attitude about non-evil worship and almost all are free to worship whichever Gods please them.

d10

Trinkets

- 1 A halfling scrimshaw carving, a masterful replica of the high temple of Tymora.
- 2 An eyepatch, carved from a dragon scale. Although mundane, there are dozens of rumors that state otherwise.
- 3 A dwarven beard clasp fashioned into the face of Clangeddin.
- 4 An elven ceremonial knife, fashioned from fired clay taken from the feywild.
- 5 A clockwork gnomish box with a single switch. Pressing the switch causes a small mechanical hand to flip it back the other way.
- 6 A tattered orcish banner, marked with the sigil of a distant clan.
- 7 A wooden token, carved with the image of a balor on one side and an angel on the other.
- 8 Sailcloth taken from the maiden voyage of a ship that never arrived at it's destination.
- 9 A broken astrolabe, engraved with markings from at least six distant cities.
- 10 An elf eye, deep inside a large glass marble.

Race

Impiltur

Dragonborn	The metropolitan way of life has allowed many dragonborn to call Impiltur home.
Dwarf	The dwarves of Impiltur claim they outnumber the human population, which may be true.
Elf	While there are elves that call Impiltur home, most find the mercentile drive that powers the lands to be distasteful.
Gnome	Good natured gnomes enjoy the religious freedom Impiltur stands for, allowing them to craft for Gond.
Half-Elf	A fair number of half-elves can be found in the realm, but they tend to be ignorant of their elven traditions.

Race

Impiltur

Half-Orc	While there are no roaming orcish bands, there are a large number of half-orcs within Impiltur.
Halfling	Halflings make up the third largest population. There isn't a day goes by you wouldn't see a halfling in Impiltur.
Human	Humans of all sorts can be found in Impiltur, with no one heritage dominating the others.
Tiefling	Like dragonborn, Tieflings find they are accepted without question, making them feel welcome in Impiltur.

Class

Impiltur

Barbarian	A boon to boat crews and adventurers in old ruins, barbarians are easily found almost everywhere.
Bard	With a long and storied history, many bards seek out the lore of Impiltur.
Cleric	Religious freedom has given rise to micro-temples in most cities, making clerics a common sight.
Druid	Druids are quite common in the long stretches between civilization.
Fighter	Disciplined fighters are oft recruited by local governments for protection, making them a regular fixture in most cities.
Monk	While monks enjoy freedom to pass upon their knowledge, there are few orders with a permanent temple in Impiltur.
Paladin	Although usually busy with whatever their gods have ordered, paladins can often be found protecting the common man.
Ranger	Cities require fur and meat, something that requires more than the farmers of the land. Rangers can often find a niche for them here.
Rogue	Where civilization gathers, rogues ply their trade. Impiltur is no exception.
Sorcerer	While most don't bother to understand the differences between casters, they are also slow to reject them as neighbours.
Warlock	Because of their ties to demons and the current need to expunge demonologists from their borders, Warlocks need to hide their trade within Impiltur.
Wizard	Everyone wishing for a powerful ally seeks wizards, and with the fortunes available in Impiltur, there are many wizards to be found.

Languages common to Impiltur: Damaran, Aglarondan, Chessentan, Chondathan, Dwarven, Giant, Goblin, Mulhorandi, and Turmic.

LAKE OF STEAM

WANDERING HERO

The Lake of Steam, a volcanic inland sea, is surrounded by many small kingdoms. The borders of these kingdoms change daily, and political intrigue is often as dangerous as the many ruins and dungeons that dot the area.

Skill Proficiencies: Athletics, Perception

Tool Proficiencies: One artisan tool of your choice from Cook's utensils, Jeweler's tools, Smith's tools, or Weaver's tools.

Language Proficiencies: One language of your choice from Elven, Dwarven, Halfling or Gnomish. If you already know all four of these languages, you may choose another language of your choice.

Equipment: Bedroll, lantern, a set of common clothes, an Explorer's pack and a belt pouch with 15 gp.

FEATURE: CARAVANNER

There is strength in numbers, when leaving a city for destinations afar, you can charter yourself with a caravan. This is far from the fastest way to travel, but is much safer.

While travelling with a caravan, they will provide you with the basic creature comforts required such as bedrolls and food. If the caravan lacks a dedicated guard they will pay if you are willing to protect the caravan.

The caravan will shield you from the law or any others that seek you out but they will not risk their lives on your behalf.

SUGGESTED CHARACTERISTICS

Adventurers are popular in the border kingdoms as the money they inject into the economy can keep many of the kingdoms strong for many years.

Characters from this region are quite varied, as such dangerous expeditions require very wide ranges of abilities.

d8 Lake of Steam Personality Trait

- 1 I have a tendency to forget when to shut my mouth.
- 2 My sense of self worth is overestimated, by most accounts.
- 3 I've been betrayed too often, now I only speak in half-truths.
- 4 Travelling is dirty business, I'm often spending my downtime restoring all my gear to perfect condition.
- 5 I have a habit of delaying my main goals to check unknown corners or speak with unknown people.
- 6 Sure, I've lost money gambling but I'm always on the look out for the next big, easy job.
- 7 Laws are a civilized man's way of stealing without others getting mad. I prefer the old fashioned ways.
- 8 I'm stubborn to a fault, especially when presented with proof I'm wrong.

d6 Lake of Steam Ideal

- 1 **Enforcer:** Laws are made to be followed, but some people need to be made to follow them. **(Lawful)**
- 2 **Helpful:** Taking the burdens of others makes me feel good, from the time I wake to the time I sleep. **(Good)**
- 3 **Respectful:** My actions are always made with considerations to how they will affect others. **(Good)**

d6 Lake of Steam Ideal

- 4 **Powerful:** Might makes right and anyone who forgets it is due for a reminder. **(Evil)**
- 5 **Secretive:** What others don't know, might kill them. You like to keep a mental list of what others don't know. **(Evil)**
- 6 **Dangerous:** Acting predictable is boring. It's much more fun to mess with people. **(Chaotic)**

d6 Lake of Steam Bond

- 1 Duskwood is full of interesting and dangerous creatures. I am currently writing a book to document such beasts.
- 2 The sea for my soul; I adventure to save up for the ultimate freedom: to own a ship of my own.
- 3 It's the little things, like giant statues of yourself erected for your heroic deeds, that lead you to adventure.
- 4 Border kingdoms come and go, the lake of steam is constantly churning. One day, you'll cut a swath of land for yourself just to hear others call you King.
- 5 I manipulate events, trying to replace the current nobility with one I find more agreeable.
- 6 A terrible monster killed my family, destroying our home and taking everything from me. I will not sleep until it dies by my hand.

d6 Lake of Steam Flaw

- 1 I'm a bit of an overachiever, promising far more than I can deliver.
- 2 I call myself a storyteller, but my friends just say I'm a compulsive liar.
- 3 I refuse to treat anyone with any respect without first besting me in combat.
- 4 I have a tendency to impulse spend money, especially if it isn't mine.
- 5 Paranoia has taken its toll on my mind, I can't sleep without trapping my bedroom each night.
- 6 Bull-headed, I never back down from an argument especially if I'm losing.

LAKE OF STEAM

Gods	Lake of Steam
Bane	As one of the few places in the world that allows open worship of Bane, there are a large number of worshippers around the lake of steam.
Chauntea	The earthmother is praised by farmers from all around the waters of the region.
Cyric	Even with open worship of evil gods, Cyric is mostly only worshipped by secretive cultists in the border kingdoms.
Lathander	The dawnlord is praised regularly by all, with most of the commoners of the realm.
Sune	From starcrossed lovers to clever tricksters, prayers to Sune are whispered in most cities around the Lake of Steam.
Tyr	Justice varies from kingdom to kingdom, but Tyr is represented across all of them.

While the Gods above are most common, the lake of steam is a large region covering many border kingdoms, all of which have their own local selection of prevalent gods.

d10	Trinkets
1	An inn sign, "The Bold Baron", carved into it.
2	A necklace, heavy with the beak of a baby owlbear at the end.
3	A helm, marked with the icon of the "Brotherhood of the Stag"
4	An old family recipe for provender stew (a mix of meat and cheese stew).
5	A beer mug carved to resemble a castle, flying the banner of Thuntar.
6	A false purse, weighed to seem heavy yet lined with many tiny razors to injure would be thieves.
7	A mask of an Orc made of some flexible light rubbery material.
8	A key engraved with "basement".
9	An old yew wand, burned at the tip. It's no longer magical.
10	A stuffed raven posed in a way that allows it to perch on your shoulder.

Race	Lake of Steam
Dragonborn	Far from their homelands, few dragonborn call the lake of steam home.
Dwarf	A large number of dwarven clans have laid claim to the hills and mountains of the region.
Elf	While not entirely absent, elves are rare in the border kingdoms.
Gnome	So far from the gnomish homelands, there are few of their kind within civilized borders here.
Half-Elf	With so few elves, so too are there few half-elves.

Race	Lake of Steam
Half-Orc	Orcs are not plentiful around the lake of steam, leading to very few half-orcs.
Halfling	Due to its proximity to Calimshan, many halflings move to cities around the lake of steam.
Human	The border kingdoms are home to all the many bloodlines of man.
Tiefling	It's a rare sight to find any of the planetouched in the border kingdoms.

Class	Lake of Steam
Barbarian	All sorts of folk are welcomed around the border kingdoms, and barbarians are no exception.
Bard	With courts rising and falling overnight, bards find their skills useful across the region.
Cleric	Clerics find themselves needed in every temple of every city, for religion is important to the common folk.
Druid	Druids around the lake of steam always have work to be done, for there are vast swaths between kingdoms.
Fighter	Mercenaries and guards are found all across the lake of steam.
Monk	Many monk orders have temples around the lake of steam, long considered the birthplace of monastic study.
Paladin	While most commoners might never see a paladin daily, their presence is known in most cities.
Ranger	Those who do not love city life find a comfortable and relatively safe presence in the wilds around the lake.
Rogue	Intrigue and plots are woven into the daily lives of most city dwellers, giving rogues plenty of room to operate.
Sorcerer	Those who possess the art aren't met with suspicion, as with other countries, and so many decide to settle down in the border kingdoms.
Warlock	Many warlocks find themselves in the border kingdoms at the whims of their patron, but few people would know their presence.
Wizard	There aren't many wizards that call the lake of steam home, but enough that their names are whispered when mentioned.

Languages common to the Lake of Steam: Shaaran, Alzhedo, Chondathan, Dwarven, Goblin, and Tashalan.

LANTAN

RECLAIMER OF LANTAN

Lantan was the center of the world when it came to technology and inventions. The children of Gond were on the cusp of several major breakthroughs when the Spellplague washed their islands clean. Survivors from the mainland seek their heritage while those claiming to be from Lantan returned seek to protect it.

Skill Proficiencies: Investigate, Arcana

Tool Proficiencies: Alchemist's supplies and Tinker's tools.

Equipment: Alchemist's supplies or Tinker's tools, bedroll, set of common clothes, a small book or clockwork trinket from Lantan and a belt pouch with 15 gp.

FEATURE: IMPORTANT DISCOVERY

Work with your DM and choose one magic item. Your character can create this item however the version you create is non-magical. To create this item, you must spend one 8 hour period working on creating the item. Each time you do this, you complete 10 gp worth of the item. Once you've done work equal to the cost of the item, it is completed. You may spend multiple 8 hour periods in a day if you wish.

The item is functionally identical to the magical version. If the magical item uses charges, so too does the mundane version (including the rule regarding exhausting all charges and the item breaking). If the item requires attunement, you must still be of the same class that attunement required. The item still qualifies as magic for the purposes of resistance or vulnerabilities. The only difference is your item functions in an anti-magic area.

The item you create needs to abide the magic item rarity table from the DMG (p135) to determine the cost of the item. The item has to be an uncommon magic item. Upon reaching level 11, you can instead make items that are rare. You can only have one item of each rarity, although if one breaks you can re-create it.

SUGGESTED CHARACTERISTICS

The Gnomes and other folk of Lantan who live there now are focused on protecting it from another cataclysmic event. Adventurers from Lantan are focused on recovering inventions and bringing them home for study.

d8 Lantan Personality Trait

- 1 I am driven, to the point of obsession, when I come across things from my homeland.
- 2 Curiosity hasn't killed this cat yet, but it has left me with many scars.
- 3 A sixth sense for danger, I'm always cautious and wary.
- 4 Despite being an islander, I'm prone to boat sickness.
- 5 I can't stop trying to invent solutions to even the simplest problems.

d8 Lantan Personality Trait

- 6 While I'm mentally brilliant, I often forget the care our bodies require. Like bathing.
- 7 I can get embroiled for hours if I'm asked about subjects of which I'm an expert.
- 8 When I come across something new, I have a powerful drive to take it apart and figure out how it works.

d6 Lantan Ideal

- 1 **Friendly:** A smile goes a long way, I try my best to make others feel welcome. **(Good)**
- 2 **Intelligent:** Rarely does the chance to teach others pass me by. **(Good)**
- 3 **Curious:** Knowledge is a powerful grain, words like 'How' and 'Why' are my thresher and sickle. **(Good)**
- 4 **Suspicion:** Being careful isn't bad, it's my business to know all I can about new strangers. **(Evil)**
- 5 **Arcanophobic:** After everything that has happened, it's easier to treat all mages as criminals. **(Evil)**
- 6 **Obsessed:** I chase knowledge as others chase power or money except I let nothing get in my way. **(Evil)**

d6 Lantan Bond

- 1 Tales tell that Lantan has not sunk, but instead vanished to places unknown. I want to know the truth.
- 2 An atomaton was given as a gift to a dwarven lord long ago. I want to see what it will take to get it back.
- 3 The source of magic has fallen several times in the past. I seek out a way to prevent that from ever happening again..
- 4 Lantan may still stand but I'd rather build New Lantan, a safer place to carry out our good work.
- 5 I have a blueprint for a mechanical beast as large as an ancient dragon but it'll take a dragon sized horde to finance.
- 6 The secret of magicless portals was discovered the day Lantan fell. I'll do anything to learn that secret.

d6 Lantan Flaw

- 1 Arcane or divine, it doesn't matter. I hate all magic.
- 2 I prefer the company of books to the living.
- 3 For all my intelligence, I have no social skills whatsoever.
- 4 The myth of Lantan is so powerful, every other land disappoints me immediately.
- 5 I often prove my intelligence to others, even when I'm requested not to do so.
- 6 History has taught me it's easier to be cold and unfeeling and to suppress my emotions.

LANTAN

Gods

Lantan

Azuth Given their tendency to mix magic and clockwork contraptions, all gnomes whisper to Azuth when trying new devices.

Gond Each and every gnome knows and understands who Gond was before they're a full grown adult.

While the two Gods above are most common, the entire gnomish pantheon is important to all of Lantan.

d10

Trinkets

- 1 A wind up brass dragon that flaps around the room.
- 2 A set of flint and steel, etched with the message "For my love".
- 3 Blueprints for a vehicle that can travel underwater.
- 4 A jar of endless moustache cream from Sambar.
- 5 A wooden model of Faerûn and it's moons.
- 6 A clockwork beetle. When wound, it's wings buzz.
- 7 A tuning fork. When struck, tiny lightning bolts climb the length.
- 8 Plans for a device that creates volcanoes.
- 9 A metal cube, divided into 9 smaller cubes per side. Each smaller cube is made out of a different metal.
- 10 A small handheld three winged device which spins around a center metal ring.

Race

Lantan

Gnome Since the return of Lantan to the world, it's nearly solely inhabited by gnomes. Exiles from Lantan may have been non-gnomish but they weren't a statistically sizable number.

Human When it disappeared from the world, there were a few humans living on Lantan but it's unlikely they would have left their homelands to adventure when there are so few Lantanese humans.

Class

Lantan

Barbarian The gnomes of Lantan were not prone to taking to the ways of the barbarian.

Bard With a natural tendency towards the bardic path, most gnomes without the drive to specialize become generalists.

Cleric Priests of Gond and Azuth can be found on Lantan and afar, although it's rare that gnomes have a daily need for priests.

Druid Gnomish druids are by and large, nearly non-existent.

Fighter While some take up the blade, it's usually not something you'll find most gnomes committing towards.

Class

Lantan

Monk Monks dedicated to gnomish gods are rare everywhere, but less so in Lantan.

Paladin Holy knights sworn to Gond or Azuth are quite rare, even within their own cities.

Ranger Gnome rangers have become more prevalent with exiles, as a way to learn survival.

Rogue While good with their hands and charming to most, few Lantan gnomes choose the way of the gnome.

Sorcerer Even with their tendency towards magic, there aren't many gnomish sorcerers in the world at all, even in Lantan.

Warlock Although many gnomes choose to stick to the path of a bard or wizard to pick up arcane skills but there's a good portion that pledge to a patron.

Wizard In Lantan or out, the path most gnomes choose is that of the Wizard.

Languages common to Lantan: Gnome, Lantanese, Alzhedo, Chondathan, Draconic, Dwarven, Ignan, and Illuskan.

LUIREN

LUIREN ISLANDER

Once a shining golden land and the origin of Halflings, the island chains of Luiren have forever changed the people that live there. Still strongly rooted in community and family, the halflings native to Luiren have a much stronger survival instinct.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Cook's utensils and one musical instrument of your choice.

Equipment: Navigator's Tools, a set of common clothing, a bedroll and your choice of a monogrammed item: a pipe, a drinking flask or a set of playing cards, and 15 gp.

FEATURE: NAVIGATOR

You're trained in spotting the signs of civilization. If you're ever three miles or closer to a city, you are aware of the general direction it can be found. For smaller settlements, you need to be two miles or close to a town, or one mile from a village.

SUGGESTED CHARACTERISTICS

Traditional halfling values are still priority for those of Luiren. The only difference is the small villages there believed help would come for them during the great flood and instead they were left to fend for themselves.

d8 Luiren Personality Trait

- 1 I have a natural curiosity for the strange and unusual.
- 2 I have a strong instinct to protect my friends.
- 3 I enjoy the hedonistic pleasures of life.
- 4 Food is my weakness, I will go to great lengths to try new food.
- 5 Others call me a coward, but I think of myself as being a caution expert.
- 6 Hard as I try, I'm always putting my gold down for bets. I love gambling!
- 7 Years of navigating the islands has given me a love for maps. I try to buy them when I can to expand my collection.
- 8 I take pride in my survival skills. When going into the wild places of the world, I take lead.

d6 Luiren Ideal

- 1 **Family:** My actions are guided by thoughts of my family. **(Lawful)**
- 2 **Honor:** I act in accordance with the values that would make a knight proud. **(Good)**
- 3 **Fairness:** There is balance in law, but **(Good)**
- 4 **Beauty:** It's important to me to protect the beautiful things in this world. **(Good)**

d6 Luiren Ideal

- 5 **People:** There are enough monsters in the world, no one deserves to be treated like one. **(Neutral)**
- 6 **Honesty:** Lies build up until they crush us like mountains, a fate I would like to avoid. **(Neutral)**

d6 Luiren Bond

- 1 The halfling folk used to look to Luiren as a center of their culture, I will found New Beluir for them to have a new grand city for our culture.
- 2 I have no true aim, instead I collect new tales to tell when I return home to tell my family.
- 3 While our arts may not be as elegant as the Elves, it's not going to stop me from creating the greatest Halfling art ever.
- 4 It's not as grandiose as the motivations of others, but I'd really like to try food from every country in the world.
- 5 When Luiren flooded, many places of worship were destroyed. So I will build a new, grand temple.
- 6 Mastering the art of sailing around Luiren, I really want to treasure hunt in the Sea of Fallen Stars.

d6 Luiren Flaw

- 1 I bet one hundred days after I die, the smoke of my pipe still fills the bar.
- 2 An unending appetite and a large waist are small prices to enjoy food as you do.
- 3 You place bets like others drink water, you're not sure you could survive without a good bet.
- 4 You love, by some accounts too much. But a warm body beside you is better than a cold blanket, any day.
- 5 Even with generations of living around water, you avoid taking unneeded risks around water.
- 6 Always alert, loud noises tend to make you jump. Better safe than sorry.

LUIREN

Gods	Luiren
Arvoreen	More now than ever, the Halflings are looking for protecting.
Yondalla	Fertility, on the farm and in the home, is important for the future survival of halflings.
Brandobaris	While not all halflings find comfort in adventure, those that do understand the blessing of Brandobaris.
Urogalan	Death is a ritualized event for halflings, all organized by priests of Urogalan. Every halfling city has clerics of Urogalan.
Sheela Peryroyl	Small prayers and offerings are given by all halflings, hoping Sheela brings good weather.

The *Hin* pantheon is almost exclusive in the lands of the Halflings, although that doesn't preclude individuals finding gods from other religions worth investigating.

d10	Trinkets
1	A family pipe, engraved with leaves along the length.
2	A glass bottle that keeps alcohol cool.
3	A small mouse or rat that, even if it isn't a pet, never leaves your side.
4	A book describing all the pastries of the Sword Coast.
5	A wood carving of a monster from far away.
6	A calimshan ledger from over 1000 years ago, detailing many debts.
7	Armor fit large enough for a large war-dog.
8	A thin green hat, with a long cockatrice feather.
9	Portable wooden set of utensils: cup, bowl, plate, knife, fork, and spoon.
10	Thick handmade blanket detailing the history of your family.

Race	Luiren
Halfling	While the return of Luiren to the world is celebrated by the world at large, the many islands of Luiren are nearly only inhabited by Halflings.

Class	Luiren
Barbarian	Halfling barbarians are a rare sight, not really seen in any halfling community.
Bard	With a strong love for song and no penchant for sticking to years of arcane training, many Halflings take up bardic training.
Cleric	Strong leaders of faith are well respected in Luiren, always at the disposal of their folk.
Druid	Due to having a close relationship with nature, druids are regular sight in Luiren.
Fighter	Tenacious, but with their size and stature, there aren't many halfling fighters in Luiren.
Monk	The Order of the Hin Fist is centered in Luiren and has a temple in nearly every city.
Paladin	Halflings tend to shy away from direct fighting, but there are some that simply can't ignore the call. Yet even inside Luiren, paladins are very few.
Ranger	After the events of the spell plague, there are more halfling rangers in Luiren than ever before.
Rogue	While halflings tend towards being rogues, the land of Luiren has fewer of them when compared to nations of similar size.
Sorcerer	Sorcerers in Luiren are known to commoners, even if they're not exposed to arcane magic on a daily basis.
Warlock	More common than wizards but less than sorcerers, halfling warlocks tend to be very rare in Luiren.
Wizard	Of all the arcane casters in Luiren, Wizards are nearly unheard of.

Languages common to Luiren: Dambrathan, Durpari, Dwarven, Elven, Gnoll, Halruaan, and Shaaran.

MOONSEA

SHADOW OF THE BLACK NETWORK

The Zhentarim have mostly turned a new leaf. Those who join the family and those who do not, all in the Moonsea region are affected by their designs. Of course, it's the safety of the Black Network that keeps one of the many powers vying for control from ruining everything.

Skill Proficiencies: Investigation, Persuasion

Tool Proficiencies: One set of artisan's tools of your choice from: Alchemist's supplies, Glassblower's tools, Jeweler's tools or Tinker's tools.

Language Proficiencies: One language of your choice from Elven, Dwarven, Gnomish or Halfling. If you already know all four, you may choose a language of your choice.

Equipment: A common set of clothing, a set of fine clothing, a travelling cloak, a set of artisan's tools you are proficient with, a belt pouch with 15 gp.

FEATURE: I KNOW A GUY

You have a contact who is part of the Black Network. In any city with a Zhentarim presence, you have an ally that you can contact for information or to act as an inbetween for additional agents.

For example, if you are looking for a job, looking to hire a mercenary, looking for more information about an artifact or want to fence an expensive item, your contact *may* have the information you need.

However, it's always up to the DM if the contact even wants to reach out to you and will not threaten themselves or the Black Network.

SUGGESTED CHARACTERISTICS

People in the Moonsea region all recognize that there is someone more powerful, influential or well off than you and they'll use that to control you given half a chance.

d8 Moonsea Personality Trait

- 1 I keep a cool head on at all times, even when others get right in my face and scream.
- 2 Cruelty is not something I'm unfamiliar with, nor do I deny it when others associate it with myself.
- 3 I am exact in my timing. When I make plans, I know exactly when things should happen and hate being late.
- 4 It's enjoyable to find weaknesses in others and exploit it for my gains. A game showing my superiority.
- 5 I'm a Baneite cultist, something I make sure to mention whenever I can.
- 6 Money makes the world go round. Everything I do aims to put it in my pocket.
- 7 Power comes and goes in this part of the world, I don't care much for politics unless they're paying me to care.
- 8 I'm a people person, able to strike up conversations anywhere. It's always good to have friends wherever you go.

d6 Moonsea Ideal

- 1 **Loyal** : Friends in high places keep me happy and safe. **(Lawful)**
- 2 **Confidante** : People know I can be trusted with secrets. **(Lawful)**
- 3 **Fairness** : I tend to stand up for little guys, since the big ones can afford to stand up for themselves. **(Lawful)**
- 4 **Religion** : All sorts of folk worship all sorts of Gods here, nothing wrong with that. **(Neutral)**
- 5 **Aspiration** : I don't know what I'm gonna be, but whatever it is will be great. **(Neutral)**
- 6 **Self-Interest** : No one in the world is looking out for you but you. **(Evil)**

d6 Moonsea Bond

- 1 I owe a debt that I know I'll never be able to pay, so I stay out of the way of the Black Network.
- 2 I had family once. All of them were killed when I betrayed a powerful lord. Vengeance will be mine.
- 3 Once, I had power. Then it was replaced with a dagger in the back. The slime what took it from me better be watching over his shoulder from now on.
- 4 My blade was for sale. Then my reputation was black-balled. I've got myself a new identity now and plan on getting that fame back.
- 5 Ah, to die on a pile of money surrounded by beautiful flesh. The dream I'll never let go of.
- 6 My little shops are starting to get big here, it's time to expand business elsewhere in the world.

d6 Moonsea Flaw

- 1 Asking permission is an alien concept to me.
- 2 I have a great solution for having too much debt: move.
- 3 There are drunks I've never met in far away cities that are concerned I drink too much.
- 4 I like animals more than people, often to the point if they're caged I free them.
- 5 I have a strict sense of order, and a healthy appetite for applying punishments.
- 6 I spend my friends money more freely than my own.

MOONSEA

Gods	Moonsea
Bane	For those seeking the strength to end their foes, they invoke the power of Bane.
Cyric	For those looking to be successful in subterfuge, they whisper to Cyric.
Loviatar	Punishing your foes, ensuring they suffer, gives you the need for Loviatar's will.
Mask	All things belong to Mask. If you're looking to steal, it's wise to pray for permission.
Talos	One of the few gods most around the Moonsea pray to, however it's usually to prevent dangerous storms from reaching cities.
Talona	With poisons being commonplace, whispers to Talona for protection are equally common.

While the Gods above are most common, any god that favours ruthlessness and considers kindness to be a weakness is worshipped here. Likewise, gods that are traditionally good may have false presences, such as a tyrannical iteration of Tyr.

d10	Trinkets
1	A skull, fashioned into a drinking cup.
2	A dreadstone, a small black stone that makes you feel uneasy when holding it.
3	A branding iron of some evil god.
4	A set of metal claws to tip your fingers with, linked with a thin black chain.
5	A long smoking pipe, crafted from an oddly dark yet translucent stone.
6	A supple leather rope braid, two foot long. If twisted, it reveals or hides a small compartment.
7	A helmet topped with two backwards facing snakes that loop around the edge.
8	A bonesaw marked "Property of Doctor Vaine, Westgate"
9	The complete skeleton of a gnomish child.
10	A list of ingredients detailing the process of making an injestible poisoned butter.

Race	Moonsea
Dragonborn	The lure of power has drawn many dragonborn to the Moonsea, making them a not-uncommon sight.
Dwarf	Dwarves come and go, part of the lifeblood of business in the Moonsea region.
Elf	Nearby Cormanthor has never had a steady relationship with the inhabitants of the Moonsea region, most people consider seeing an elf to be something to avoid.
Gnome	A few gnomes make their way to the Moonsea, but very few find it to their liking and strive to settle elsewhere.

Race	Moonsea
Half-Elf	A small number of half-elves call the Moonsea home, but racism means they often hide their heritage from others.
Half-Orc	Except for some places in the north, the Moonsea region is one of the most welcoming for orcs and half-orcs.
Halfling	When the spell plague hit, many from Luiren made their way and settled all around the Moonsea.
Human	Vaasan's settled here long ago, although in modern day Moonsea humans are a mixed group all together.
Tiefling	Tieflings aren't even given a second look, they're so common in the Moonsea region.

Class	Moonsea
Barbarian	Exiles from the north manage to come through and find work, but barbarians are quite unlikely to be found here.
Bard	Bards are uncommon, but anyone who requires their assistance can find a bard within a day.
Cleric	Clerics are quite common, as having the favor of a diety brings one power over their foes.
Druid	The region has druids, although more often than not they're causing trouble for civilized folks.
Fighter	Boasting ruthless fighting techniques, fighters of the Moonsea region are everywhere.
Monk	Orders dedicated to the cold and cruel gods of the realm have many temples in the region.
Paladin	Blackguards and paladins of tyrant gods are praised as pinnacles, the ideal 'hero' of the realm.
Ranger	The skills of a ranger are useful, but few of their sort operate within Moonsea.
Rogue	For it's size, the Moonsea region boasts one of the highest numbers of rogues of the realms.
Sorcerer	Although most wouldn't know it, sorcerers walk the streets of the realm quite commonly.
Warlock	Warlocks are abound everywhere, although most commoners wouldn't know the difference between a warlock and a wizard.
Wizard	Regarded as someone to be jealous of and cautious towards, Wizards aren't often seen in Moonsea cities, although their underlings are often known to all.

Languages common to Moonsea: Damaran, Chessantan, Chondathan, Draconic, Giant, Goblin, and Orc.

MULHORAND

FREE PEOPLE OF MULHORAND

Mulhorand was a land of slavery and hard labour for all but the noble classes. Now that the last Sundering has resulted in the old masters being killed or driven out, the gods have returned to the people and slavery is outlawed.

Skill Proficiencies: Athletics, Religion

Tool Proficiencies: Mason's Tools and Woodcarver's tools. If you already know one or both of these, you may choose an artisan tool of your choice.

Equipment: Mason's or Woodcarver's Tools, a small prayer book to one of the deities of the Mulhorand Pantheon, a set of common clothes, an idol for prayer dedicated to either Gilgeam, Bane or Tiamat, and a belpouch with 15 gp.

FEATURE: BROKEN CASTE

Your former position in life shapes your future. If you're capable of arcane or divine spellcasting or if you are proficient in Arcana, History, or Religion, you can choose to have been a noble, middle class or slave. Otherwise, you can only choose to have been middle class or a slave.

Class	Benefit
Nobility	You have one, two or three circles marked into your forehead. This denotes you as a bureaucrat, wizard or cleric. In your downtime, other Mulhorandi (or anyone who recognizes your former status) will come to you asking for assistance with their daily lives in exchange for favours or money.
Middle Class	You have a mark that denotes your family lineage. This grants you an ally of the family (either directly related or just affiliated is up to your DM) who can assist you with matters back home. If you have a way to magically contact them, they can act on your behalf in Mulhorand.
Slave	You have a mark that denotes you're a former slave. If you are in Mulhorand and in need of help, you'll always find someone willing to feed you and give you a place to sleep as well as help you hide from pursuers.

SUGGESTED CHARACTERISTICS

The

d8 Mulhorand Personality Trait

- 1 My faith guides me each and every day. I often have a prayer or parable ready for every situation.
- 2 I am excessively polite, often to a fault.
- 3 I live very piously, with very little by way of material possessions.
- 4 I often make up fun games or riddles while travelling with friends.
- 5 Brash and aggressive, I don't have the time to sugar coat anything for others.

d8 Mulhorand Personality Trait

- 6 If someone dies it was because they were weak. Strength is the only thing that determines your value in life.
- 7 I try to engage others in dialog as soon as I meet them, allowing my words to make my first impression.
- 8 Having picked up a craft earlier in life, I'm always found plying that craft when time allows.

d6 Mulhorand Ideal

- 1 **Religion** : Our gods walked beside us, forever changing our view of them. **(Lawful)**
- 2 **Family** : Family by blood or by deed, I would freely give my life to save them. **(Lawful)**
- 3 **Fairness** : After the uprising, I've learned how important it is to ensure everyone is treated as an equal. **(Lawful)**
- 4 **Freedom** : Never again will I allow slavery within my sight. **(Good)**
- 5 **Guardian** : I will stand before those who would harm the undefended. **(Neutral)**
- 6 **Traditionalist** : It's an unpopular opinion, but I liked things before the uprising. **(Evil)**

d6 Mulhorand Bond

- 1 After society collapsed, I looked to the horizon and followed my fate, wherever it will take me.
- 2 The gods guide our hands every day, I am always looking for ways to repay them for what they've done.
- 3 The exodus of the Imaskari has opened up our lands greatly. I look to find a place to call home.
- 4 We drove wizards out of our lands, but I pledge to cense them from all countries.
- 5 I was a slave, and my master escaped to a distant land. I ventured forth to ensure they get what is coming to them.
- 6 Our overlords are gone, but our lands are still plagued with monsters for me to defeat.

d6 Mulhorand Flaw

- 1 My former master gone, I'll never let another tell me what to do. Even when it's in my interest.
- 2 Adjusting to the new status quo is difficult. I find being asked to participate quite unnerving.
- 3 I find it difficult to not presume every deal I make will fall through.
- 4 I only care about money, even more so than my own well being.
- 5 I crave the former stature I had in life, so much that I lord my superiority above others at every chance.
- 6 I'm incapable of holding secrets. Even the little ones, I have to tell everyone.

MULHORAND

Gods

Mulhorand

- Mask** Mulhorandi are no strangers to the works of Mask, praying equally for protection or assistance.
- Mystra** As magic has been a deciding factor in the lives of Mulhorandi since coming to Faerûn, Mystra's influence is equally felt here.
- Red Knight** Given a long and bloody history filled with war, it's no surprise that generals and soldiers all pray to the Red Knight for her protection.

While the Gods above are most common, the demi-gods of Mulhorand still walk the world, bringing guidance to their followers. Re, Anhur, Horus, Isis, Nephthys, Set and Thoth are equally worshipped by most Mulhorandi.

d10

Trinkets

- 1 A set of broken manacles once worn by a slave closely related to you.
- 2 Seven brass figures, each shaped like one of the gods.
- 3 A set of blue robes with gold trim, given as a gift to you for succeeding at a rite of passage.
- 4 A scepter of wood topped with a silver moon, a reward for completing a task for a thankful noble.
- 5 An articulated figure of Tiamat, although it's rusty around the joints.
- 6 The hardback cover of a spellbook, all the pages torn out long ago.
- 7 A wooden helmet shaped like an animal head (crocodile, bird, cat or the like).
- 8 A full body blanket made of chain links, used in ceremonies and representing responsibility.
- 9 A hollowed out turtle shell, lined with a thin layer of metal to keep it sanitary.
- 10 The hand of a sahuagin, preserved and fitted to be attached to armor.

Race

Mulhorand

Human While the imaskari and mulan people who settled here were once so dominant that few non-humans would settle here, things are different now.

The population is still predominantly human, but with the demi-gods having a much more diplomatic side than in years before, there are now new non-human residents in Mulhorand.

Class

Mulhorand

- Barbarian** Combatants focused on brutal strength over precision are a frequent sight in Mulhorand.
- Bard** Mulhorand is one of the few places in the world where bards are quite rare.
- Cleric** Religion has always been important to the folk of Mulhorand making clerics an important and respected caste everyone deals with daily.
- Druid** In the old days, druids were unheard of but now some of the demi-gods are encouraging the teachings of druids, giving an importance on natural things.
- Fighter** As with most places, fighters still make up the largest bulk of the population.
- Monk** Like druids, monks are enjoying a new boom in this post-slavery Mulhorand.
- Paladin** Paladins aren't something most common folk will interact with, but many nobles are familiar with their lot.
- Ranger** Rangers were and continue to be a respected trade for common folk to learn.
- Rogue** Because of the lack of bards, there is a surplus of rogues often hired for diplomatic reasons.
- Sorcerer** Sorcerers were considered blessed by the gods, and even today continue to hold positions of respect.
- Warlock** Because of the nature of their faith, warlocks are a very very rare thing to encounter in Mulhorand.
- Wizard** Bitterness towards wizards runs deep, as most of the misfortunes of Mulhorand stem from their hands. However one could still find the assistance of a wizard in the kingdom, if needed.

Languages common to Mulhorand: Mulhorandi, Aglarondan, Chessentan, Draconic, Durpari, Goblin, Tuigan, and Untheric.

NARFELL

RIDER OF THE PLAINS

The proud strong folk, dwellers of the coldest lands in all the world, come from a rich heritage. Recent years have given them a resurgence in the art of demonbinding. A few of the Nar tribes have settled back down in the ruins of the past, while others prefer the tradition of horsemanship.

Skill Proficiencies: Handle Animal, Religion

Tool Proficiencies: Cook's Utensils and one musical instrument of your choice.

Equipment: A musical instrument that you are proficient in, a paper with the true name of a demon written on it, a saddle that denotes your clan, a set of common clothes, and 15 gp.

FEATURE: HORSE FRIEND

You have an unusually intelligent horse that has been in your family for years. A sturdy mount that has lived on the steppes. This animal and you have a special bond as it understands what you intend perfectly. However the free spirit of the creature ensures none other can ride it.

SUGGESTED CHARACTERISTICS

Between the newer ways of the Nar, settling down to embrace magic, and the old ways of travelling about the realm protecting their borders, there is a very diverse variety in the people most consider savages.

d8 Narfell Personality Trait

- 1 I am brash, often speaking aloud long before I have thought of the words.
- 2 I am tolerant, even of the views of others when I do not agree with them.
- 3 Never stop smiling or making jokes, for life is to be loved!
- 4 Violence is usually the answer.
- 5 My heart aches for the love of another, and another, and another.
- 6 I often turn to magic, even if it's not required.
- 7 I have a great affinity for all sorts of creatures and can hardly resist interacting with them.
- 8 I never back down from a challenge.

d6 Narfell Ideal

- 1 **Survival** : My actions are made to ensure I survive the harsh dangers of these lands. **(Chaotic)**
- 2 **Power** : Only the strong survive in the frozen north lands. I have no time for weaklings. **(Chaotic)**
- 3 **Demonology** : Our history is rich with fools making pacts with demons and devils. Fools or not, at least they made history. **(Chaotic)**

d6 Narfell Ideal

- 4 **Family** : My tribe needs me as much as I need them. **(Good)**
- 5 **Faithful** : Our lands are harsh and having the eye of a God on you is a good way to stay alive. **(Neutral)**
- 6 **Arrogant** : I do whatever it takes to be the very best. **(Evil)**

d6 Narfell Bond

- 1 Demon worshippers of Dun-Tharos left much knowledge behind that I want to get my hands on.
- 2 Gareth Dragonsbane was our friend and his replacement, Frostmantle, would conquer our lands. I aim to unite our lands with the death of the king.
- 3 Our horses are bred for survival and speed, traits I'd love to sell to breeders elsewhere in the world.
- 4 We are surrounded by hostile threats. I adventure to train myself to defeat these great evils.
- 5 My grandfather bound an Imp to our family. When I was younger, it vanished. I search the world for any news of our beloved friend.
- 6 My love was promised to another. I had no reason to remain in Narfell so I left to find greater purpose.

d6 Narfell Flaw

- 1 I often lead with strength and forget to follow up with anything else.
- 2 I'm trusting to a fault.
- 3 I try to bait others into getting mad or frustrated.
- 4 If it comes down to easy or right, I pick easy every time.
- 5 I get angry if I feel I'm not being listened to.
- 6 I have a need to win, something I care about more than friends.

NARFELL

Gods

- Tempus** Worshipped nearly exclusively by the barbarians of the great glacier and a handful of Damarans.
- Silvanus** From the great glacier down to the Moonsea, Silvanus is revered and respected by all.
- Ilmater** The cold hard lands lead to much suffering, something a lot of Damarans feel will build character. Additionally, there are a large number of Ilmaterian monks in the cold lands.

While the Gods above are most common, Narfell has a very tolerant attitude towards almost all gods.

d10

Trinkets

- 1 A cloak made of owlbear hide, a thick fur with downey feathers stitched in.
- 2 A flag with the sigil of Sorovia.
- 3 An elk horned helmet, hand crafted by a Var barbarian.
- 4 A pauldron taken from a skeleton, marked with the sigil of the Warlocks of Vaasa.
- 5 A full set of dragonchess, carved from bone.
- 6 Leather wrist guards, marked with the icon of The Garber Association of Heliogabalus.
- 7 A headband, soaked in sweat, marked with the branding of the Yellow Rose.
- 8 A toolbox, empty, branded with the sigil of Ravensburg.
- 9 A string of preserved goblin ears, all marked with the heraldry of Gareth Dragonsbane.
- 10 A map marked "sightings of the skinny tower" with many locations marked all around Damara.

Race

Narfell

- Dragonborn** Far from Unther, rare is the dragonborn that has made their way to Narfell.
- Dwarf** The Galena and Giantspur mountains are rife with dwarves.
- Elf** Aside from small pockets of elves in Rawlinswood, there are nearly no elves in Narfell.
- Gnome** The small folk find the region to simply be too inhospitable to want to settle down.
- Half-Elf** Even more rare than full elves is their half-blooded children.
- Half-Orc** Being right next door to one of the largest half-orc cities anywhere, the people of Damara are comfortable with their kind.

Race

Narfell

- Halfling** Halflings are, surprisingly, one of the most common of all the races in Damara, second only to humans.
- Human** Although influenced by ancient Netherese, the Damaran bloodline is as old as the humans who work the land. Other ethnicities look out of place along side native Damarans.
- Tiefling** Welcome more in Vaasa or Narfell, you might see a tiefling once in a while while in Damara but they hold no communities of their own.

Class

Narfell

- Barbarian** Along with the northern reaches of the sword coast and rashemen, Narfell has a large population of barbarians, making them a common sight.
- Bard** The skalds of the barbarian tribes are quite common, but Frostmantle has little use for bards making them quite rare.
- Cleric** While those with a need for faith services can always find help, spellcasting clerics are quite uncommon.
- Druid** Narfell boasts a large number of druid circles, but they try to stay hidden lest Frostmantle seeks them out.
- Fighter** Trained to fight hordes of orcs, rebels and monsters of the wilds, Narfell fighters are quite capable.
- Monk** Monks of both the Yellow Rose and Golden Cup orders are regulars both in cities and travelling the wilds
- Paladin** Paladins of the Crying God are present in most cities of Narfell, but rarely are they seen outside their orders.
- Ranger** It's rare a day goes by without rangers of the wilds checking into cities for supplies and to sell wares.
- Rogue** Rogues are mostly regulated to the cities of Narfell, not quite suited to the wilds that stretch between them. However, many rogues are pressed into service into thieves guilds or the assassin's guild.
- Sorcerer** Most folks are superstitious regarding magic, it's rare to see sorcerers within the walls of a city.
- Warlock** Narfell, Damara and Vaasa all have high numbers of warlocks, although most would hide it in Narfell.
- Wizard** Very rare is the wizard who chooses to settle in Narfell. Arcanaphobic citizens do not make for good company.

Languages common to Narfell: Damaran, Chondathan, Dwarven, Giant, Goblin, Orc, and Uluik.

RASHEMEN

DAJEMMA

The witches of Rashemen and their barbarian protectors, a tradition that goes on far longer than any of them remember, all go through a ritual called Dajemma. It's a period of self-discovery that takes them far beyond the borders of their homelands.

Skill Proficiencies: Athletics, Nature

Tool Proficiencies: Two tools of your choice from the following: Brewer's Supplies, Chef's Utensils, Carpenter's Tools, Leatherworker's Tools, Weaver's Tools or Woodcarver's Tools.

Equipment: One tool which you are proficient with, a set of cold weather clothing, a set of common clothing, a trinket from your Lodge (or a mask), a belt pouch with a gem worth 15 gp.

FEATURE: LODGE

If you're a female or a magic user, you're inevitably placed in a tower for the witches of Rashemen or becoming hermits. Otherwise, you're put into one of the many lodges. Roll 1d6 to determine your lodge or simply pick the best one for your character.

1d6	Lodge
1	Ettercap - Self poisoning warriors focused on personal durability.
2	Great Stag - Rush into combat without any regard to personal safety.
3	Ice Troll - Thick skinned, near naked combatants that endure the cold with pleasure.
4	Owlbear - Broad shouldered wrestlers that enjoy wearing armor spikes.
5	Snow Tiger - Feral warriors, wearing the pelts of actual Tigers, fighting with actual claws and teeth.
6	Wolf - Train to fight as packs, knocking targets down and finishing them off together.

You are marked with tattoos denoting your lodge, unless you show magical talent in which you are given a mask. Additionally, because of the close ties of Rashemen with nature, you find yourself in the good graces of any goodly Fey, druid circles, The Harpers or other factions closely tied to nature.

SUGGESTED CHARACTERISTICS

Superstitious, ritualistic and centered on family, the people of Rashemen are colourful and joyful. If not for their villainous wizard neighbours there would be little left to threaten their lives.

d8 Rashemen Personality Trait

- 1 I can boast for hours talking about my accomplishments.
- 2 While the Old Ones and Wychlaran are our most respected leaders, I still can't fully trust magic.

d8 Rashemen Personality Trait

- 3 I change my name, based on the toughest monster I've recently killed.
- 4 If there is a bottle of jhuil on the line, I'll do just about anything.
- 5 I spend every dawn and dusk thanking the spirits of the lands around me.
- 6 Even for the Rashemeni, my temper is incredible.
- 7 I've never met a fey that hasn't crossed me, any with their blood have my suspicion.
- 8 Song is how we remember our ways. Whenever the moment strikes me, I sing.

d6 Rashemen Ideal

- 1 **Protector** : Not all are blessed with bountiful strength, so I use my gifts to help them. **(Good)**
- 2 **Lineage** : The wisdom of our elders are lessons to secure our future. **(Good)**
- 3 **Teamwork** : We divide ourselves into lodges or by ability, but we all work together for the greater good. **(Good)**
- 4 **Diligence** : I am ever watching for the everpresent danger lurking nearby. **(Neutral)**
- 5 **Sincerity** : It's easier for me to be truthful, than track a web of lies. **(Neutral)**
- 6 **Freedom** : Oppression is the greatest evil, something I pledge to demolish. **(Chaotic)**

d6 Rashemen Bond

- 1 I am Nydeshka, a blunt sword. I travel far from home so they are safe from me.
- 2 I was on a Dajemma with a friend and they died. I can't face returning home without them.
- 3 The Thayans and the Nar aren't the only threats in the world. I scout the further dangers to my people.
- 4 A lodge member on a Dajemma never returned. I explore the world to discover their fate.
- 5 My father was famous for slaying a powerful dragon. It's something I'd like to be famous for as well.
- 6 The Wychlaran have determined I have a destiny that will shape the world, so they sent me out to find it.

d6 Rashemen Flaw

- 1 I fly off the handle easily.
- 2 If something looks like a threat, I jump to fight it.
- 3 If I see magic, I position myself to threaten it's caster.
- 4 I won't take guidance from anyone.
- 5 I eat what I kill. Always. No exceptions.
- 6 I brag about feats far greater than I can accomplish.

RASHEMEN

Gods	Rashemen
Chauntea	Called Bhalla by the Rashemi, she brings guidance on birth and growth.
Mielikki	Called Khelliara the forest maiden, the Rashemi turn to Mielikki to teach them how to co-exist with the world.
Mystra	Called "The Hidden One" by the Rashemi, she brings hidden knowledge to the Hathran, Wychlaran and Vremyonni and their connection to magic.
Spirits of Nature	Rashemi believe that rocks, trees and animals are all vessels for the spirits of the beyond.
Heroes of the Past	While not always known by name, the heroes of the past bring inspiration and guidance to all Rashemi.

Most Rashemi do not have a personal relationship with the gods and spirits of the world, instead relying on the Hathran leaders to communicate guidance from the beyond.

d10	Trinkets
1	An empty bottle of Firewine that has a small preserved mammal inside.
2	A necklace made from the claws of an ettercap.
3	A helmet with the rack from a great stag.
4	A cloak made of the skin from an ice troll.
5	Boots wrapped with the fur of an Owlbear.
6	A mask that you wear, making you look like a rakshasa.
7	A small wooden wolf with tiny red gems for eyes.
8	A broken witch mask, from a witch that had fallen long ago.
9	A box, filled with index fingers cut from red wizards of Thay.
10	Pauldrons engraved with all the names of your ancestors.

Race	Rashemen
Human	With their secluded lifestyle and tightly controlled borders, there isn't much opportunity for other races to settle in these lands. As such, there are only the Rashemi and no other human ethnicities.

Class	Rashemen
Barbarian	All males that are not spellcasters are brought up in the way of the berserker. As such, nearly all males are barbarians.
Bard	Called skalds by the rashemi, a honorable position for those who cannot quite master the skills of a berserker.
Cleric	Rashemi witches lead their people in each and every activity or plan, guided by the voices of the spirits and gods.
Druid	While rare, there are some rashemi that find a much more personal connection with Khelliara, leading them to becoming druids.
Fighter	While it's not unknown to them that other ways of fighting exist, it's unlikely any rashemi fighter would be found in their homelands.
Monk	Even more rare than a rashemi fighter is a monk, virtually unheard of except in legend.
Paladin	Due to how religion and the spirits talk to the rashemi, there are no paladins in their tribes.
Ranger	As with the bard, there are some with the skills of a ranger but those skills usually supplement whatever path in life has been decided for that rashemi individual.
Rogue	A dishonorable path by any rashemi standard, rogues are unwelcome in Rashemen.
Sorcerer	Rare, but male sorcerers do exist and help craft the magic items used by the tribes.
Warlock	The idea of a patron is alien to the rashemi, making them non-existent within Rashemen.
Wizard	The learned ways of a wizard conflicts with the ancestral traditions of the rashemi. As such, there are no wizards within the realm of Rashemen.

Languages common to Rashemen: Rashemi, Aglarondan, Damaran, Goblin, Mulhorandi, and Tuigan.

SEMBIA

SEMBIAN REFUGEE

No longer under the thumb of the Netheril empire, the future of Sembia is bright. Any former arguments between Sembians are handwaved away as 'Netherese influence'. With the fall of the empire, many without families have become adventurers, bandits and sellswords.

Skill Proficiencies: Investigation, History

Tool Proficiencies: One musical instrument of your choice or one tool from Brewer's supplies, Cook's utensils, or Smith's tools.

Language Proficiencies: One language of your choice and Netherese.

Equipment: A set of common clothing, a tool or musical instrument of which you are proficient, an official Sembian paper detailing your family history and a belt pouch with three gems worth 5 gp each.

FEATURE: EXPERIENCED TRADER

You never seem to have trouble finding someone who can help you make business deals. Selling and buying objects or procuring talents, your knack for being able to connect with the right people gets you far. Your DM determines the nature and character of this contact. The contact might even give you better deals than their normal customers, in return for favours they can ask of you later.

SUGGESTED CHARACTERISTICS

Sembians value a good negotiation. They thrive on agreements between individuals which is why they rebelled against the Netheril empire. Now a days there is a high value in personal strength as well. Since the rebellion, the classism of old Sembia has mostly left however there is still a high amount of hatred for their rival powers of Cormyr and Cormanthor.

d8 Sembia Personality Trait

- 1 I try to greet new faces with a smile, since you never know where you might meet new friends.
- 2 I'm more than willing to overspend for the sake of theatrics.
- 3 I like to invent new personalities when I enter a new bar, to keep others from following my movements.
- 4 The best things in life are good friends and celebration, my adventuring rewards are often spent on both.
- 5 Many consider the elves to be friends. Not me, I'll fight till my dying breath to keep their tyranny away from good folk.
- 6 Because of the occupation, I have a deep dislike of oppression and of mages.
- 7 I never carry coins, too many local mintings. Instead I covet gems.
- 8 I'm awesome, always challenging others in physical contests. I love showing off.

d6 Sembia Ideal

- 1 **Trade** : Trade deals are bond, agreements between honorable people. We protect agreements as symbols of civilization. **(Lawful)**
- 2 **Community** : Cities are the bastion against the wild places and we are a bulark for common man. **(Lawful)**
- 3 **Order** : The law is designed to help the many, a value I strive to uphold. **(Lawful)**
- 4 **Pride** : I'm proud in the things I'm capable of. I'm always pushing my limits to be better. **(Neutral)**
- 5 **Patron** : The rebellion was good for all, so I venture that I might help others as well. **(Good)**
- 6 **Power** : I've seen what those with power can do. Others malign them, but few can stop such things. **(Evil)**

d6 Sembia Bond

- 1 I started a trade deal with an Amnian merchant. Trading that with an agent from Calimport and then trade deals with Halruaa, I now have a large network to watch over.
- 2 After the empire left, I found a book from an important mage but no one can read it. I travel to find out what it says.
- 3 I've been cursed by a Thayan medallian. The curse has been dispelled, but now none will deal buisness with me.
- 4 I was experimented upon by a Shadow Mage. His experiments have changed me, so I travel to keep danger away from home.
- 5 Waukeen brings prosperity to us all, I adventure to donate to her temples.
- 6 I owe a debt to the Overmaster, that has taken me far from home.

d6 Sembia Flaw

- 1 Arrogance has gotten the better of me more than once.
- 2 Ceremony is important, I'll often interrupt others to ensure proper ceremony is observed.
- 3 We believe in working hard, I'll often ignore easier ideas thinking they're lazy shortcuts.
- 4 Because titles and religions don't matter to business deals, I often do not consider the ranks of those I speak to.
- 5 If you get in the way of me making money, I find ways to get revenge.
- 6 A deal isn't a deal until I'm earning significant profit from it. That makes it hard to find people who will deal with me.

SEMBIA

Gods	Sembia
Azuth	Having a high wizard population has given need for small temples of Azuth, although most people recognize Mystra in most magical matters.
Deneir	Between assisting with contract, tending libraries and recording knowledge, Deneir worshippers are always busy.
Lathander	Lathander priests are usually present for births and deaths in the realm.
Mystra	With a mercantile nature and many wizards needing coin, many Sembites know prayers for Mystra.
Shar	Even before the occupation, many worshipped Shar. Afterwards, many saw the power of the Shadowwar and pray to Shar for similar boons.
Waukeen	Given the 'good old days' and the current focus on economics, all Sembites pray to Waukeen.

While the Gods above are most common, many other gods are also worshipped such as Sune, Tymora, and Loviatar.

d10	Trinkets
1	A netheresian cloak, marked with the sigil of Karsus.
2	A torn flag of the Silver Ravens.
3	A clasp, fashioned by drow in the image of a spider. Requires wipings of oil to prevent disintegration.
4	A metal stein given as a gift to the Hulorn of Selgaunt.
5	A griffon fetus preserved in a jar.
6	A small tamed exotic creature (CR 1/4 or lower)
7	A spyglass, but instead of showing you things afar, it has a permanent image of an attractive naked hero.
8	An intricate gnomish quad-scale. It's a scale but it can measure four items in relation to each other.
9	A belt, with a large metal buckle shaped like an eagle.
10	A plain white mask made of some white pottery, with two slits for eyes.

Race	Sembia
Dragonborn	Having many ports has given some Dragonborn a venue for settling down in Sembia, but most would get stares from commoners.
Dwarf	Dwarves aren't unknown to Sembites, but they're still a rare sight.
Elf	Like dwarves, there are very few elves living permanently in Sembia.
Gnome	A surprisingly high number of Gnomes live in Sembia, usually in the larger cities.

Race	Sembia
Half-Elf	With no elven communities, most half-elves are presumed to be human. Because of that, most Sembites are surprised when they come across them.
Half-Orc	Because anyone with money is accepted into Sembites society, many half-orcs move here to settle down.
Halfling	Next to Luiren, Sembia has one of the largest halfling populations in the realms.
Human	Chondathan humans outnumber other ethnicities by a wide margin, but most Sembites are used to accepting others.
Tiefling	Tieflings are quite rare sights in the cities of Sembia.

Class	Sembia
Barbarian	Barbarians may travel through, but there's few places in Sembia one would learn the skills of a barbarian.
Bard	Bards are very common in the cities of Sembia, at all levels of society.
Cleric	Religion is second only to coin, making clerics a regular part of Sembian life.
Druid	Druids protect the wilds of Sembia, but their relationship with city folk is generally good.
Fighter	There's always work for those with martial skill, giving lots of room for fighters in Sembia.
Monk	A few monk orders, notably Monks of the Dark Moon, means most Sembians have seen monks but rarely deal with them.
Paladin	Faithful knights of the gods, paladins are well known to Sembians.
Ranger	Because of their respect for the wild spaces around their cities, the many rangers of Sembia hold a very good relationship with common folk.
Rogue	Watching your purse is the number one past time in Sembia, giving the impression that of all other skills to be learned, those of a rogue are the most common.
Sorcerer	Sorcerers enjoy Sembia, their skill with magic making them somewhat of a celebrity.
Warlock	Warlocks are as accepted as any other, with many folk only caring if they have coin or not.
Wizard	Wizards, like sorcerers, are celebrities and enjoy always having someone needing their skills.

Languages common to Sembia: Chondathan, Chessentan, Damaran, Gnome, Halfling, Mulhorandi, Shaaran, and Turmic.

TETHYR

LAND OWNER

Wracked by years of civil war, the feudal lands south of the Sword Coast and north of Calimshan has a complicated web of intrigue thrown over it by the upper class. Bountiful lands with prosperous farmers and miners, the many dukes and barons of the land quibble over the property of others when they're not defending against the nearby elves.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Two tools of your choice from Brewer's supplies, Carpenter's tools, Cobbler's tools, Cook's utensils, Leatherworker's tools, Mason's tools, Potter's tools, Smith's tools, or Woodcarver's tools.

Equipment: Common clothes, a set of tools you are proficient with, a basic set of tools consisting of a hammer and saw, a deed to a plot of land and a belpouch with 15 gp.

FEATURE: FARMER

Spending downtime on your land, you will always have food and a place to rest. Your land also earns you 1d4 gp per month, with taxes automatically deducted. If you have family members, they likely live on your land as well.

The DM creates these contacts for you, and should keep track of how many months you're away from home. Alternately DM's can roll 5d10 + 7 to determine how much GP your farm earned that year.

SUGGESTED CHARACTERISTICS

Hard working, intelligent and loyal, the average Tethyrian is exactly the sort of folk any king or queen would want in their lands. The scheming and conniving lords, ladies, barons and dukes are contrary to this, but seen as necessary.

Because of the history of Tethyr, many can trace their lineage to one or more of these civilizations: Netheril, Chondath, Calim or Illusk.

d8 Tethyr Personality Trait

- 1 I value a hard day's work, seeing a cool night's rest as a reward.
- 2 Under orders of the king, I've burned the woods and killed elves. I am haunted by regret.
- 3 Tracing my lineage back has given me a wide perspective on the world and accepting all it's peoples.
- 4 I crave power as a starving man does food, I'm always on the look out to align myself with powerful people.
- 5 The number five is something that bothers most Tethyrians. I'm downright phobic of it.
- 6 I saw a bard once as a child. I now sing songs, old and new, where ever I go.
- 7 Most Tethyrians would rather spend coin on bards, not ale. I am not most Tethyrans.
- 8 I will go to almost any length, if it will help my friends or family.

d6 Tethyr Ideal

- 1 **Patriot** : Our monarchy have led us into prosperity, and my actions reflect my love for my country. **(Lawful)**
- 2 **Law** : The laws of Tethyr are strict and precise. Even when abroad, I keep them in mind. **(Lawful)**
- 3 **Passion** : With hard work, anyone can earn a good life. **(Good)**
- 4 **Love** : It's easy to be vile. It's much harder to treat others with compassion, but it's worth it. **(Good)**
- 5 **Political** : There are many that hold power in the world, life is easier if you make friends with them. **(Neutral)**
- 6 **Petty** : Family is important to me, to the point even a small sleight earns swift retribution. **(Evil)**

d6 Tethyr Bond

- 1 I caught the eye of a noble, who persued me. Their parents weren't as thrilled. Now I'm chased by bounty hunters.
- 2 Living on the borders has had it's benefits, I made contact with a Calishite trader who gave me a treasure map.
- 3 I had a dream I stood along side friends and explored the Wealdath for an undiscovered ruin.
- 4 My family was destroyed when a dragon attacked our village. I became a sellsword, but any job involving dragons is free.
- 5 I once joined a pirate crew, long ago. I was caught, and shown forgiveness by the court. I strive to do better with my life.
- 6 Long ago, the Wyrmskull Throne was discovered by adventures from Tethyr. I've been inspired to make a legend of my own to rival theirs.

d6 Tethyr Flaw

- 1 I work too much, often neglecting friends or family.
- 2 I don't trust secretive people, even if they intend well. The Harpers? Zhentarim? It's all the same to me.
- 3 My ambition is great. I'd be willing to murder if it meant being more comfortable in life.
- 4 I'm considered cold and heartless. I'd threaten a child if it'd get me what I want.
- 5 I take up jobs that allow me to end monsters and people alike. It's the only time I feel alive.
- 6 I manipulate others as a master chess player would move their own pawns.

TETHYR

Gods	Tethyr
Helm	Outside of the triad, Helm is prayed to mostly by his faithful, but all Tethyrians recognize the part Helm plays in staying corruption from the throne.
Ilmater	As with Tyr and Torm, Ilmater is prayed to daily by all Tethyr.
Torm	The triad is the primary religion important to Tethyrians everywhere, Torm receives prayers from all.
Tyr	As one of the three gods of the Triad, Tethyrians everywhere pray to Tyr.
Siamorphe	A demigoddess who has seen her influence reaching Tethyr, especially with the city-dwelling folk.

The gods above all have temples all around Tethyr however unless a god promotes death, destruction of nature or theft, Tethyrians tend to be very tolerant of most religions. Most notably Silvanus, Eldath, Sune, and Lliira.

d10	Trinkets
1	A long stick with an unusual knob on the end. When swung around in circles, it makes a low thrumming noise.
2	A baldric (sword belt worn across the chest) with a compartment large enough for a dagger to be hidden.
3	A broken flute, made in far away Chult.
4	An old set of elf-bone dice made from real elf bones.
5	A map of a dwarven mine in the Starspire mountains.
6	Replica of a human skull made out of woven branches.
7	A set of six blocks with various letters engraved on them.
8	An orcish war banner.
9	Leather riding gloves with the letters JQ sewn into them.
10	A horned dwarf helmet, with one horn cut off.

Race	Tethyr
Dragonborn	Far from the homelands of the dragonborn, there aren't really any groups of them in Tethyr.
Dwarf	With little by the way of rich mountains, there are no dwarven clans within Tethyr. There are a few living here searching out ancient dwarven ruins
Elf	Their relations are better now that Tethyr isn't trying to slaughter elves wholesale, resulting in a boost of their kind.
Gnome	There are a few gnomes living in Tethyr, after the return of Lantan.
Half-Elf	Half-elves, much like their elven parents, are more common after hostilities have been reduced between their people.

Race	Tethyr
Half-Orc	Half-orcs have never really been accepted, but the few that prove they belong are celebrated.
Halfling	Halflings are numerous within Tethyr, although in recent years many have left seeing no fairness from the crown towards their folk.
Human	Chondathan and illuskans make the largest portion of humans, but Tethyr has almost all ethnicities of humanity.
Tiefling	Tieflings that have moved up from Calimshan are a few, but commoners wouldn't think twice if they saw them.

Class	Tethyr
Barbarian	Not the traditional fighting style of Tethyr, it's quite unlikely to come across a barbarian.
Bard	Given the courtly intrigues Tethyr is famous for, bards are a given for anyone interacting with the court.
Cleric	Religion is important for Tethyr, making clerics and priests a common sight.
Druid	With a heavy respect for nature, druids enjoy being a respected part of Tethyrian life.
Fighter	No city is complete without guards, sellswords, and adventurers. Tethyr is no exception.
Monk	A few monk orders are centered in Tethyr, although they keep to themselves their presence is no secret.
Paladin	Paladins are a common sight in the realms of intrigue, especially of the triad.
Ranger	Rangers are seen once or twice a tenday, in the eyes of most commoners.
Rogue	Where one has courtly intrigue and populated cities, they will find a plague of rogues. Tethyr has plenty to spare.
Sorcerer	Sorcerers, the few you'll see in Tethyr, are watched with suspicion.
Warlock	It's not really known how many warlocks one would find in Tethyr, but it's likely more than most people know.
Wizard	Wizards are seen more fairly than sorcerers, and as such the court employs a few alongside the freelancing wizards of the land.

Languages common to Tethyr: Chondathan, Alzhedo, Elven, Goblin, Lantanese, and Orc.

THAY

DIVIDED CRIMSON

Szass Tam forever changed what it meant to be a Red Wizard. Those in Thay either died rebelling against him or died joining him. Those outside the country either returned to join him or declared independence. While there are some non-undead in Thay, it's far more likely that most living Mulani are outside of the borders of Thay. Of course, this friction is not public fact that non-Thayans would know about.

Skill Proficiencies: Arcane, Investigation

Language Proficiencies: Two languages of your choice.

Equipment: Quill and ink, a blank book, five blank scrolls with scroll cases, a set of common robes and a belt pouch with 15 gp.

FEATURE: ENCLAVE SURVIVOR

Thayans outside of Thay were generally in the embassies that many major cities still have. If you ever need assistance, these enclaves will open themselves up for you and your needs. A place to sleep or eat, research new spells or just have a safe place to be.

FEATURE: NATIVE THAYAN

Thayans within Thay are cruel and decidedly amoral. To that end, most Thayans have a cover identity they use outside of Thay. You have all the papers, letters and documents that are required to prove who you are if required. Adjust the traits, ideals and bonds as needed to match your true nature.

SUGGESTED CHARACTERISTICS

People of Thayan descent living outside the country see the future as something new and exciting for them. Every day is something new and with the exception of the preconceived notions of others, there isn't much standing in their way. Interestingly, the new generation all call themselves Red Wizards, even when they are not wizards.

d8 Thay Personality Trait

- 1 I feel the need to point out the distinction between Thayans from Thay and those from enclaves whenever someone doesn't understand or explains Thayans wrong.
- 2 I speak as one of my stature should: with education and elegance.
- 3 There is always time for a little magic to brighten someone's day. I'll use my powers to cheer others up.
- 4 Spend every day improving the world around you. Make the name "Red Wizard" worth something.
- 5 Power is power, and having more is preferable. Every day I am eager to learn more about magic.
- 6 Red Wizards are now more akin to merchants than wizards. To practice, I like to barter for EVERYTHING.
- 7 My people aren't automatically presumed evil as they once were, but I'm always worrying that I'm judged by others in this way.
- 8 I'm quiet and shy, until someone asks a question about things I'm knowledgeable about.

d6 Thay Ideal

- 1 **Order** : Before Tam, the Zulkirs kept things in order. Structure is a healthy habit. **(Lawful)**
- 2 **Influence** : Those with power should have others advise them, lest they become a danger. **(Lawful)**
- 3 **Reputation** : Even when you have nothing, you carry your reputation with you. **(Neutral)**
- 4 **Self-Improvement** : Every day, take action to improve yourself and grow. **(Neutral)**
- 5 **Structure** : Enforcing your power over others is the natural way of things. Kings do it. Wizards do it. **(Evil)**
- 6 **Power** : You have no limits, as long as you have more power than others. **(Chaotic)**

d6 Thay Bond

- 1 I travel around with the aim to teach every arcane caster I meet one of my personal spells.
- 2 I'd like to run an enclave some day and lead my fellow Red Wizards.
- 3 Rumor has it the demon Eltab was not destroyed. I search for the truth to save this world.
- 4 I'd be killed if I did, but one day I'd love to see my homeland.
- 5 I want to be a goodwill ambassador, showing the world that the Red Wizards aren't what they used to be.
- 6 A demon once gave me a riddle, I've spent my life trying to solve it.

d6 Thay Flaw

- 1 Arrogance isn't unknown in the Red Wizards, but I push it to the limit.
- 2 Even if I'm not knowledgeable about something, I'm still probably going to interject as an expert.
- 3 I'm easily distracted by arcane things.
- 4 I have no time or patience for anything related to the Gods.
- 5 The magic school I practice is the only school I'll cast spells from.
- 6 I don't really trust friends, so I have a tendency of making or summoning allies.

THAY

Gods	Thay
Beshaba	Prayers are sent by Thayans, when hoping to avoid misfortune with rituals and enchanting.
Loviatar	With the number of undead in Thay being so high, few worship Loviatar but many recognize her influence in areas concerning death.
Shar	Attempting to draw power from the shadow weave is generally aided by a few visits to temples of Shar.
Talona	Because many magical experiments dip into dangerous materials like poisons or infectious materials, prayers to Talona are usually wise.
Umberlee	Many Thayans enjoy the relation the forces of nature have on man, giving rise to many followers of Umberlee

While the Gods above are openly worshipped, most Thayans don't really consider religion beyond recognizing power where it exists.

d10	Trinkets
1	A piece of wood carved to look like the screaming face of someone who crossed you.
2	A compass that always points to Thaymount.
3	A small beetle, enchanted to hover if placed mid-air.
4	A flute that makes no sound, yet tints your skin various colors.
5	A robe with the stars of Thay motif.
6	A set of glasses that show you echos of world around you from all across time.
7	A hollow crystal ball, containing a cloud that always stays centered.
8	A stone that, when dropped, descends as slowly as a feather.
9	A tooth that when left alone in an empty vessel, fills the vessel with brackish water.
10	A metal bracelet. When worn any rocks lighter than a few ounces will float in position around it.

Race	Thay
Human	Due to how closely tied their culture is to their Mulani bloodline, Thayans are never anything other than human and very rarely outside the Mulani bloodline.

Class	Thay
Barbarian	Barbarians in Thay aren't uncommon, although they're typically slaves.
Bard	Most Thayans look down on those without discipline to master magic entirely, marking those who would be bards as fools.
Cleric	Religion isn't as important in Thay as it is out of Thay, yet there are a few priests within the larger cities.
Druid	With no real respect for the world around them, very few Thayans see a need to turn to the path of a druid.
Fighter	Slaves, gladiators and guards are all very visible in the lands of Thay.
Monk	There is an order, the Knights of Thay, that accepts monks. While not common, most Thayans are aware of their existence.
Paladin	With few faithful to begin with, very rare is the Thayan who decides to become a paladin.
Ranger	The few rangers within the borders of Thay are typically bonded to the Knights of Thay order.
Rogue	A few canny slaves, streetrats and some of the Knights of Thay all choose to ply the trade of a rogue.
Sorcerer	Seen as undisciplined, often ridiculed and rarely in positions of power, but Thay has a large number of sorcerers.
Warlock	While Thayans do take to patrons as a fly to vinegar, they do not often talk about it leading to most Thayans not knowing how many warlocks walk their streets.
Wizard	Given that their country is famous for wizards, it's no surprise that they make up a large part of the population.

Languages common to Thay: Mulhorandi, Chessentan, Damaran, Infernal, Rashemi, Tuigan, and Untheric.

THE DALELANDS

CRUCIBLE OF HEROES

A collection of loosely affiliated farms and villages, all independent yet unified against the dangers of the world. Famous as the birthplace of Elminster and numerous other heroes, the destiny of those born here is limitless.

Skill Proficiencies: History, Investigation

Tool Proficiencies: One musical instrument of your choice and one tool of your choice of the following: Carpenter's tools, Cook's utensils, Leatherworker's tools, or Woodcarver's tools.

Equipment: One tool or musical instrument you are proficient in, a set of common clothes, one item of no more than 5gp with the emblem of your home dale and a belt pouch with 15 gp.

FEATURE: FRIEND OF THE COMMON FOLK

The people of the Dalelands have a tendency of backing each other up. If you spend enough time spreading a message that will help the common men of an area, you'll inspire bravery in others. They'll want to help you on your quest, in any way they can. The quest has to be one which is for the 'greater good' and it's up to your DM to determine the form this assistance will take.

SUGGESTED CHARACTERISTICS

The people of the Dalelands are hard working and proud, but what sets them apart from people of other lands is their willingness to put their lives on the line for the greater good.

d8 Dalelands Personality Trait

- 1 I'm always willing to lend a hand when it's needed.
- 2 A hard days work always makes me feel good.
- 3 Whenever I have spare time, I like to play music.
- 4 If a monster is sighted, I'm the first to volunteer.
- 5 I remain quiet, until I'm certain that everyone in the room can be trusted.
- 6 Strangers need to earn trust, but I'm gregarious enough to help them along.
- 7 I don't worry about being the best of the best, the Gods will judge that for me one day.
- 8 We must remain ever vigilant, for we are always surrounded by foes.

d6 Dalelands Ideal

- 1 **Sacrifice** : To the full extent of my abilities, I must give everything I have in everything I do. **(Good)**
- 2 **Generosity** : To help others because we can, out of the goodness of our hearts, is a fine way to live. **(Good)**
- 3 **Bravery** : When the call goes out for help, everyone should be first in line. **(Good)**
- 4 **Cautious** : New faces come and go, but I do not call them friend until they've earned it. **(Neutral)**
- 5 **Suspicious** : Just because most people are generally good, doesn't mean everyone is. **(Neutral)**
- 6 **Freedom** : Tyranny has no place in civilization, every being has the right to be free. **(Chaotic)**

d6 Dalelands Bond

- 1 The cursed drow regularly harrass my homelands, one cleric in particular. I adventure to find and kill her.
- 2 Elves aren't unknown in the Dalelands, but to foster a closer relationship, I travel afar to see what I can learn about mixing our cultures.
- 3 Not long ago Sembia had taken a few of the dales, and I ran. I cannot return home a coward.
- 4 I was part of the Militia, but hard times fell and now I'll sell my sword to whoever is buying.
- 5 With the fall of Myth Drannor, I'm sure there are many trinkets and artifacts to be found.
- 6 Religion is common, but temples are rare, in the Dalelands. My god deserves better.

d6 Dalelands Flaw

- 1 It takes a long time for me to trust new people.
- 2 I won't let anyone else do things for me, or I'll owe them one.
- 3 I have a tendency of running my mouth off, without a concept for what information might need to be secret.
- 4 I think the worst of every situation, always finding the flaws with plans.
- 5 I'm hot headed and have a short temper. This leads me into many problems.
- 6 I hate the non-humans of our lands. They've brought nothing but trouble.

THE DALELANDS

Gods	Dalelands
Chauntea	Farmers and commoners make daily prayers for bountiful fertility.
Lathander	The lord of dawn receives petitions every morning from dalelanders.
Mielikki	Especially from those travelling between dales, prayers of protection are considered a requisite.
Oghma	The value of knowledge is treated with the most respect, extending to the god of knowledge as well.
Silvanus	When things are out of balance, the dales folk know they can turn to the Oaklord for help.

While the Gods above are most common, other races still have their own pantheons of worship and some humans worship other gods as with the Triad or Tempus.

d10	Trinkets
1	An oak recorder, grown rather than carved.
2	A doctored image of a famous hero with your own face painted over theirs. It's not convincing.
3	A bag full of dead, preserved frogs.
4	A small mass of grey sparkling clay. Pliable but it never breaks no matter how far you stretch it.
5	A ring made of bone, with a small amount of hair growing from it somehow.
6	A wooden puppet made in the image of one of your allies.
7	The feather from a Roc.
8	A ring and a metal orb, with an eye carved into each. The eyes always looks at each other.
9	A necklace of troll teeth.
10	A ring of water, that somehow never dissipates.

Race	Dalelands
Dragonborn	Accepting of anyone who wants to pitch in and carry their own weight, the small number of dragonborn are known in the Dalelands.
Dwarf	The few mountain ranges in the Dalelands boast a large number of dwarves, suppliers of metal for the various cities.
Elf	Positive relationships with Cormanthor has resulted in many elves finding reasons to stay in the Dalelands. Even a few drow communities exist in the dales.
Gnome	With large communities mirroring the gnomish lifestyle, many gnomes settle down in one dale or another.
Half-Elf	A good relationship with elves means a large and happy half-elf population.

Race	Dalelands
Half-Orc	While orcs are no friend to the dales, their half-blooded children often make for the Dalelands, as they're more accepted there than most other countries.
Halfling	The wee folk are known for being as brave and kind as any other Dalelander, a common sight in every city.
Human	Chondathan and Vaasan descended humans make up the bulk of Dalelanders.
Tiefling	Not as numerous as other races, the few tieflings that inhabit the dales are judged on deeds, not blood.

Class	Dalelands
Barbarian	A few folk of the Dalelands prefer raging strength over trained finesse but it isn't a common skill for most to learn.
Bard	With long and storied histories and a penchant for entertainment, bards enjoy popularity in most places in the Dalelands.
Cleric	More than many countries, the dales are highly respectful of the gods, making clerics a regular contact in day to day life.
Druid	Those travelling the wilds of the dales are likely to come across a druid or two but they're sometimes legends to commoners who mostly stay home.
Fighter	Given long histories of protecting their homes, many hands are familiar with the heft of a weapon.
Monk	While there are no temples dedicated to monk orders, the Broken Hands of Ilmater travel the dales regularly and are well known to the common folk.
Paladin	With their respect for the gods, many of the dales walk the path of paladins and unlike most countries they're too busy in the dales to leave.
Ranger	The path of a ranger is something many dales folk learn, even if they don't stay with it, as their skills are very useful in the dales.
Rogue	Because of their altruistic nature, few people in the dales will meet a rogue (at least never of a selfish disposition).
Sorcerer	Mages aren't unwelcome, but they are watched carefully making their presence in the Dalelands more subtle.
Warlock	Unless their patrons interest aligns with those of the community, few warlocks settle down in the dales.
Wizard	Given the famous Elminster, many wizards move to the dales as the quiet suits their need for study.

Languages common to The Dalelands: Chondathan, Elven, Damaran, Dwarf, Giant, Gnome, Halfling, Orc, and Sylvan.

THE DRAGON COAST

COSTAL ALLIANCE

A loose collection of nations all centered around Westgate, a place where anything and everything goes. The Dragon Coast is described as Waterdeep but without all the pesky guards and with more pirates.

Skill Proficiencies: Investigation, Perception

Tool Proficiencies: Either Vehicle (water) or one tool of your choice of the following: Carpenter's tools, or Cartographer's tools.

Language Proficiencies: One language of your choice.

Equipment: A set of common clothes, a cloak, a small trinket that you got by blackmailing a local merchant (a small art piece worth no more than 20gp) and a belt pouch with 15 gp

FEATURE: SECOND CHANCES

Your character has a strange knack, through luck or reputation, whenever you're in trouble with the law there is always someone who takes interest in you. It's up to the DM as to what sort of task you might be asked to do, and the NPC in question will lord it over you but that's far better than the stocks.

Of course, it's up to the DM to determine if your crimes can even be mitigated with such a favor and if you've taken too severe or too many actions to make the local law particularly angry with you then they simply won't allow this intervention.

SUGGESTED CHARACTERISTICS

Anything polite is a finish, designed only to hide intents. Everyone in the region has a scheme or plan designed to get them further along in the world. It's not that people are evil, but that most worry anyone else around them could be.

d8 Dragon Coast Personality Trait

- 1 I like to start false rumors, leaving the real ones for me.
- 2 I have a love for all things that sparkle.
- 3 I'm a hopeless romantic, I never stop trying to seduce others.
- 4 An insult lays always on my tongue, often getting me into trouble.
- 5 I'm disappointed when the room isn't focused upon myself.
- 6 My manners are exquisite, and I expect the same of others.
- 7 I feel uncomfortable in silence.
- 8 The jokes never stop coming, even long after I realize they should have.

d6 Dragon Coast Ideal

- 1 **Power** : In this area, having power means having influence of those beneath you. **(Lawful)**
- 2 **Aspiration** : Every day I don't improve is a day wasted. **(Neutral)**
- 3 **Family** : Be it blood or contract, loyalty is an expensive commodity **(Neutral)**
- 4 **Might** : When no one is strong enough to stand against you, your potential is limitless. **(Evil)**
- 5 **Retribution** : Any action against you requires severe reaction. Else, none will think of you as a threat. **(Evil)**
- 6 **Greed** : What I see and want becomes mine, by any means possible. **(Evil)**

d6 Dragon Coast Bond

- 1 I managed to lift a treasure map from some drunken sailors, I'm pretty sure without them noticing.
- 2 Due to a painful loss in my life, I take special interest in striking down injustice.
- 3 My ambitions never stop going up, I adventure to seek out more power.
- 4 Vampires killed and turned my friend. I seek my friend and their new master to end their existences.
- 5 I crossed the Fire Knives, now I run until I get to the edge of the world.
- 6 With the very recent return of the god Mask, there is much work to be done to restore his church.

d6 Dragon Coast Flaw

- 1 I take any criticism as a personal insult.
- 2 My hands have minds of their own, I often don't even realize I'm stealing until after I check my possessions.
- 3 I create nicknames for others, but I often choose less than flattering ones.
- 4 Because religion is valued less than coin, I feel the need to push my faith even harder.
- 5 I name drop as a way of trying to ride the power of others.
- 6 I dismiss others ideas in lieu of my own, even when theirs are better.

THE DRAGON COAST

Gods	Dragon Coast
Helm	The watcher is prayed to daily by all those on the Dragon Coast, for those wanting to ensure their protection.
Sune	While all hoping for love or passion say prayers to Sune, her clerics bring happiness to all every day.
Tempus	The lord of battles is called upon daily, given the rough and tumble nature of the Dragon Coast.
Tymora	The Dragon Coast has a flow of gold unlike other cities, and temples dedicated to the lady of luck help offset that influx of profit.
Umberlee	Fear of the Queen of the Depths ensures that most people from the Dragon Coast know many prayers to Umberlee.

While the Gods above are most common, there are few gods that don't have at least a handful of petitioners around the coast.

d10	Trinkets
1	A map with no detail to it, simply five red circles connected with lines.
2	Brass windchimes that only make more noise the slower the wind goes.
3	A hat with a secret compartment in the liner.
4	An unusually sharp spoon.
5	A pair of leather gloves, the knuckles reinforced with brass.
6	A vial of blood of an unusual color.
7	A wooden practice sword, but sized for a child.
8	A life sized wooden gnome carving.
9	A six inch long spike made of solid glass.
10	A book of dirty jokes and songs.

Race	Dragon Coast
Dragonborn	With the 'anything goes' attitude of the Dragon Coast, many dragonborn feel more home at here than anywhere else.
Dwarf	With small barren mountains, few dwarves feel the need to move to the Dragon Coast.
Elf	Bordered by many ancient elven kingdoms, the coast is a natural place for elves that need to strike out of their lands for something else.
Gnome	Especially gnomes who need less oversight in their experiments, the coast makes for a natural place to settle.

Race	Dragon Coast
Half-Elf	The large half-elf communities work well for the coast, as many humans have superstitions about elves but not their half-kin.
Half-Orc	There are many modest pockets of half-orcs all along the coast. Many enjoy employing them for their intimidating nature.
Halfling	For the halfling that doesn't care for farming, the coast provides all the opportunity they could ask for.
Human	Chondathan and tethyrians are the most visible human ethnicities around the coast.
Tiefling	An accepting nature of all folk, even those with demonic horns, has given many Tieflings a feeling of home.

Class	Dragon Coast
Barbarian	The savage style of a barbarian is often useful aboard boats, where most folk of the coast will see them often.
Bard	Plying a silver tongue is a useful skill around the coast, making bards the best friend of everyone!
Cleric	Pushy clerics trying to part those in need of services from their gold are visible in all major cities around the dragon coast.
Druid	Because of the disorganized ways of the civilized folk, there are many druids who can harass those who disrespect nature.
Fighter	The vice encouraging nature of the coast means you either need to be good with a weapon or hire someone who is. Fighters are very common here.
Monk	Monks are rare, most people only know them as wanderers.
Paladin	Knightly figures for all orders of faiths walk the streets of dragon coast cities, although most commoners can't tell the difference between an armored fighter and a paladin.
Ranger	There are few things that interest one of the handful of rangers around the dragon coast.
Rogue	Rogues thrive, particularly in Westgate, all around the dragon coast.
Sorcerer	More than wizards or warlocks, most commoners can spot a sorcerer in a crowd.
Warlock	Large numbers of warlocks are drawn to the dragon coast on behalf of their patrons.
Wizard	Wizards tend to be a pragmatic lot, preferring solitude to the squabbling of nations.

Languages common to The Dragon Coast: Chondathan, Aglarondan, Chessantan, Damaran, Goblin, Halfling, Orc, and Turmic.

THE GREAT DALE

CHILD OF THE WILD LANDS

Tucked between Narfell and Thesk, The Great Dale is a wild and untamed land. Great ancient forests full of mysterious fey, deadly centaurs and whispers of a demonic influence, miles of pines and mountains are inhospitable to most.

Skill Proficiencies: Arcana, Nature

Tool Proficiencies: One musical instrument of your choice and one artisan's tool of your choice from the following: Alchemist's supplies, Brewer's supplies or Woodcarver's tools.

Equipment: A set of traveller's clothes, a set of common clothing, a musical instrument you are proficient with, a set of artisan's tools you are proficient with, and 15 gp.

FEATURE: BLESSING OF SILVANUS

Folk of the region have a bond with nature, venerating Silvanus even when they do not know his name. Because of this, it's said that his blessing is upon them. Naturally occurring carnivorous beasts of the world will avoid you unless driven to starvation or otherwise forced into a bad situation (approaching their young or being forced by a ranger, as examples).

Likewise, good natured beasts will often provide you small snacks of berries or root vegetables after you rest, leaving it near your camp site. Often, there will only be enough for one but it depends on your actions within their home.

SUGGESTED CHARACTERISTICS

The few humans, elves, half-elves and other civilized folk that come from the Great Dale are characterized by a deep love for nature and community with a particular distaste for the grand metropolies of the world.

d8 Great Dale Personality Trait

- 1 When coming across new people, I'm stand-offish.
- 2 I show a great deal of empathy towards animals.
- 3 I tend towards quiet stoicism and strong ideals.
- 4 I always celebrate the little miracles around us. Things like dawn or fresh snow.
- 5 I refuse to eat animals that I've not hunted myself, to ensure they don't suffer.
- 6 I'm easily angered in the face of suffering, of people or animals.
- 7 I'm often quickly engaged when presented with a mystery.
- 8 I love life, every moment. Every win and every loss. I'm always happy.

d6 Great Dale Ideal

- 1 **Protector** : It is my pride to protect nature. **(Good)**
- 2 **Avenger** : When evil damages nature, I set out to right those wrongs. **(Good)**
- 3 **Observer** : The world is all about balance, I allow natural conflict to resolve itself. **(Neutral)**
- 4 **Respect** : I respect the natural world around me. When I hunt, I thank the soul of my prey for their gifts. **(Neutral)**
- 5 **Freedom** : Any group of people will work together to survive, there is no need for systems of law dictating our actions. **(Chaotic)**
- 6 **Independence** : Everything I need, I can get myself. If I cannot, I'll grow until I can. **(Chaotic)**

d6 Great Dale Bond

- 1 There are many natural spaces in this world I wish to see.
- 2 I'd love to befriend an exotic beast from a far off land.
- 3 The Grandfather tree is said to be one of the oldest, a pilgrimage I plan on making.
- 4 A loved one was cursed by a Hag, turned to stone. I travel to find a cure.
- 5 The demon of Dun-Tharos has infiltrated my mind, sending me afar for nefarious reasons.
- 6 Wanderlust has a tight grip on me, leaving me bored with home.

d6 Great Dale Flaw

- 1 My hot-blooded temper gets me into trouble often.
- 2 A cold exterior puts most people off when they meet me.
- 3 I am quick to criticize the flaws of others.
- 4 I lose all composure once I see nature defaced.
- 5 I prefer to be grounded, I have a great fear of heights and ocean depths.
- 6 I'm quite biased against those who choose to live in urban areas.

THE GREAT DALE

Gods	Great Dale
Chauntea	Farmers pray to Chauntea each morning, praying for optimal conditions and healthy crops.
Eldath	When dalelanders begin bargains, conflicts and meetings between leaders, prayers of peace are offered to Eldath.
Mielikki	Travelling between towns and villages, none of the Great Dale forget to offer prayers to Mielikki for protection.
Silvanus	When wanting weather to change, dalelanders try to curry the favour of the oak father.
Tyr	Even the smallest children know prayers looking for Tyr to protect them.

While the Gods above are most common, elves worship the entire elven pantheon and humans of the region may still worship deities of a neutral good or chaotic good alignment. Half-elves typically worship according to which group they live with.

d10	Trinkets
1	A goatskin map that details a secret entrance to Dun-Tharos with annotations "entrance collapsed".
2	A jar of mosquito repellent salve.
3	A small sap, wrapped in metal bands.
4	A child's training crossbow.
5	A well carved smoking pipe.
6	A length of cord that smokes when lit aflame, but never burns.
7	A small stone cylinder that smells of salt-water and quietly makes the sounds of waves washing ashore.
8	Lambskin, etched with an arcane sigil, earmarked at the edge with "in the center of the three towers".
9	A small metal shield you use as a cloak pin,
10	A vial of liquid that makes moss explosively grow where dripped.

Race	Great Dale
Human	The greatest population of those living in the Great Dale is humans, of nar, mulan, or rashemi descent. Lacking hospitality causes others wanting to settle down in the Great Dale to quickly move on.
Elf	Wood elves of the Great Dale stick to Rawlinswood and Lethyr, having very little interaction with the human population.
Half-Elf	Few half-elves are settled in the Great Dale, being rejected by either part of their parentage, instead travelling afar to where they might be accepted.

Class	Great Dale
Barbarian	Many folks that have learned combat from the barbarians of the great glacier have brought their skills more south, teaching it to farmers in the Dale.
Bard	Each village or town might have a bard or two. While not common, they bring the news to the everyman.
Cleric	In the Great Dale, clerics and priests of all sorts lead rituals for the entire community.
Druid	As the greatest haven in the realms for druidic circles, those who find their way to the Great Dale will certainly meet one.
Fighter	Every village needs guards, militia and so on. As such almost every Dalelander is capable of swinging a weapon of some sort.
Monk	Monks of Silvanus or Mielikki travel here, but there are no native orders in the Great Dale.
Paladin	Paladins are a rare sight, although many heroes of the Great Dale have walked the path of the paladin.
Ranger	With the skills needed to survive the harsh elder wilds of the world, many rangers find themselves at home in the Great Dale.
Rogue	Most human cities of the realms have rogues, as their trade is easier around large populations. The Great Dale is an outlier, with very few rogues.
Sorcerer	Magic isn't a daily part of life for those of the Great Dale, making them highly suspicious of those who use it.
Warlock	The mindset of a human from the Great Dale makes them overlooked by many patrons who would prefer a less stubborn mind.
Wizard	Much like sorcerers, there are very very few wizards in the Great Dale.

Languages common to The Great Dale: Damaran, Giant, Goblin, Mulhorandi, Rashemi, and Sylvan.

THE HORDELANDS

YAIMUNNAHAR

The former wastelands, once the staging grounds for the Tuigan Horde is now a land home to many nomadic tribes. Simple lives of hunting with few permanent farming grounds, the people of the steppes are honest and tough.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: One musical instrument of your choice and your choice of one set of artisan's tools from the following: Cook's utensils, Glassblower's tools, or Jeweler's tools.

Equipment: A thick lined cloak to protect against cold, a set of common clothing, a tool or musical instrument you are proficient in and a family heirloom of no more than 20 gp.

FEATURE: FEY-FRIEND

Because of the close nature of the people of the Hordelands, the people of Kara-Tur and the fey which seem to inhabit every rock and tree of the land, you have a special knack for inviting the fey-folk in. When in a non-urban area, you can put out a small token in which to draw their attention. It is up to the DM if your token is good enough for the local fey, and what sort of fey appears.

They will usually appreciate your kindness, and do what they can to give you assistance. They will not give up their lives for you, but they will possibly aid you within their abilities. The DM should note doing this too often draws the attention of the Seelie or Unseelie courts.

SUGGESTED CHARACTERISTICS

There are many positions for those living in the Hordelands. Guides for merchants or for keeping watch out for fey and dangerous beasts. Family is an important part of life, as many tribes are always travelling and that closeness is safety for many.

d8 Hordelands Personality Trait

- 1 I could tell you all about the flaws of my friends and family, but they're far too important for me to hurt like that.
- 2 I can't get enough fermented horse milk. I'll do almost anything for it.
- 3 The weak should know their place: directed by my will.
- 4 Tracking prey is the one constant of the steppes; be it meat or trade.
- 5 A trail of lovers left in my wake, for I've yet to find the one.
- 6 Nothing is more important to me than my family, adopted or otherwise..
- 7 Retribution is a tool, easy to abuse. Instead, allow patience to temper your fury.
- 8 I take advise to heart: many viewpoints are better than one viewpoint.

d6 Hordelands Ideal

- 1 **Community** : Be it large village or small group of friends, you protect those who protect you. **(Lawful)**
- 2 **Greater Good** : Self-sacrifice for a greater goal is a noble one. **(Good)**
- 3 **Freedom** : Tyranny of any form is despicable and should be fought, tooth and nail. **(Good)**
- 4 **Survival** : The harsh land around us requires we become tough to overcome adversity. **(Neutral)**
- 5 **Strength** : A clever tongue or thoughtful wisdom will fail to guard you against an owlbear. **(Neutral)**
- 6 **Dominion** : The horde nearly devastated the world. That show of power inspires me. **(Chaotic)**

d6 Hordelands Bond

- 1 A merchant once robbed me with a bad trade, I search the world to find him and my vengeance.
- 2 I hunted an albino Wyvern across the steppe and out of the hordelands, for many many years.
- 3 I was framed for attacking the family of another and cast out from my tribe. I suspect involvement of a malicious fey.
- 4 I met a philosopher from Kara-Tur on the Golden Way, found them interesting and travelled with them for a time.
- 5 To lead the tribe, I must perform a great deed for which I now travel afar to complete.
- 6 Old blood fills my veins, I work to rebuild the Tuigan Horde.

d6 Hordelands Flaw

- 1 My pride keeps me from heeding good advice.
- 2 Adherence to tradition prevents me from acknowledging wiser paths.
- 3 I have no patience for bureaucracy.
- 4 I take great pride in my possessions, to deface or steal one is akin to attacking me.
- 5 I'm jealous when others possess great strength.
- 6 I anger quickly when others talk above my intellect.

THE HORDELANDS

Gods

Hordelands

Local Spirits People of the hordelands believe in the living spirits of the land. Trees, rocks and streams all hold importance in their faith.

Aspect of Eldath Seen as the spirit who leads to secret pockets of nature are found like caverns and cisterns.

Aspect of Malar The spirit that watches over and connects all of beasts and natural creatures.

Aspect of Selûne Prayed to as the spirit that keeps the day and night cycle moving.

While the Gods above are most common, many other gods hold power here via aspects. As well, Akadi, Istishia, Grumbar, and Kossuth are all worshipped here as spirits.

d10

Trinkets

- 1 A bracelet, with wooden tokens for the aspects of fire, wind, earth and water.
- 2 A stuffed pixie, mounted on an oak plate.
- 3 A ring made of bone, with a small green gem embedded within.
- 4 A waterskin made of an exotic animal your family hunted.
- 5 A cloak lined with fur from an extraordinary monster.
- 6 A set of figures used in a strategic Tuigian board game, carved from stone.
- 7 An old musical instrument, a tight skin over a guitar looking base with long strings.
- 8 A map, detailing a hidden oasis temple dedicated to the spirit of Eldath.
- 9 A saddle designed for a large Rothe.
- 10 A heirloom hair clasp marked with your personal family sigil.

Race

Hordelands

- Dragonborn** With the return of Unther, many dragonborn moved to the Hordelands for a new start.
- Dwarf** Dwarves have lived in the Hordelands nearly as long as humans have.
- Elf** Far from their ancestral homes, few elves have moved to the Hordelands.
- Gnome** The hard lands of the east turn many gnomes away, with very few deciding to stay.
- Half-Elf** A few fey-touched humans are rumored to be half-blooded elves, but in fact there are no half-elves in the Hordelands.
- Half-Orc** Half-orcs have moved here from nearby lands, but their presence is still small.

Race

Hordelands

Halfling The Hordelands hold no halflings, beyond a few travellers.

Human The tuigan and rashemi bloodlines are most strong in the Hordelands, with few other ethnicities of humans settling here.

Tiefling Tieflings are so rare in the hordelands, the locals think of them as demons from Kara-Tur.

Class

Hordelands

Barbarian There's a good chance most folk you come across in the Hordelands are barbarians or have learned from them.

Bard Storytellers closely resemble the bards of the realms, although they focus on tribe and family over ponce and wonder.

Cleric Shamans, priests and clerics are all very important to those on the steppes. Every tribe has a few leaders of faith, making them a common sight.

Druid Although not many of the hordelands knows there is a difference, they have a tendency to treat clerics and druids the same. Both are very common.

Fighter Learning from the mysterious honor-bound fighters of the east, there are a few fighters in the Hordelands.

Monk As with fighters, folks of the hordelands pick up skills from travellers and while rare, a few dedicate themselves to the ways of the monk.

Paladin The idea of an armored knight, the holy warrior of a god, is quite unknown to the natives of the Hordelands.

Ranger Many folks need to learn the harsh ways of the steppes to survive, learning the trade of the ranger.

Rogue Sneak-thieves aren't welcome, with many tribes punishing them harshly. This leads to very few rogues in the wilds.

Sorcerer Having unwelcoming, magic wielding neighbours has given the Hordelander a fear of magic. Sorcerers either hide their gifts as shamanistic or are exiled from their clans.

Warlock Making a pact with a greater being is natural in the eyes of hordelander, seen as a blessing. One is likely to come across a warlock or two while travelling.

Wizard No wizards exist in the hordelands to train new wizards. Those wanting to learn to be a wizard need to travel far before they can find teachers.

Languages common to The Hordelands: Tuigan, Damaran, Goblin, Mulhorandi, Rashemi, and Shou.

THE MOONSHAE ISLANDS

FRIEND OF THE LAND

An archipelago that was once mostly stable, in recent years many new immigrants have come with less than good intentions. The native humans: northlanders, and ffolk, as well as the elves all try for diplomacy before combat. Tribes of goblins and giants war against human and fey to carve out new kingdoms while the tribe of black blood (Malarites) try to expand lycanthropic rule, red of tooth and claw.

Skill Proficiencies: Arcane, History

Tool Proficiencies: One of the following of your choice: Carpenter's Tools, Leatherworker's Tools, Smith's Tools, or Woodcarver's Tools.

Language Proficiencies: Elven. If you already know Elven, you may choose one other language.

Equipment: A set of common clothing, an item you've personally crafted (of no more than 20 gp), a map of the current borders between Fey, Northlanders, Ffolk, Elves and the southern Amnian colonies and a belt pouch with 15 gp.

FEATURE: MOONSHAE AGENT

Born native or accepted as a friend of the tribe, you belong to one of the five powers that run the isles. You can double your proficiency bonus on a skill based on which group you belong to. Because of your association with this group, they'll protect you from their foes and grant you haven when you need it.

Faction	Skill
Ffolk	Nature
Northlander	Athletics
Fey	Arcana
Beastmen	Intimidation
Malarite	Perception

SUGGESTED CHARACTERISTICS

The Ffolk tend to worship the land, who they consider their deity. The Northlanders are a society ruled by strict laws from a well liked monarchy. The fey and elves allow few to enter their borders and remain a mystery to this day. The beastmen aren't well organized and tend to fluctuate in leadership daily while the lycanthropes of Malar scheme in the dark, stalking patiently.

d8 Moonshae Islands Personality Trait

- 1 I don't trust the Fey with their alien mindsets.
- 2 I dislike the Ffolk, savages who entreaty no foreigners in their lands.
- 3 Be wary of the Northlanders, before you know it they try to enforce their laws and edicts on you.
- 4 The savage beasts of the wilds, Orcs and Ettins, are a bigger problem than any of our neighbours.

d8 Moonshae Islands Personality Trait

- 5 I welcome colonists to our lands, bringing new blood and interesting culture.
- 6 What started as being weary of civilization has led to me adoring and cultivating nature.
- 7 The easiest thing to do is respect those who dedicate themselves to strength, like me.
- 8 My friends and family are more valuable to me than my own life.

d6 Moonshae Islands Ideal

- 1 **Order** : The structure of society is what separates us from the beastial orcs. **(Lawful)**
- 2 **Charity** : Being blessed means having a responsibility to share your blessing. **(Good)**
- 3 **People** : I'll travel to the nine hells and back for my friends, I don't care why they ended up there. **(Neutral)**
- 4 **Knowledge** : Being surrounded with books and scrolls is a happy place for me. **(Neutral)**
- 5 **Might** : The current political climate could be ended by diplomacy, but I'd prefer a more martial solution. **(Evil)**
- 6 **Freedom** : Creativity and art grows and thrives in the air of freedom. **(Chaotic)**

d6 Moonshae Islands Bond

- 1 Malar is a consistent threat both within the isles and without. His lycanthrope children are my trophies.
- 2 The fey, not just the elves but the really WEIRD ones, I find fascinating. I do all I can to learn about them.
- 3 I am on a secret mission afar on behalf of our Monarchs, bringing a message to a distant kingdom.
- 4 A deal was struck between myself and the Northmen: a contract of Calishite silks. Now I have to find a supply.
- 5 I want to establish a portal from our home to some distant land and hold control over it.
- 6 Blasted pirates are always attacking our ports and boats. I'm going to sink every pirate ship in the world.

d6 Moonshae Islands Flaw

- 1 I'm racist against the other native races of the Moonshaes.
- 2 I'm a hopeless romantic, I'll hit on anyone and anything.
- 3 I'm blind to anything but my ideal, fighting for the purity of the message.
- 4 My presence must be known, when entering a room I declare it with gusto!
- 5 Having moved in from the mainland, if I'm presented with a weird custom I'm not used to, I'm always willing to point out how weird it is.
- 6 I've fully embraced Malar and want to spread his black taint all over the isles.

THE MOONSHAE ISLANDS

Gods	Moonshae Islands
The Earthmother	Worshipped by the Ffolk, but especially by their druids.
Malar	Lycanthropes inhabit the isles, but many know prayers for the beastlord for his favor is valuable in hunts. Also known as Kazgoroth.
Tempus	Aspects of tempus are worshipped in the beast tribes, but the Northlanders hold ceremony for him to watch over battles.
Umberlee	With sailors, Umberlee sees many prayers offered to keep her gaze away from their travels.

While the Gods above are most common, all the races hold their own patheons to be true. Goblins and giants each have their own pantheons and those coming from the sword coast might bring their gods with them.

d10	Trinkets
1	Three wooden statues representing the Earthmother's children (a whale, a wolf and a unicorn).
2	An animal-pack, a backpack fit for a companion animal with many pockets and compartments.
3	A map, from long ago, planning to raid a ruin deep on the Korinn archipelago.
4	The ear of a firbolg with a silver earring, on a necklace.
5	A glass orb that holds the wish of a child suspended.
6	A feather made of snowflakes that never melts.
7	Ceremonial cauldron used for beastmen rituals.
8	A shaman's helmet, rocks and metal dangling from it, fit for a troll head.
9	A small idol, crafted of fur and bone, dedicated to Malar.
10	Leather gloves with metal claws and fur across the back.

Race	Moonshae Islands
Dragonborn	There are only dragonborn in the form of visitors on boats. There are no native populations located in the Moonshaes.
Dwarf	The fairheight range holds a fair number of dwarves, although almost all are from a single clan.
Elf	Llewyrr elves hold a large portion of the Moonshae, the isle Gwynneth.
Gnome	While not natives to the Moonshaes, one can find more than a few gnomes in the fey courts.

Race	Moonshae Islands
Half-Elf	Because of their tendency to prefer humans and other non-fey at a distance, half-elves are not as common as one would find elsewhere in the realms.
Half-Orc	Half-orcs are a rarity, even with the orcish beastmen tribes of the isles.
Halfling	Many halflings have settled their communities within those of the Ffolk.
Human	The Ffolk make up the dominant chunk of islanders, but the illuski born northlanders are more prominently visible.
Tiefling	As with dragonborn, there are no native tieflings located in the isles.

Class	Moonshae Islands
Barbarian	In the ranks of the beastmen and black blood clans, you'll find many barbarians.
Bard	With northlanders and the Llewyrr, bards are a respected position. In the courts, you are sure to find a bard.
Cleric	Every group of the Moonshaes has need for faith leaders, giving many opportunities for those who dedicate themselves to faithful causes.
Druid	Especially with the Ffolk and their relation to nature, the Moonshae isles are full of druids.
Fighter	Brigands and pirates, along with mercenaries and guards, make up a large bulk of the isles martial combatants.
Monk	There aren't any monk orders in the isles, making monks a rarity.
Paladin	Because of their ties to their faith, many Northlanders take to paladin orders of Tempus.
Ranger	Rangers act as guides between cities, or in dangerous places where beastmen tread. Not an uncommon profession.
Rogue	Given the level of conflict that one can come across, and the political climate of the human areas, rogues naturally fit into the Moonshaes.
Sorcerer	There is a high amount of magic and mischief in the isles, and many claim sorcerers as the source.
Warlock	Especially those with a fey pact, warlocks are common in the isles.
Wizard	With a natural talent in the art of magic, many elven wizards can be found in the Moonshaes.

Languages common to The Moonshae Islands: Illuskan, Aquan, Chondathan, Elven, Giant, Orc, and Sylvan.

THE SWORD COAST NORTH

REFORGED ALLIANCE

After the crushing loss of the League of Silver Marches disbanding, the nations of the Sword Coast rebounded. With the Lords Alliance and their allies leading the way, there are threats yet remaining within the region. Still the Sword Coast is enjoying a new age of success.

Skill Proficiencies: Investigation and Persuasion

Tool Proficiencies: One set of artisan's tools of your choice.

Language Proficiencies: One language of your choice.

Equipment: A set of traveller's clothes, a riding saddle, a set of artisan's tools of which you are proficient, and a belt pouch with 15 gp.

FEATURE: TRAVELLER

Being familiar with the Sword Coast, as long as you travel alone, you can halve the travel time going between any two cities that are connected by roads within the Sword Coast region.

SUGGESTED CHARACTERISTICS

The folk of the Sword Coast are varied and diverse, from cunning merchants to scheming thieves and absent minded wizards. It's a cornucopia of potential.

d8 Sword Coast North Personality Trait

- 1 I have a tendency to spin things in an overly positive way.
- 2 Wherever I go, I try to make new friends. Flattery is a skill I try to keep sharp.
- 3 When I'm not adventuring, I'm enjoying fine wine and good company.
- 4 I always have a scheme in the works, in hopes one will pay off.
- 5 My hands will never be sullied with dirty work, that's what I pay others to do.
- 6 I have a rather fantastic collection, the subject of which is unique.
- 7 Maybe I'm a little paranoid, but I have cover identities for each city along the coast.
- 8 Education is important. Whenever heroes go into the wilds, I like to train them on what to expect.

d6 Sword Coast North Ideal

- 1 **Protection** : For those who aren't strong enough to defend themselves, we will be there. **(Lawful)**
- 2 **Kindness** : Compassion is a mark of a good hero. **(Good)**
- 3 **Greater Good** : Where tyranny pushes down the common man, we push back. **(Good)**
- 4 **Freedom** : Provided they aren't hurting others, everyone should be free to do as they please. **(Chaotic)**
- 5 **Power** : My strength ensures my right to rule over my weaker peers. **(Chaotic)**
- 6 **Dominance** : Kings and guards, bastions of society, show we function best when ruled by others. **(Evil)**

d6 Sword Coast North Bond

- 1 I heard a rumor that an abandoned building in Waterdeep has a portal, but I have no idea where it goes.
- 2 Silverymoon and Many-Arrows have a tense relationship, but I have a plan to heal old wounds.
- 3 The Flaming Fists have been moving troops to Chult and now Baldur's Gate needs more mercenaries to patrol the borders.
- 4 A family member was kidnapped and taken to Luskan, it's my job to get them back.
- 5 Pirates along the sword coast are always trouble, but their treasure laden ships are too impressive to ignore so I declared myself a pirate foe.
- 6 Neverwinter has many tunnels towards the underdark. I map them for coin.

d6 Sword Coast North Flaw

- 1 I promise to fix the problems of others, often before I've heard the whole story.
- 2 I'm braver than I am smart.
- 3 With a little coin, I can be convinced to do most anything.
- 4 The lure of ruins or dungeons is too great a pull for me to ignore.
- 5 I'm loud, brash and overconfident. Just three reasons why I'm GREAT.
- 6 I forget important details, usually pertaining to my adventures.

THE SWORD COAST NORTH

Gods	Sword Coast North
Bane	With the rise and fall of tyrants across the coast, it's no surprise that cults of Bane are common.
Beshaba	While her cults scheme, many along the coast know a prayer or incantation to stave off further troubles when accidents happen.
Chauntea	With rich farmlands south, and hardy ones north, many common folk share prayers of Chauntea all year round.
Lathander	Priests of the morninglord bring ceremony to all corners of the coast, sharing teachings and overseeing births.
Mask	From Waterdeep to Luskan, there aren't many folk who can't curse Mask when something goes missing, hoping it's just a trick of the God and not a thief in the night.
Mystra	Loved by all as magic touches the lives of everyone, there isn't a day that goes by in which a prayer to Mystra isn't uttered.

While the Gods above are most common, the sword coast features a plethora of different races and religions. Practitioners of nearly every religion can be found along the coast.

d10	Trinkets
1	A dagger etched with markings to make it look enflamed. Enameled orange and red around the edges.
2	A set of falsified papers that allow one entry into Baldur's gate.
3	A note with a set of rotating passwords to get into a secret Luskan gentlemans club.
4	An enchanted compass that shows wind direction that glows brighter in faster winds.
5	An Uthgardt barbarian totem, given to you for saving the life of one of their tribe members.
6	A magical bangle. When worn, any torches you hold automatically ignite as though lit with flint and steel, and extinguish when you drop it.
7	A waterproof, foppish leather hat. When worn, the wearer finds they are no longer attacked by mosquitoes.
8	Soft leather boots, enchanted to never fall off unintentionally when stuck in muck.
9	A mechanical parrot, lost in a wager against a pirate captain. It can repeat the last thing spoken by whomever holds it.
10	A door knob. It's ice cold until it touches a door, where it instantly warms up comfortably.

Race	Sword Coast North
Dragonborn	Because of the metropolitan nature of the coast, many dragonborn are drawn here.
Dwarf	Dwarves carve themselves up kingdoms all along the sword coast. They are a common sight.
Elf	While not as plentiful in the earliest ages of the world, elves still remain in their ancient homes along the coast.
Gnome	After the fall of Lantan, many gnomes settled as quickly as possible, leading to their prevalence all along the coast.
Half-Elf	As with their human and elven forebears, half-elves continue to be a prominent feature of the coast.
Half-Orc	After Many-Arrows was retaken by the Obould's heir, half-orcs are a much more common and accepted feature of the north.
Halfling	Although less common the further north one looks, halfling communities dot the entire coast.
Human	Illuskan and chondathan bloodlines dominate the human ethnicities of the coast, although calishites aren't unknown here as well.
Tiefling	With a long time history of demonic influences, it's no surprise that the sword coast holds a large number of tiefling communities.

CLASSES OF THE SWORD COAST NORTH

Unlike other regions of the world, the sword coast north sees a very even distribution of the character classes presented in character creation. While magic users like wizards are less common than martial classes like fighters, all classes are known to the common man. The sword coast north is truly a metropolitan paradise.

Languages common to Sword Coast North: Illuskan, Chondathan, Dwarven, Giant, Halfling, and Orc.

THE WESTERN HEARTLANDS

WESTLANDER

From Amn to Cormyr and blending into both the Sword Coast and Sea of Swords, the Western Heartlands are full of colourful people separated by miles and miles of land.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One musical instrument of your choice and one set of artisan's tools chosen from the following: Potter's tools, Tinker's tools, or Woodcarver's tools.

Equipment: A set of common clothing, one tool or musical instrument you are proficient with, a trinket significant to the town you are from and a belt pouch with 15 gp.

FEATURE: HERO OF MANY NATIONS

Roll or choose your city of origin, which benefits you by having an ally from that location (choose one of the two provided and your DM will flesh out the NPC and the nature of your relationship):

d6	Origin	Ally
1	Baldur's Gate	Captain of a merchant ship or a popular barkeep.
2	Candlekeep	An old scholar or a priest of Oghma
3	Secomber	A noble judge or a former bounty hunter
4	Elturgard	A undead hating paladin or a priest of Lathander.
5	Athkatla	A unrepentable privateer or an unscrupulous merchant.
6	Evereska	A refugee from Myth Drannor or a lonely Eladrin.

In addition to the benefit above, you also have family or other connections in your home town that will look after you, feed you or protect you provided you haven't done anything to earn their ire. Those of Elturgard can be from Elturel, Triel, or Scornubel, as all three cities are joined as allies.

SUGGESTED CHARACTERISTICS

The frontier spirit of it's peoples lends itself to all sorts of folk. Almost all philosophies and religions are welcome and there isn't much in the way of crime in most of the larger cities.

d8 Western Heartlands Personality Trait

- 1 I'm always seeking more fame with which to grow my story.
- 2 The promise of new knowledge drives me ever forward.
- 3 When time allows, I'm always found writing down our stories in books.
- 4 Finding new magic to keep people safe guides me through life.
- 5 I travel to find hidden paths to setup new trade routes, and maybe find treasure along the way.

d8 Western Heartlands Personality Trait

- 6 The safety of my homelands bores me, I adventure for excitement.
- 7 A sedentary lifestyle suits me better than being on the road.
- 8 I have a tendency to manipulate those around me.

d6 Western Heartlands Ideal

- 1 **Faith** : The gods provide the shield above Elturel, it's undeniable they protect us and deserve our faith. **(Lawful)**
- 2 **Hard Working** : There are no shortcuts in life, everything is worth working for. **(Good)**
- 3 **Protection** : For my friends and family, I willingly lay down my life. **(Good)**
- 4 **Knowledge** : Candlekeep is a font of information, a bastion against ignorance. **(Neutral)**
- 5 **Whimsy** : Each day brings new challenges, even the darkest of which amuses me. **(Chaotic)**
- 6 **Improvement** : Lying, cheating or stealing, there is nothing I'm unwilling to try in the interest of self improvement. **(Evil)**

d6 Western Heartlands Bond

- 1 To write a book like Volothamp or Elminster that reaches all corners of the realms is a dream of mine.
- 2 A disease took someone important to me, I now seek a cure so no one else dies from it.
- 3 Trolls from the Trollbark forest raided my village. I am now the Trollslayer, at least until every last one is slain.
- 4 Dragonspear, a castle long associated with demons, promises secret knowledge I desire.
- 5 The Naga of Najara are a dangerous sort. I search out methods to keep the scaled folk from taking my home.
- 6 The Heartlands are threatened by a threat unlike any other: border expansion. I work to stop the Sword Coast from swallowing our lands politically.

d6 Western Heartlands Flaw

- 1 Heartstrong and headstrong, I throw myself into whatever I am currently doing without looking at the bigger picture.
- 2 I tend to overplan when confronted with an issue.
- 3 My opinion of my own greatness prevents me from seeing the value in others.
- 4 I hold tightly to the ideas of right and wrong, any shades of moral gray confuse me.
- 5 Because our kingdoms are so loose, I am bothered by cities elsewhere in Faerûn.
- 6 Good and evil bore me, I tend to mess with people for entertainment.

THE WESTERN HEARTLANDS

Gods	Western Heartlands
Deneir	While the common folk of the land rarely invoke prayers to Deneir, temples often end up being launching points for those looking for adventure.
Helm	All heartlanders are taught prayers to Helm at a very young age.
Kelemvor	Death touches all lives in the heartlands, and prayers to Kelemvor are known by all.
Lathander	As much as Kelemvor teaches about death, Lathander does life and is prayed to equally.
Oghma	Keeper of knowledge, those seeking wisdom often whisper prayers for inspiration from Oghma.
Tempus	Any soldier that goes out into battle can recite the various incantations of Tempus.

While the Gods above are most common, each race typically has temples for their patheons and most goodly gods are welcome everywhere..

d10	Trinkets
1	An iron poker that never gets hot even if left in a fire.
2	A small glass bauble, that looks like the sun.
3	A skull. Every night at midnight, the teeth chatter.
4	A set of six masks, all identical except each is a different color.
5	A necklace of vampire teeth, kept in your family for generations.
6	A map that describes the inside of a castle, floating above a marsh.
7	A crown grown out of solid oak, a gift from an elven prince.
8	An enchanted rope. If whatever it is tied around is stolen, the rope ties itself to the thief and cannot be removed except by the owner.
9	A small silver thimble engraved with the sun.
10	A bottle of "otyugh stink".

Race	Western Heartlands
Dragonborn	Many dragonborn travelled west from Unther and settled down in the heartlands.
Dwarf	The many mountains of the heartlands are dotted with various dwarven clans.
Elf	Elves of the heartlands settled here long before humans did, but have carved out a very peaceful coexistence.
Gnome	Lantan reappearing has caused many young gnomes to leave home, but they still remain a constant fixture of the heartlands.

Race	Western Heartlands
Half-Elf	Especially closer to the coast, many half-elves can be found in the heartlands.
Half-Orc	In the heartlands, it's not surprising to come across half-orcs but they're often not welcome in large cities.
Halfling	To the halflings, the Western Heartlands is just as comfortable as their homelands, making many of them settle here.
Human	Chondathan and calishites are quite common in the Western Heartlands, although it's not rare to find other ethnicities.
Tiefling	With a low opinion of all things infernal or undead, tieflings aren't often seen in the heartlands.

Class	Western Heartlands
Barbarian	The closer to the wilds where orcs and giants prey, the more barbarians are common.
Bard	Travelling bards aren't unheard of, but there really aren't many bards in the heartlands.
Cleric	Between fiends and undead, clerics are busy in the heartlands.
Druid	Druids are sometimes seen in villages and cities, but still a rare sight.
Fighter	Most heartlanders prefer to learn combat from paladins, squiring to holy knights. Still, fighters are common enough everywhere.
Monk	With their dedication to the gods of the heartlands, it's not uncommon for commoners to turn to monk temples for training.
Paladin	Paladins crawl all over the heartlands, heroes of the people and very common in most cities.
Ranger	Rangers, particularly those who hunt undead, are a regular fixture in the heartlands.
Rogue	In much larger cities like Baldur's Gate, rogues are a common nuisance.
Sorcerer	Sorcerers aren't unwelcome or judged as with other lands, although they're still quite uncommon.
Warlock	Warlocks patrons tend to require more lax areas to work in, resulting in few warlocks to the region.
Wizard	Of the arcane classes, wizards are the most numerous in the heartlands although still rare.

Languages common to Western Heartlands: Chondathan, Dwarven, Elven, Giant, Halfling, Illuskan, and Orc.

THESK

DEFENDER AGAINST THE HORDE

The great defenders of the world, the wall against which the Tuigan horde crashed against, is full of mercenaries and heroes that all fought in the old wars. That's not to say all who live here are hardened combatants, as being a gateway to the east makes for many merchants and traders.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: Two artisan's tools of your choice from the following: Alchemist's supplies, Cook's utensils, Smith's tools, or Weaver's tools.

Equipment: A set of common clothes, a trinket worth no more than 40 gold that belongs to your family,

FEATURE: HORDE BREAKER

You have a reputation in the rest of Faerûn as being particularly courageous. If the locals of a town witness you in a heroic act, or if they're told of your heroic acts by someone they trust, they start to offer you greater hospitality including hiding you from those who would pursue you and giving you a place to eat or rest. The more heroic the act, the faster word spreads. If they're impressed enough, they may even leave you gifts.

SUGGESTED CHARACTERISTICS

Life for those who live in Thesk falls into two categories: business or combat. As such, personal worth is very important to natives. This means either showing personal combat prowess or financial capabilities.

d8 Thesk Personality Trait

- 1 My own prowess speaks for itself.
- 2 Heroic deeds are my bread and butter.
- 3 I'm often found near water, the sea will always be my first love.
- 4 I am more comfortable in the presence of less civilized races like Orcs since they have more fun.
- 5 My gang is more important to me than family.
- 6 I am open minded about our bordering nations, even Thay.
- 7 Coin flows in, and coin flows out. These are the laws governing life.
- 8 I adore all things from Kara-Tur.

d6 Thesk Ideal

- 1 **Patriot** : Our people are famous for being heroes of the realms, a fact worth celebrating. **(Good)**
- 2 **Family** : From merchant guilds to blood families to the gangs of the cities, family is important. **(Good)**
- 3 **Open Minded** : We welcome all, from the various human ethnicities to Kara-Turans to Orcs. That tolerance is important to us Theskians. **(Good)**
- 4 **Tolerance** : Allow the deeds of others to dictate what you think of them, not their blood. **(Neutral)**
- 5 **Decentralization** : Without a capitol for our government, we are more stable than other countries. An important lesson to learn from. **(Neutral)**
- 6 **Fairness** : More important than laws is fairness. No one should ever look at what his neighbour owns except to ensure they have enough. **(Chaotic)**

d6 Thesk Bond

- 1 In Cape Dragonfang is a copper dragon. He bade me find him a powerful sentient magical sword.
- 2 The dragonkin of the Old Swords peak destroyed my farm. I've nothing left of home and hate them for it.
- 3 I helped the Zhentarim clear out Thesk mountain of many orcs to establish a new home, but am now chased by their war-leader.
- 4 The giants of Hill Town have always been a nuisance, so I travel afar to learn giant slaying techniques from the dwarves.
- 5 Drow and Thayan incursions are regular from mount Nirg. I travel to find allies for Thesk.
- 6 Pirate slaying is a great pasttime, but Thesk isn't the only land needing help with pirates.

d6 Thesk Flaw

- 1 I trust people intrinsically, usually getting hurt by those who would abuse that trust.
- 2 Thayans are not to be trusted and any wizard can be a Thayan so I trust no magic users.
- 3 Too proud, I often make claims I cannot back up regarding my combat skill.
- 4 Coin is a powerful motivator, enough to make me jump into a dragons gullet.
- 5 I'd rather die than be shown a coward, putting me into some situations where I almost end up killed.
- 6 I'm quick to point out where I excel when others are deficient.

THESK

Gods	Thesk
Chauntea	Theskians have a deep respect for the world around them. Prayers to Chauntea are spoken by all.
Mask	The Shadowmasters ensure that all Theskians help out the church of Mask.
Shaundakul	For travellers within Thesk or those looking for protection from raiders, prayers to Shaundakul are shared.
Waukeen	From relations to Kara-tur to new businesses, most Theskians know prayers to Waukeen.

While the Gods above are most common, small temples allow a few other religions to practice. Only outright evil or deceitful gods are truly rejected and only those that don't contribute to the financial stability of Theskian cities.

d10	Trinkets
1	A statue of an old emperor from Kara-tur made of some soft stone.
2	A set of tattoo needles made of an animal quill and some pigments.
3	The tattered robes of a long dead red wizard.
4	A book of philosophy and tactics written by an orcish general.
5	A dramatic mask of some demon from Kara-Tur.
6	A pair of orcish tooth caps, to sharpen ones bite.
7	A braid of hair tied with ceremonial cloth that you feel brings you good luck.
8	A feline statue with an arm that waves for long periods of time if set into motion.
9	An urn with ashes within. At night, anyone putting their ears to the side can hear whispers.
10	A velvet black mask that fits snugly over the face. It does not interfere with your vision.

Race	Thesk
Dragonborn	Especially more south, one may find a few dragonborn clans seeking a new home since the return of Unther.
Dwarf	Dwarves sit right behind half-orcs, although most common Theskians will treat dwarves better.
Elf	So rare is the elf in Thesk that often they're called fey by the more superstitious elders of communities.
Gnome	Rock gnomes dot vales within the Dragonjaw mountains, in plentiful supply.
Half-Elf	Very few half-elves have settled down in Thesk, although commoners don't really think twice when they see them.

Race	Thesk
Half-Orc	With orc infested mountains all around, it's only natural that half-orcs make a large portion of the population of Thesk.
Halfling	The short folk are more often found closer to port towns but a few have settled farms further inland.
Human	Descendants of damaran, tuigan, and rashemi blood all live here in equal parts.
Tiefling	A larger number of tieflings live in Thesk than expected, but they're still quite rare.

Class	Thesk
Barbarian	Especially in those of rashemi blood, barbarians are something the regular folk of Thesk deal with.
Bard	Bards are less common in Thesk, although around the docks one might find bards plying their trade.
Cleric	As temples are less grandiose in Thesk, it's often too that their clerics fall into an 'out of sight, out of mind' state, however there are many within Thesk.
Druid	Druids are a very rare sight for most Theskians, but that's more due to being dedicated to their causes that keep them out of sight.
Fighter	Theskians are known for their fighters, as the incidental wall that blocked the horde from overwhelming the world.
Monk	Monks from Kara-tur often travel through and provide their teachings but there are still few of their kind here.
Paladin	Most Theskians tend towards barbarians or fighter, but rarely is there a soul who takes to the path of a paladin.
Ranger	Rangers are rarely seen, taking to ensuring orcs do not over run the cities of Thesk, but there are a few organized groups known to the common folk.
Rogue	Except around port cities, rogues are rather rare. Rarely seen or heard before it's too late.
Sorcerer	Theskians have no love for magic, with powerful foes that rely on it. That being said, they see sorcery as a blessing to the few that posses such power.
Warlock	Warlocks are more common than sorcerers in Thesk, but they're still a rare thing that most common folk will never meet.
Wizard	A few wizards have decided to settle near the golden way, something most theskians are divided about.

Languages common to Thesk: Aglarondan, Chondathan, Damaran, Giant, Gnoll, Mulhorandi, Orc, Rashemi, Shou, and Tuigan.

TURMISH

ASSEMBLYMAN

The "Heart of the Reach" is famous for peace and fairness in policies and harsh truth from citizens. Assemblyman are the folk who decide how the country is run, a service requirement of no less than three years. This grants those from Turmish with a fair sense of justice.

Skill Proficiencies: History, Persuasion

Tool Proficiencies: One set of artisan's tools of your choice from the following: Brewer's supplies, Cobbler's tools, or Mason's tools.

Language Proficiencies: One language of your choice.

Equipment: A set of common clothes, a set of tools you are proficient with, and whatever armour and one weapon you own after character creation is worth an additional 20 gp each as you have had them visually improved with embellishments beloved in Turmish.

FEATURE: MARKED BY SOCIETY

All those capable of reading have a mark on their forehead, two if they can write and three for the ability to use magic (of which forging is illegal).

In addition to this mark, you also have the ability to praise the land. By burying a treasure, the DM is encouraged to grant you luck of the gods in your adventures.

It is up to the DM to determine how this affects your character (examples include granting inspiration or adding advantage or removing disadvantage from particularly dramatic moments).

SUGGESTED CHARACTERISTICS

While they're brash and open with their thoughts, the people of Turmish are fair and just. One day out of ten is always set aside for self-improvement.

d8 Turmish Personality Trait

- 1 My tenth day is reserved for poetry and music: my first loves.
- 2 While rude to some, I will always be truthful when questioned.
- 3 Where mercenaries are needed, I can be found looking for the most coin.
- 4 Each day I find one reason to celebrate the day.
- 5 If I've not adventured in too long, I'll take short trips into the wilds to be with nature.
- 6 If I accidentally wrong someone, I pay them back twice over as apology.
- 7 Even outside of Turmish, I bring greeting gifts when visiting the homes of others.
- 8 If I come across those with bad luck, I bury gifts in hopes their luck will improve.

d6 Turmish Ideal

- 1 **Respect** : We give to the land, and it gives to us. Disrespecting nature only leads to our own folly. **(Lawful)**
- 2 **Balance** : Coin, family, adventure and self-improvement: no one thing is more important. **(Lawful)**
- 3 **Justice** : It's up to the many to determine the fate of those who would try to work against civilization and structure. **(Lawful)**
- 4 **Society** : We exist with each other, require each other. There is no shame in needing others. **(Neutral)**
- 5 **Fairness** : Law dictates justice in a broad sense, our hearts guide our need for fairness. **(Neutral)**
- 6 **Nature** : For every tree torn down to expand our city walls, plant two more elsewhere. **(Good)**

d6 Turmish Bond

- 1 Once a tenday we chase the sun in self improvement. One day I set out and never returned, still chasing the sun.
- 2 After spending three years in the Assembly, I realized our home is in good hands. I want to extend that goodness elsewhere.
- 3 I drunkenly discussed the actions of another during the Reign of Misrule, and have been exiled.
- 4 My partner was slain during the Feast of the Moon. I vowed to slay all the children of Malar that day.
- 5 A failed assassination attempt has taken me far, seeking the one who placed it on my head.
- 6 I stopped at a guesthouse one night, and found a letter written by one desperate for help.

d6 Turmish Flaw

- 1 Rude, if honest, is often something I hear.
- 2 I dislike our traditions to the point I barely practice them.
- 3 I forcibly try to encourage others to mark their heads as we do. Sometimes while they sleep.
- 4 If someone hasn't spent extra gold to improve the aesthetics of their weapons or armor, I don't bother thinking them capable combatants.
- 5 I forget our honesty isn't a regular practice elsewhere: I'm easily lied to.
- 6 If not given a greeting gift by visitors, I have them expelled from my presence.

TURMISH

Gods	Turmish
Chauntea	Donations to the temples of Chauntea are done every spring by those hoping for good business.
Eldath	When times are looking tough, the temples of Eldath bury donations hoping to spur peace.
Helm	Helmities often gather collections when towns need protecting, using the coin to buy guards and arms.
Lliira	Once every tenday is set aside for personal growth. Many dedicate themselves to music or art, then sell the results to temples of Lliira.
Loviatar	When transgressions cannot be completed via payment, the community calls in priests of the whip to collect the fee for the gods.
Selûne	Wanderers and travellers often make donations before travel.

While the Gods above are most common, gods like Nobanion, Silvanus, Tempus, and Tyr are also worshipped both by the Turmish people and by intelligent monsters like Wemics. Additionally, various races still build temples for their own pantheons.

d10	Trinkets
1	A coin cut down the center, with a prayer inscribed on the cut edge.
2	A tiny earth elemental that does not seem to want to leave you.
3	A tiny metal shield with a drawing of wemic on it.
4	An invitation to a ball that was held last year.
5	A rock that can absorb liquid like a sponge, but never be wrung out.
6	A hand mirror made of a single, large, black dragon scale.
7	A cloak that is always gently blowing in the breeze.
8	A small metal lightning bolt. Touching it makes your arm tingle.
9	A wanted poster that changes every morning, but only shows criminals already caught.
10	A small metal crown that makes a screaming noise when thrown.

Race	Turmish
Dragonborn	After the return of Unther, most dragonborn turned to Turmish as a new home.
Dwarf	To be rich with mountains that are rich with ore is to be rich with dwarves, as Turmish is.
Elf	With little love for the other races desire for riches, elves rarely interact with those from Turmish but they are on good terms with them politically.

Race	Turmish
Gnome	With much money to finance their research, gnomish settlements grow with each passing day.
Half-Elf	Life is hard for half-elves, with elven parentage that avoids contact with humans and family being so important.
Half-Orc	Half-orcs are quite rare, but they're treated well provided they have a trustworthy family or money.
Halfling	The goodly nature and mercentile mindset has encouraged many halfling communities to settle here.
Human	The turami are most visible, making up a large part of the population but it's not uncommon to see chondathans as well.
Tiefling	Tieflings are quite rare, except for particularly rich families.

Class	Turmish
Barbarian	Wemics and orcs of the region enjoy berserker combat, but it's rare to see in Turmish cities.
Bard	Bards are beloved in Turmish, as leaders in learning music or artistic skills.
Cleric	Common folk deal with clerics daily, much like any other place in the realms.
Druid	Very few choose the path of a druid, but with their respect for the land it's a respectable path.
Fighter	With a love for embellishments on their armor and weapons, Turmish fighters are hard to miss.
Monk	Somewhat of a rarity in Turmish, monks find the finances of the region useful when starting new temples.
Paladin	Paladins are uncommon, but more than a few temples employ them.
Ranger	Rangers are common enough, but everyday people rarely see them in town.
Rogue	Thieving is considered a highly disrespectful art, making there very few rogues in Turmish.
Sorcerer	Blood is important in Turmish, making sorcerers quite respected and common.
Warlock	Warlock patrons often find that Turmish lifestyles conflict with their goals, resulting in few Turmish warlocks.
Wizard	With education being well respected, wizards are likely to settle down in Turmish but the Turmish people expect restraint when it comes to the arcane.

Languages common to Turmish: Turmic, Chessentan, Chondathan, Draconic, Dwarven, Ignan, and Shaaran.

UNTHER

AGENT OF GILGEAM

A strong willed people, once torn from Toril and set to Abeir has now returned. The people of Unther are stronger, forged in a crucible few would have survived. For the people of Unther, their future is set: restoring their country to glory.

Skill Proficiencies: Varies by bond

Tool Proficiencies: Varies by bond

Language Proficiencies: Varies by bond

Equipment: A set of common clothes, one artisan's tool you are proficient with, a belt pouch with 20 gp.

FEATURE: TOUCHED BY THE GODS

Because of their ties to Unther culture, you can pass as a worshipper of any of the gods from the Mulhurand pantheon, Bane, Mystra, Tempus or Tiamat. You understand enough of each that clerics of those gods would need to witness ignorance before they would presume you are unfaithful.

SUGGESTED CHARACTERISTICS

Classism has returned, with slaves and nobles taking up the largest share of the populace. Where nobles get to enjoy the finer things in life, the backbreaking labour is carried out by slaves. Merchants and land owners fill out the middle class, enjoying comfort without lavishness. Most Untherites hate dragonborn.

d8 Unther Personality Trait

- 1 I face adversity with a growl and a threat.
- 2 I always try to talk before coming to blows.
- 3 I allow others to do my fighting for me.
- 4 I spread the word of Gilgeam wherever I go.
- 5 My respect is limited to my fellow Untherites.
- 6 When I come across resistance to tyranny, I do what I can to undermine that resistance.
- 7 I'd sell my family if it brought me power.
- 8 Due to our assault by Genasi and Dragonborn, I hate anyone with even a hint of elemental or dragon blood.

d6 Unther Ideal

- 1 **Power** : It is the responsibility of those with power to wield it with absolute authority. **(Chaotic)**
- 2 **Zeal** : Our god died before our eyes, and later returned. Proof for the power of faith. **(Chaotic)**
- 3 **Selfishness** : I've seen slaves broken and nobles murdered, I only look out for me. **(Chaotic)**
- 4 **Order** : It might not be fair, to be a slave, but they keep our society running. Someone must, for the greatness of our empire. **(Neutral)**
- 5 **Politics** : We barter with nations on our borders this season, and wage war against them next. There are no friends in politics. **(Neutral)**
- 6 **Cunning** : Gaining power and prestige is all that is important, even if it means losing a lover, friend or family. **(Evil)**

d6 Unther Bond (and proficiencies)

- 1 I slipped my leash, a slave on the run. (Athletics, History, two artisan's tools of your choice)
- 2 I won my freedom in the pit, a slave no more. (Athletics, Acrobatics, one artisan tool and one language of your choice)
- 3 My modest holdings give me the freedom to adventure. (History, Persuasion, two languages of your choice)
- 4 My large family shares our land, a path I choose not to share. (Religion, History, one tool and one language of your choice)
- 5 It is the responsibility of the nobles to ensure the future of Unther. (Religion, History, two languages of your choice)
- 6 I travel afar to uncover the enemies of Unther. (Deception, Religion, two languages of your choice)

d6 Unther Flaw

- 1 I am beyond selfish. I'd abandon my own mother to a dragon, if I'd survive.
- 2 I care not for the pains of others, even if caused by my own actions.
- 3 Excess is the reason for living. Substances to taint the mind are a revelry to enjoy.
- 4 Traditions are important, change is dangerous.
- 5 My trust for others only extends as far as I can throw a dagger.
- 6 Emotions are a weakness, I only allow logic to dictate my actions.

UNTHER

Gods	Unther
Mulhorandi Pantheon	While they have mortal forms that walk with mortals in Mulhorand, many Untherites consider this divine workings and not the literal gods themselves.
Bane	Many an Untherite learns the rituals of Bane as a way to push back against the 'scaled menace'.
Mystra	The lady of power and magic is held as a religion for important people, most nobles know the most common of her prayers.
Tiamat	Between Bahamut and Tiamat, the dragonborn have few gods to worship but they worship them fervently.
Bahamut	The "godless lizards", the dragonborn, had erected many temples for Bahamut and continue to raise new ones wherever they settle.
Gilgeam	Not a god, but worshipped as one, Gilgeam is seen as a divine agent of destiny that will bring Unther back into greatness.

While the Gods above are most common, other races like the halflings or dwarves have their own gods they worship.

d10	Trinkets
1	A black feather that turns red in moonlight.
2	A skull with a third eye-socket in the forehead.
3	A small mirror that makes anyone looking into it feel attractive.
4	A medium sized painting of an entirely nude dwarf, except for a crown on their head.
5	Sheet music with liner notes like "best when played on a frog".
6	A hairpin ending with a dragon's head.
7	A book from Abeir.
8	An aboleth tentacle that never seems to rot.
9	A crown crowned with sharp teeth. Legend say they're dragon teeth.
10	A coin bag that makes no noise, regardless of how full it is.

Race	Unther
Dragonborn	While most dragonborn live in countries around Unther, there are still a few that manage to hold forts and villages for themselves.
Dwarf	Untheric dwarves aren't on good terms with the humans that have pushed the dragonborn out, but they only have half as large a population as those humans.

Race	Unther
Elf	Elves are rare and alien in these lands, no native populations of elves have settled here.
Gnome	There are no gnomish communities in Unther.
Half-Elf	Even more rare than elves are half-elves, since most Untherites figure they're elves trying to sneak spies into Unther.
Half-Orc	For every ten humans, you're likely to find a half-orc. Most commoners would kill an orc on sight, but they're tolerant of half-orcs being adapted into their society.
Halfling	Within the merchant caste of the upper class, there are a few halfling communities. Because their families are so tight, it's unlikely that a halfling is unrelated to them.
Human	Almost all of the human population descends from the Mulan or Turami bloodlines.
Tiefling	While the human population shows great hatred towards tieflings, in the dragonborn cities they're much more common.

Class	Unther
Barbarian	Barbaric dragonborn and battlerager dwarves are common enough in Unther.
Bard	Tale-singers and story tellers are uncommon unless something important is going on.
Cleric	Especially after the return to Toril, priests are becoming more common every day.
Druid	Druids are a rarity everywhere in Unther.
Fighter	Trained soldiers and slaves the same, are a common part of every day.
Monk	Before the second sundering Monks were entirely absent and while they're rare, temples to their orders are now reachable by the common man.
Paladin	Paladins dedicated to their gods exist on both sides of the conflict, with the dragonborn having more of them.
Ranger	Rangers aren't a part of daily life for commoners, instead forming lodges and keeping to themselves.
Rogue	Within the cities of Unther, rogues keep city guards busy but they're not something most people think about.
Sorcerer	Sorcerers aren't seen, as they're indoctrinated into the military as soon as they're discovered.
Warlock	Warlocks are more common in Unther than most people know, with their patrons being able to enact great changes here.
Wizard	Wizards are common enough, although most are pledged to duty for the state.

Languages common to Unther: Untheric, Chessentan, Draconic, Dwarven, Halfling, Mulhorandi, Orc, and Shaaran.

VAASA

BOGLAND HERMIT

From solitary hermits to inhabitants of Palischuk to the Warlock Knights, all those who live in Vaasa have to suffer with an incredibly harsh land which results in an indomitable will.

Skill Proficiencies: Survival and your choice of Nature or History

Tool Proficiencies: One musical instrument of your choice and one set of artisan's tools from the following: Jeweler's tools, or Leatherworker's tools.

Equipment: A set of common clothing, a set of warm clothing, enough rations to last 10 days and a belt pouch with a bloodstone worth 15 gp.

FEATURE: VAASAN INTUITION

With a near constant supply of threats from humanoid monsters, evil knights and run away demons, the people of Vaasa require a sixth sense about danger. When coming across a situation that could entail danger, your DM is encouraged to let you know that your character "has a bad feeling about this."

For example, it's time to rest for the night and you're in a goblin infested swamplands, the DM might mention "Sleeping here gives you a bad feeling." The DM is encouraged to only mention this when it would otherwise not be obvious.

SUGGESTED CHARACTERISTICS

Most of the goodly individuals of the region are hardy and honest. Some less scrupulous individuals need a more cunning mind and silvered tongue.

d8 Vaasa Personality Trait

- 1 We need to stand together against the darkness, that's why I value my comrades at arms most.
- 2 Evil seeps from the land like a sickness. I expect it around every turn.
- 3 The barbarians of the glacier understand what is best in life: conflict and family.
- 4 I don't enjoy cities and avoid them if possible, nature has provided all I've ever wanted.
- 5 I admire the Knights of Vaasa for what they do: bring order by any means needed.
- 6 I feel more comfortable with the 'savage' races than I do with dwarves, men, or elves.
- 7 Honor is the unit by which I measure others.
- 8 Adventure is a reward in and of itself.

d6 Vaasa Ideal

- 1 **Protection** : Damara and Narfell would have fallen, if not for the protection from Palischuk, a lesson for us all. **(Lawful)**
- 2 **Freedom** : Freedom can only be achieved when self-styled rulers like those of Vaasa are destroyed. **(Lawful)**
- 3 **Adventure** : The world we live in is wonderful, reason enough to explore it. **(Neutral)**
- 4 **Survival** : Empires and Kings rise and fall, but those with the know how can outlast them all. **(Neutral)**
- 5 **Headstrong** : Law and order have never worked in these cold lands, instead one needs to provide for themselves. **(Chaotic)**
- 6 **Regal** : These lands provide opportunity, for those with the fortitude to break them under their will. **(Evil)**

d6 Vaasa Bond

- 1 The Knights of Vaasa found star-metal, founding their order. I search for my own star-metal, to forge a weapon to defeat them.
- 2 I found ruins in the galena mountains, which took me into the underdark. I returned to the surface, but am now lost.
- 3 My master, who taught me everything I know, took off one night and told me not to follow him. Doing what I'm told is not a lesson I've learned yet.
- 4 I was captured by the Knights of Vaasa as slave. While I escaped, I now travel as far as I can to get away from them.
- 5 A friend and I explored the bottomless bogs for magic items. They found a magic ring, knocked me out and ran away. I've been chasing them ever since.
- 6 My family had moved to Palischuk, but in a year of deep cold they had become sick and died. I now travel, making the rest of my life worthy so I may meet them at the gates of death proudly.

d6 Vaasa Flaw

- 1 I'm a coward when it comes to monsters. Keep me away from the wilds.
- 2 Our lands are harsh, my words are equally so.
- 3 Blood rage boils within, I am a risk to anyone near me.
- 4 I know my intelligence makes me better than most of the rabble here. If only they'd realize it.
- 5 Greedy beyond compare, my love for gems is greater than the love of the faithful for their god.
- 6 If I can take it by force, then it was already mine to begin with.

VAASA

Gods	Vaasa
Auril	Bringer of snow and ice, from dwarf temples to orc drum circles, prayers to Auril are spoken nightly in hopes to stave off long winters.
Orcus	A heavy undead presence from the former lich and current warlock knights, shrines to Orcus dot their travels.
Talos	Prayers to the stormlord are known to any travellers in Vaasa, looking for mercy from destruction.

While the Gods above are most commonly worshipped in Vaasa, places like Palischuk have their own religious ceremonies dedicated to less tyrannical gods. Likewise, the dwarves and orcs continue to worship their own pantheons.

d10	Trinkets
1	A troll nose that neither rots nor regenerates.
2	A helmet, emblazoned with the likeness of a black dragon.
3	A long flowing purple cloak, with holes rotting through it. On the inside is the sigil of Cormyr.
4	An iron bar is slightly magnetic until held in your hand.
5	A journal of an old adventurer, from before the rise of the lich king.
6	A sword with the blade broken just above the hilt.
7	A shard of green glass that floats above any fire it is placed near, lowering as the fire dies.
8	A vial of tree sap.
9	A bottle of red fluid that turns blue at night.
10	A stone that, when squeezed, bleeds.

Race	Vaasa
Dragonborn	Running away from Unther, most dragonborn prefer warmer climates or turn to the slightly more civilized Damara.
Dwarf	Dwarves and half-orcs together outnumber most of the humans in Vaasa, making the dwarven populace very visible.
Elf	There are no elves in these cold, desolate lands.
Gnome	The hard lands and harsh environments push gnomes away from settling here, making them very rare.

Race	Vaasa
Half-Elf	A few half-elves have settled, although not nearly enough to have their own communities.
Half-Orc	Having the largest half-orc city in the world makes half-orcs the most visible race in Vaasa.
Halfling	Halflings from Damara may settle in Vaasa but most stay there, making them uncommon in the former land of the lich king.
Human	Damaran and Vaasan bloodlines dominate the few human and half-humans that live in Vaasa.
Tiefling	Fitting in as 'outsiders' among the half-orcs, it's not uncommon to see tieflings in Palischuk.

Class	Vaasa
Barbarian	Barbarians from the great glacier sometimes come this far, venturing into the hard marsh lands to fight monsters.
Bard	Skalds within the barbarian tribes aren't uncommon, but otherwise one would be hard pressed to find a bard in Vaasa.
Cleric	Where the gods will, priests go and Vaasa is no exception. Within the civilized areas, their services are common.
Druid	Druids, especially those looking for a hermit's life, settle in Vaasa.
Fighter	If barbarians make up half of all combatants in Vaasa, fighters make the other half. They are very common.
Monk	The monks of the Yellow Rose try to settle and civilize Vaasa. It's not unlikely to meet a monk in Vaasa.
Paladin	Paladins, especially those from surrounding lands, are uncommon here as the godless land of Vaasa has little of worth to their orders.
Ranger	Rangers are very common in Vaasa, probably the most common path one is likely to walk.
Rogue	Rogues survive here, but few settle here. Rogues are quite rare in Vaasa.
Sorcerer	When word comes of a sorcerer, they're often harried or hunted by the warlock knights, scaring most sorcerers away.
Warlock	Aside from the Warlock Knights of Vaasa, there are a few reasons a warlock patron would send their agents here. Rare, but not unheard of.
Wizard	As with sorcerers, wizards are rare because of the agents of evil that hunt magic users in Vaasa.

Languages common to Vaasa: Damaran, Abyssal, Giant, Goblin, Orc, and Uluik.

A painting of a female warrior, possibly a huntress or a soldier, standing on a rocky outcrop. She has long, blonde, braided hair and is wearing a dark, fur-lined tunic and leggings. She holds a large, round, dark shield in her left hand and a spear with a feathered fletching in her right hand. The background is a soft, hazy sky with several birds in flight. The overall style is classical and dramatic.

Organizational Backgrounds

BARDIC TUTELAGE

COLLEGE GRADUATE

A highly respected career path, bardic colleges are well known for granting worldly knowledge to those that walk their halls. Musical talent also tends to flow through these centers of learning like water in a river.

Skill Proficiencies: Performance and History

Tool Proficiencies: Two musical instruments of your choice.

Equipment: A musical instrument of which you are proficient, a set of silk clothing, a set of plain clothing, a journal, an inkwell and quill.

FEATURE: INTERESTING FACT

Choose a single non-humanoid creature (such as a dragon, bulette, or chimera) or a single city in the world. Your specialized knowledge about this specific topic grants you advantage on Arcane, History, Nature, and Religion checks in relation to that topic.

SUGGESTED CHARACTERISTICS

Even if you didn't take up the path of a bard, being at the college gives you a greater insight into how to work the crowd. Being loud and boisterous, drawing attention, or exciting a group, all comes naturally to you.

d8 Personality Trait

- 1 I'm always trying to inspire others: to bring the hero out.
- 2 I take great care to learn new stories, so I can share them everywhere I go.
- 3 When faced with a challenge, I always have a historical story of a similar incident.
- 4 I need to cheer up those around me who aren't happy, even if it takes all night and my last gold coin.
- 5 A good death, a heroic death, lives forever. I'm not ready to die, but I'm always on the lookout to make history.
- 6 I'm always willing to share information I've learned about the world.
- 7 I won't let a good jest go uncontested.
- 8 The more you don't listen to me, the louder I get.

d6 Ideal

- 1 **Protector** : Defending the relics and stories of the past is as important as protecting a king. **(Lawful)**
- 2 **Inspriational** : Bringing out the best in others is the duty of every hero. **(Good)**
- 3 **People** : The lifeblood of the realms, my actions are for the people. **(Neutral)**
- 4 **Entertainment** : Life is too boring to settle for the truth, instead I seek anything larger than life. **(Neutral)**
- 5 **Mirth** : Life is only so long, live it enjoyably. **(Chaotic)**
- 6 **Selfish** : The only one looking out for me is me. **(Evil)**

d6 Bond

- 1 My college was attacked by someone in a mask. Not only will I avenge them, I'm going to build a fantastic story doing so.
- 2 In the school, I got a glimpse of the location of a dungeon far away but it was locked in a forbidden tome I couldn't liberate.
- 3 I read a story of a legendary dragon and it's greatest weakness. Now, I only have to find said dragon.
- 4 I accidentally destroyed a nearly irreplaceable scroll... or at least I adventure hoping it's not irreplaceable.
- 5 My favourite tale is of hero travelling across the ocean and returning only to be killed by pirates. I seek his burial site to track down the truth.
- 6 At the college, my only equal was my best friend and greatest rival. While I prefer the path of the hero, tales I've heard of their actions are less honorable. I hope one day to turn them away from their course.

d6 Flaw

- 1 I'm always willing to share information I've learned about the world.
- 2 Some call me nose-y. Those that don't, simply haven't met me yet.
- 3 I'll do anything to win the hearts of the common folk.
- 4 It's not just about success, it's about being flashy while doing it.
- 5 In your face and larger than life, it's just how I am.
- 6 If there's a coin in your pocket, I'm singing until it's mine!

BASTARD OF AZOUN

SCION OF CORMYR

The good king Azoun Obarskyr IV was known for having much love to give, as such his blood flows through many not recognized yet by the court. While none stand forward today to challenge Queen Raedra, it's something the crown is always worried about.

Skill Proficiencies: Athletics and History

Tool Proficiencies: One instrument of your choice and one gaming set of your choice.

Equipment: A set of commoners clothes, an instrument or gaming set you are proficient with, an extra trinket that was given as a gift to your mother from Azoun and a belt pouch with 20 gold that was used to purchase the silence of your parents.

FEATURE: LIONSBLOOD

You have a special relationship with the crown of Cormyr. While in an area in which Cormyr has positive diplomatic relationships (including Cormyr itself), you can send a missive back home for assistance. The crown will do what it can within it's power to help you however you'll find the patience of the court is thin for bastards.

They will try to protect you from the legal actions of other countries, or have those countries protect you from harm. While Cormyr will try to help you in honorable duty or work that helps the crown, they will not assist you in every adventure and it's entirely up to your GM how long they take to reply and what sort of assistance they provide.

If you use this too often or make ridiculous requests, or if you start telling people you're a scion of Cormyr, the crown may send someone to remind you of your place in the world.

SUGGESTED CHARACTERISTICS

While the children of the kings are their own individuals, there is something more that flows within them. Good people, full of courage urging them to make the world a better place. The blood of Azoun pushes one towards the path of a hero.

d8 Personality Trait

- 1 When evil rears it's ugly head, I meet it head on.
- 2 In areas of the heart, I feel it's my place to jump in and give advice.
- 3 Appearances are everything, any free time I have is spent spiffing myself up.
- 4 Inspiring others to great acts of heroism is what I'm all about.
- 5 I believe in destiny, my destiny, to become a great hero.
- 6 Sharing drink, food, and love. Simple ways I try to make life worth living.
- 7 I seek out battle, for I'm more comfortable there than in cities.
- 8 My heritage is something I'm proud of. Everywhere I go, I proclaim my lineage!

d6 Ideal

- 1 **Stoic** : Inspiring others sometimes means dealing with my own problems later, in private. **(Lawful)**
- 2 **Reserved** : I travel far, and as such treat everyone with cautious reverence. **(Lawful)**
- 3 **Fairness** : No one is above the law and the law should treat everyone equally. **(Lawful)**
- 4 **Respect** : People deserve to be treated with dignity and respect. **(Good)**
- 5 **Open** : I have much to learn and experience, from many folks along the way. **(Good)**
- 6 **Obligation** : It's my duty to protect and care for the common people. **(Good)**

d6 Bond

- 1 Cormyr is better off with me as far away from it as possible.
- 2 My sire was the paragon of the word Hero. My actions can only be to honor his legacy.
- 3 I can't rule a kingdom, but maybe joining the Purple Dragon Knights will let me do some good.
- 4 The crown is my birthright. I seek to reclaim it.
- 5 I seek other bastards, hoping to form an adventuring band from just the children of Azoun.
- 6 The Sword of Azoun, held in Castle Obarskyr, will one day be mine.

d6 Flaw

- 1 My bloodline lends me arrogance, feeling I'm above the common folk of the realm.
- 2 I'm heroic, true, but it often leads me into danger that would be better fought with wits.
- 3 Honor is important to me, to the point that I will impede actions that I deem dishonorable.
- 4 I have a tendency to have more swagger than logic.
- 5 So strongly do I believe in my own destiny that I'm unwilling to see my own flaws.
- 6 I have a weakness for the vices of a hero: drink, food and love.

CELESTIAL-ATTENDED BIRTH

HEAVEN-TOUCHED

Born with a celestial present, you've been touched by heaven. You're being guided towards a greater destiny as seen by one of the gods and their will enacted by an unseen (and sometimes seen) agent, an angelic companion for life.

Skill Proficiencies: Religion and one additional skill of your choice.

Language Proficiencies: You know Celestial. If you already know Celestial, you know one additional language of your choice.

Equipment: A set of simple clothing, a set of traveller's clothes, a belt pouch with 15 gp, a token of the faith that has watches you that doubles as a holy symbol.

FEATURE: CELESTIAL WATCHER

From the moment you were born until the moment you die, you've had a celestial agent keeping track of you. Sometimes they've made themselves visible (only to you, of course) and sometimes they work via inspiration in the world around you but they've been a constant companion.

This companion will often draw your attention or provide divine inspiration when you need it most. Other times, they will lead you into situations that test the mettle of your character. Either way, the DM has sole say over this angelic agent and how they try to touch your life.

SUGGESTED CHARACTERISTICS

You're constantly being groomed, preened and guided by heaven. It's likely that you question every coincidence as being divine action and every fortune as a blessing from heaven. Of course, this may have frustrated you and you reject the god who watches you with your every action.

Note when it says "My God" in the tables below, it refers to the god that has tapped you for greatness.

d8 Personality Trait

- 1 The gods have a plan for me, I try to do right by them.
- 2 Interference of the highest order, I reject the destiny chosen for me and make my own!
- 3 Humility is a defining trait of most holy men. I try to uphold that same virtue myself.
- 4 My life is not and has never been my own. Instead, I will dedicate it to making the world better for the common folk.
- 5 I'm an agent of change powered by the divine: a celestial juggernaut I'll let no one stop!
- 6 When presented with challenges, I like to stop and wait to see if any divine inspiration comes my way.
- 7 My guide is inspiration for me in another way: I try to be a mentor to others at moments in need.
- 8 Gods be damned, every last one of them and their blasted agents. My goal in life is to ruin their divine machinations

d6 Ideal

- 1 **Zeal** : My god relies on my actions to see their will enacted in the world. **(Lawful)**
- 2 **Righteous** : The will of my god empowers my decisions, woe to those who do not fall into my favour. **(Lawful)**
- 3 **Respect** : I have faith that my actions, as long as they make the world better for most people, are the correct ones. **(Good)**
- 4 **Charity** : My time is given. To my god, to my community and to others. And if I can, I give more than my time. **(Good)**
- 5 **Change** : If the world were perfect, I would not have been chosen to change it. Change is good. **(Chaotic)**
- 6 **Strength** : A god can swing an arm and destroy a nation. Those chosen, like myself, are agents to remind the world of that fact. **(Chaotic)**

d6 Bond

- 1 A riddle was written to my parents on my birth, a portent for my future.
- 2 I'm working with my divine agent to recover an ancient artifact affiliated with my god, so they may return to good graces in the celestial court.
- 3 I'm to erect a grand temple dedicated to my god and gather the faithful there.
- 4 An orphan in a far away land was tapped, as I was. I am to find them and be a mentor, help them achieve their destiny.
- 5 My god selected me to save my soul from a demon that has a contract for it. I am now searching to see how this contract was arranged and by whom.
- 6 I was chosen by a god nearly dead, with almost no followers that believe in them. It's my job to resurrect them and return them to the lips of the faithful.

d6 Flaw

- 1 Regardless of evidence or logic showing me to be wrong, I believe it simply to be a test from my agent.
- 2 I often rely more on inspiration from divine forces than actually doing work myself.
- 3 I do everything I can to avoid my celestial destiny.
- 4 Whenever I'm not getting my way, I simply remark that it's divine providence and try anyway.
- 5 I'm overly paranoid, seeing even the smallest of actions as potential messages from god.
- 6 Whenever I see a challenge, even if it isn't for me, I see it as a test from god.

CHILD OF THE UNICORN

BLESSED BY LURUE

Many are the tales of children brought up by feral beasts like wolves and bears. Lucky then, is the child found by goodly talkative creatures. Between mythical creatures like Unicorns and the blessing of the goddess Lurue, these children are most fortunate.

Skill Proficiencies: Athletics and Acrobatics

Tool Proficiencies: Your choice of alchemist supplies or Cook's utensils. If you are already proficient in both of these, you may choose an artisan's tool of your choice.

Language Proficiencies: Your choice of Sylvan or Elven. If you already know both Sylvan and Elven, you may choose another language of your choice.

Equipment: A set of clothing you've fashioned yourself from hides, a mask marked with animal parts such as horns or fangs that you've fashioned yourself from kills, a series of snares and traps you've fashioned yourself to hunt with and a large leaf with a sigil of Lurue etched in light on the surface of the leaf, used for prayers.

FEATURE: WILD CHILD

In moments when things look most dire, you may pray to Lurue for an animal companion to help you. An appropriate animal to the terrain and purpose will appear. If you're lost, an animal with good navigational skills will assist you, if you're tracking prey then a natural hunter will find their way to you. It's entirely up to the DM if an animal appears at all and which type of animal appears.

SUGGESTED CHARACTERISTICS

Being raised by nature itself, you're less likely to understand the nuances of 'civilized' areas but you still have a good sense of what's right and wrong.

d8 Personality Trait

- 1 Like the goddess Lurue, I tend to have a forgiving nature for those who make honest mistakes.
- 2 I hold only wrath for those who would damage nature irreparably.
- 3 I understand that there is a balance to life and hold no ill will to those who are simply surviving.
- 4 Much like the unicorn, I will use subterfuge and trickery to out maneuver my foes instead of facing them head on.
- 5 I refuse to eat meat, even if I recognize the place hunters have in the web of life.
- 6 Nature is as deadly as it is beautiful, a lesson best applied everywhere.
- 7 Cities, villages and other such civilized places cause me anxiety and if left there too long, I tend to run away.
- 8 I am the hunter. When I see something I want, I hunt it down mercilessly.

d6 Ideal

- 1 **Temperance** : Self-restraint is important. I take only what I need to live by. **(Good)**
- 2 **Forgiveness** : As a scared pup bites out of ignorance, so too do others make mistakes. I forgive others for their ignorance. **(Good)**
- 3 **Kindness** : Even if others would try to show me cruelty, I meet it only with kindness. There is enough in the world that is already unkind. **(Good)**
- 4 **Balance** : I consider my actions neither good nor evil, only agents in which to balance out extremes when needed. **(Neutral)**
- 5 **Strength** : Nature is said to be red in tooth and claw. An accurate statement as there is no higher power than absolute strength. I am always striving to be stronger. **(Chaotic)**
- 6 **Freedom** : A unicorn withers and dies in captivity, so too must all things be free. I fight any who seek to limit or control the freedom of others. **(Chaotic)**

d6 Bond

- 1 Unicorns are the mythic beasts of the forests, but surely there are other mythic creatures worth meeting. I adventure to seek them out.
- 2 A nymph once handed me the heart of a Treant and told me if I placed it back where it had came, it would restore that Treant and the woods it lives in.
- 3 Unicorns are known for their healing. I travel the world looking to assist and heal others.
- 4 I am the hunter. I am always hunting for dangerous prey. Either it will kill me or I'll come out stronger.
- 5 The Unicorn that raised me was killed by a hunter who took her horn. Revenge will not bring her back, but I'll at least ensure her soul rests well.
- 6 I was taken by fey as a baby and given to my Unicorn. I want to find out more about where I came from and who my parents are.

d6 Flaw

- 1 I don't understand people. Animals, beast, and monsters make sense but I don't understand people.
- 2 Trickery and deceit are difficult concepts for me. It's often I don't consider anything but honesty.
- 3 I frustrate easily, and have terrible meltdowns when I am.
- 4 My serenity often comes across as not caring. I care, I am just more reserved about my emotions.
- 5 I often try to live and let live with natural creatures of the world, something of a pain for my allies.
- 6 It doesn't matter how dangerous the creature, if I come across monster babies I need to try and raise them.

CIRCLE BORN

LINK BETWEEN WORLDS

Druidic circles are respected in most regions of the realms, but by and large the folk who are within these circles and the ones outside rarely come into contact. Being born of circle members does not automatically make one a circle druid, but their ways did rub off on you.

Skill Proficiencies: Animal Handling and Survival

Tool Proficiencies: Your choice of leatherworker's tools, woodcarver's tools, or weaver's Tools. If you already know all three of these, you may instead choose another artisan tool to be proficient with.

Language Proficiencies: Sylvan. If you already know Sylvan, you may choose another language to be proficient with.

Equipment: A set of traveller's clothes, a tent, 50' of rope, a flint and steel set, and a token of the druid circle your parents belong to.

FEATURE: SURVIVALIST

You've come to know the surrounding forests, streams, caves, and other natural features in which you can take refuge—or set up ambushes. You can quickly survey your environment for advantageous features. Additionally, you can scavenge around your natural surroundings to cobble together simple supplies (such as improvised torches, rope, patches of fabric, etc.) that are consumed after use.

SUGGESTED CHARACTERISTICS

You learned to respect and revere nature as the whole circle was responsible for your upbringing. Your outlook should reflect having many teachers, many mothers and fathers, many friends.

d8 Personality Trait

- 1 I play simple, allowing others to think I'm a simple forrester or hunter.
- 2 I have a natural curiosity about the world around me, something that got me into trouble back home.
- 3 I go around reminding others that it's their duty to protect the world they live in.
- 4 I often make wild assumptions about how the world functions within civilization.
- 5 I prefer to sleep in the day and become active at night.
- 6 I give away anything I don't need to live, possessions are something for city dwellers.
- 7 I keep myself closed to others, rarely showing emotion.
- 8 When in nature, I immediately take any leadership role. It's when I feel my most comfortable.

d6 Ideal

- 1 **Diplomat** : When the circle didn't get along with outsiders, I learned I made an excellent liason between them. **(Lawful)**
- 2 **Generosity** : The circle flourished best when they acted as good neighbours by providing food and medicine to others. I hold this tradition alive today. **(Good)**
- 3 **Arbiter** : Having connections to the folk who live in the wilds and those who don't, I consider it my responsibility to arbitrate between them. **(Neutral)**
- 4 **Balance** : Looking between the circle and civilized folks, I realize there is never one true path to walk, instead try multiple routes through life and learn from them. **(Neutral)**
- 5 **Self-Reliant** : No one looks out for me but me, I've never needed anyone and I'm not looking to start now. **(Chaotic)**
- 6 **Survival** : Thanks to the circle and nearby settlements, I've seen that the only thing that matters is ensuring my own survival. **(Evil)**

d6 Bond

- 1 My parents were murdered as part of a ritual. I set out on the run because they want my blood as well.
- 2 The circle was blamed for a bad crop and attacked by a nearby village. I got lost in the escape, and found they've travelled far away. Now I must seek them.
- 3 My time in the circle was wasted. They never wanted me to join them. I developed a wanderlust and just left one day to see the rest of the world.
- 4 I was told a secret of my circle in the form of a song. I don't understand it, but I stay moving to keep it from their enemies.
- 5 Our circle is ready to let me join, but I first must undergo a trial of spirit to steel my resolve. I adventure to find this trial.
- 6 My circle decided kingdoms that enroach on nature deserve destruction. I disagree, so I wander the world warning others of the oncoming storm.

d6 Flaw

- 1 I can't commit when faced with choices.
- 2 I know how to take care of myself, but I don't know how to accept the help of others graciously.
- 3 I value the opinions of others so much, I often don't have one of my own.
- 4 It's often I fail to estimate the correct value of a thing, as I prefer bartering to using currency.
- 5 I am cold. I've always had to be, but it pushes people away.
- 6 I don't care for appearances, thus things like basic hygiene escape me.

ENLIGHTENED STUDENT

HIGH EDUCATION

While many folk of influence send their progeny to bardic colleges, those truly wanting a better life for their children who also have the money to back it up choose schools of a more intellectual nature. Specialist colleges are often a source for the leaders of tomorrow.

Skill Proficiencies: Varies by focus.

Tool Proficiencies: Varies by focus.

Language Proficiencies: Varies by focus.

Equipment: A uniform of the institution you attended, a book related to your educational focus, a book, an inkwell and quill, and an invitation to a group related to your area of focus.

FEATURE: EDUCATIONAL FOCUS

Roll or choose a focus from the chart below.

d8	Focus	Skills	Tools	Languages
1	Heraldry	History and Insight	Calligrapher's Supplies	One of your choice.
2	Monsters	Animal Handling and Acrobatics	Leatherworker's tools and Smith's tools	None
3	Politics	History and Persuasion	None	Your choice of two languages.
4	The Planes	Arcana and Survival	Cartographer's tools	Choose one from Abyssal, Celestial, Draconic, Infernal, or Primordial.

You gain proficiency in the skills, tools and languages listed. If you're already proficient with a tool or language it may be substituted with another tool or language under your DMs supervision.

You easily recall facts about your area of focus. If you do not have the information, you know where you can go to learn it. Where such information would be held is up to your DM.

SUGGESTED CHARACTERISTICS

While their educational focus grants a much greater grasp of that subject, students often miss out on other things in life. These characters might automatically presume they're better than others simply because of their education, or they might see areas where they lack knowledge as a new opportunity to learn.

d8 Personality Trait

- 1 I tend to try to co-relate everything to my focus.
- 2 I always shun brute force plans, even if I don't have a better suggestion.
- 3 Not everyone is lucky to go to a school, so I like to teach in my downtime.
- 4 I'm a bit snooty, when it comes to other people talking about my focus.

d8 Personality Trait

- 5 I have a tendency to collect books as I prefer them to people.
- 6 As a student, following orders became a habit that follows me as an adventurer.
- 7 I am a skeptic when it comes to hearsay and rumor, but facts are irrefutable.
- 8 Stupidity bores me. I loathe dealing with stupid beings.

d6 Ideal

- 1 **Structure** : Teachers ensure the next generation is prepared for the future. **(Lawful)**
- 2 **Purpose** : Knowledge for its own sake is useless. Take what you learn and do good with it. **(Good)**
- 3 **Logic** : Logic is the beginning of wisdom ... not the end. **(Neutral)**
- 4 **Information** : Learning is the ultimate form of self improvement. **(Neutral)**
- 5 **Secrets** : Knowing something gives you power over it. Knowing a secret gives you power over those who do not know it. **(Evil)**
- 6 **Power** : The right information to the right people can topple kingdoms. **(Chaotic)**

d6 Bond

- 1 An expert in my field has contacted me for a secret meeting.
- 2 In school I saw a forbidden tome related to my focus. It was implied that wasn't the only copy, so now I look for one for myself.
- 3 Before graduation, a classmate confessed their love for me. They had to leave before the end of the year. I'd love to find them again.
- 4 I'd love to adventure to fund erecting new schools elsewhere in the realms.
- 5 I sold my soul for a tome long thought destroyed. Now I seek to get my soul back.
- 6 I failed and flunked. I can't return home and face that humiliation.

d6 Flaw

- 1 I'm quite intolerant of people who don't just get to the point.
- 2 I think I know everything.
- 3 When proven wrong about anything, I insult the intellect of those around me as too simple to have understood what I truly meant.
- 4 I always let my allies lead the way. Just in case there are traps. Or monsters. Or spells.
- 5 I'm crippling anti-social.
- 6 I'd sell my soul to get my hands on rare books.

HARPER PROTEGE

RAISED AMONG LEGENDS

Harpers are some of the most wide spread and famous (or infamous) forces of the realms. It's only likely that some of them fall in love (or not) and sire children. Others pick up orphans along their journeys. Growing up in a Harper household is sure to be an... interesting upbringing.

Skill Proficiencies: Performance and Persuasion.

Tool Proficiencies: One musical instrument of your choice.

Language Proficiencies: One language of your choice.

Equipment: A set of common clothing, a set of travellers clothing, and a set of expensive clothing, a belt pouch with 5gp, a musical instrument you are proficient with, and a trinket you think of as a trophy from a time where you helped the Harpers.

FEATURE: YOU KNOW ME

When doing work that the Harpers consider important, you can ask for assistance setting up a cover. After a period of time (usually a week, although it's entirely up to your DM), you'll be presented with an authentic life in the city you're working in. The Harpers won't endanger their own or shield you from being uncovered, but will provide you with legitimate documents required for your cover.

It's also expensive to create covers in this way, and so the Harpers will expect something in return in time.

SUGGESTED CHARACTERISTICS

It's likely that characters growing up in a Harper house have very thin or flexible senses of boundaries. Joviality is a streak likely to express itself and a quick wit and quicker tongue are learned early.

d8 Personality Trait

- 1 I offer my help before it's asked for.
- 2 Whenever a challenge comes up, I consider it my duty to step up.
- 3 I try to see the best in everyone.
- 4 If I come across an animal, I try to make it my best friend.
- 5 When I have even a little extra coin, I try to find a good cause to put it towards.
- 6 If I can get away with it, I like to do charity anonymously.
- 7 A joke a day keeps everyone away. At least my jokes tend to.
- 8 I have a soft spot for helping children.

d6 Ideal

- 1 **Loyalty** : More than anything, people who trust me know that I've got their back. **(Good)**
- 2 **Charity** : Fortune comes and goes. When it comes, it just makes sense to share. **(Good)**
- 3 **Kindness** : Those we see as evil don't see themselves that way, maybe we can show them a better way. **(Good)**
- 4 **Fairness** : Being impartial is important, letting your bias cloud judgment is unfair to everyone. **(Neutral)**
- 5 **Freedom** : People cannot grow under the thumb of tyranny. **(Chaotic)**
- 6 **Change** : The Harpers have always caused major changes in the realms, and rarely has that been a bad thing. **(Chaotic)**

d6 Bond

- 1 My parents disappeared and I suspect the threat was from within the Harpers.
- 2 A harper contact I used was killed and a note left for me. Someone is on my tail.
- 3 A friend in the harpers passed me a gauntlet and said don't let anyone touch it. The harpers have been pressing me for it's return, so I hit the road. Oh and the gauntlet is cursed.
- 4 One day I woke up hundreds of miles from home. I have no idea how I got here, but I'd love to find out.
- 5 After digging into the history of the Harpers, I've found reference to the Moonstars, a group that disappeared after the Sundering. I'd love to find out what happened to them.
- 6 I had a dream where a dragon and I shared a soul. When I told my guardian, they informed me that it is an actual dragon. I now search to find them and see what my dream means.

d6 Flaw

- 1 I can't help but get involved in the conflicts of others.
- 2 I covet treasure as a dragon does gold.
- 3 I'm quick to jump into an argument when people disagree with me.
- 4 I often forget details from my cover, a mistake that will no doubt cost me my life one day.
- 5 I have a huge fear of the dark, and what's in it.
- 6 I have a dark secret that no one can ever figure out.

KNIGHT SQUIRE

HERO BY ASSOCIATION

Being a knight is a wonderful experience. It allows one freedom to adventure with legitimacy as well as respect from those around you. Being a squire to a knight is less glamorous, requiring long hours and hard work. Now you're done being a squire, it's time to apply what you've learned.

Skill Proficiencies: Athletics and History

Tool Proficiencies: One of your choice from Calligrapher's supplies, Smith's tools, or Leatherworker's tools and one musical instrument of your choice.

Equipment: A set of traveller's clothes, a signet ring, a purse containing 25 gp and a token gifted to you by the knight you squired.

FEATURE: KNIGHTHOOD

Once your squireship finished, you helped your knight with a great task. Thankful for your service, it was recommended to the kingdom that you be knighted as well. As a knight, while in the kingdom you are knighted in, my house sees to my everyday needs.

My name and signet are sufficient to cover most of my expenses; the inns, taverns, and festhalls I frequent are glad to record my debt and send an accounting to my family's estate. This advantage enables me to take 2 gp of my daily lifestyle costs down to 0 gp.

More importantly, you now have a squire of your own. It's up to the DM to create this NPC but their position is to do the menial tasks you do not. While they probably will be tasked with doing jobs they're not fond of, it's not likely they'll directly harm others or break the law. If you mistreat your ward, they are likely to leave.

SUGGESTED CHARACTERISTICS

Many knights follow a code, and their squires are likely to follow a similar code.

d8 Personality Trait

- 1 I am a bastion of personality: friendly and approachable.
- 2 When faced with a challenge, I'm likely to give a speech about how I will succeed before following through.
- 3 I'm proud of what I've achieved, but more so I'm excited for my next achievement.
- 4 There is nothing more important to me than my homeland. I'd never allow it to fall under shadows.
- 5 My every action is to show that my time with my knight was not wasted, to others as much as myself.
- 6 I am protective of my ward, much like a parent with a newborn babe.
- 7 My heart knows only virtue, My blade defends the helpless, My might upholds the weak, My word speaks only truth, My wrath undoes the wicked.
- 8 I'm stoic, quiet most of the time and unwavering.

d6 Ideal

- 1 **Justice** : The sword of justice is sharp and balanced, let it fall upon the guilty. **(Lawful)**
- 2 **Truth** : Do not lie, for are enough lies in the world for a thousand lifetimes. **(Lawful)**
- 3 **Respect** : Others may seem different or strange, but that isn't always a bad thing. **(Good)**
- 4 **Honor** : Abide your word, so others may use it as a foundation towards something great. **(Good)**
- 5 **Power** : Strength will always decide the victor in any challenge. **(Evil)**
- 6 **Freedom** : I will destroy those who oppress the weak. **(Chaotic)**

d6 Bond

- 1 I've been sent by my liege to recover a valuable artifact for our kingdom.
- 2 The child of my liege has been kidnapped and I'm to figure out who did it and why.
- 3 Goblins attacked my home. I lost all my possessions but it gave me purpose: slay every last goblin.
- 4 Finding beautiful works and sharing them with the world is my goal: showing the world knights aren't all about violence.
- 5 My squire will one day be a better knight than I, provided I keep their training up.
- 6 I travel in search of something more. The kingdom is well protected, my calling is elsewhere.

d6 Flaw

- 1 Pride comes before the fall and pride is something I'm full of.
- 2 My gut instinct drives my sense of justice, but it's not always correct.
- 3 I have difficulty not being overly competitive.
- 4 I always feel the shadow of the knight I squired.
- 5 No matter where I am, I think others are plotting against me.
- 6 My faith in my kingdom has been wavering.

MONASTERY ORPHAN

PIOUS PUPIL

Many young children end up orphans but that is sometimes the start of something new for them. Monks all over the realms will take them in and raise them for the good of the monastery. They will be fed and clothed in exchange for labour. Some pick up the skills taught to the monks while others only leave with a sense of satisfaction for work well done.

Skill Proficiencies: Athletics and Insight

Tool Proficiencies: Painter's supplies and Weaver's tools

Equipment: A set of plain clothes, a set of artisan's tools with which you are proficient, a scroll containing the teachings of the temple and an icon dedicated to the faith of the temple.

FEATURE: MEDITATIVE SECRET

While meditating, inspiration gave you access to a unique and powerful discovery. The exact nature of this revelation depends on the inspiration source. It might be a great truth about the cosmos, the deities, the powerful beings of the outer planes, or the forces of nature. It could be a site that no one else has ever seen. You might have uncovered a fact that has long been forgotten, or unearthed some relic of the past that could rewrite history. It might be information that would be damaging to the monastery, and hence the reason for your return to society.

Work with your DM to determine the details of your discovery and its impact on the campaign.

SUGGESTED CHARACTERISTICS

Although each monastery is different, and as such the values taught there change, there's still a similarity in the fortitude required to learn those lessons. A strong will, and a nearly spiritual connection to your physical body are traits of those leaving the monastery.

d8 Personality Trait

- 1 Life is too short to be serious all the time, I love a good joke.
- 2 My allies enjoy drinks and entertainment. I find myself more centered by meditation.
- 3 I have great tolerance and respect for other cultures and religions.
- 4 My time in the temple taught me much, but not how to deal with other people.
- 5 The gods and spirits talk to us, if we're listening. I see omens everywhere.
- 6 I could sit in a dragon's mouth and be the picture of serenity.
- 7 I feel great empathy for those suffering.
- 8 There's nothing I love more than a good puzzle.

d6 Ideal

- 1 **Tradition** : The history and methods of the faith are important to uphold. **(Lawful)**
- 2 **Charity** : We only have a little time on this world, giving charity puts true value on that time. **(Good)**
- 3 **Aspiration** : Improving yourself is something to work at daily. **(Neutral)**
- 4 **Knowledge** : The world is a mystery looking to be solved. **(Neutral)**
- 5 **Ambition** : There's nothing wrong with recognizing when you're better than others. **(Evil)**
- 6 **Free Thinking** : Inquiry and curiosity are the foundations for a good mind. **(Chaotic)**

d6 Bond

- 1 My secret could ruin the world, I never stay in one place long enough for someone to put it together.
- 2 Charity is important to me. I travel to do good everywhere I can.
- 3 I was an orphan. The temple took me in and gave me a family but now that I've left I'd like to know who my parents were.
- 4 A relic important to my temple was lost long ago, I travel to find it.
- 5 With great skill comes great responsibility, and it's my responsibility to do great things for the common man.
- 6 Peace is a rare treasure these days, I like to think I can bring such treasures to those in need.

d6 Flaw

- 1 I'm afraid of the secret I've learned, I avoid working toward it.
- 2 I secretly question the path of my temple.
- 3 I am strict and judge others harshly.
- 4 I focus too much on my goals, ignoring all else until I complete them.
- 5 I am addicted to the herbs we used to help with meditation.
- 6 I see spirits that no one else seems to, they haunt my waking moments.

SELUNITE FOUNDLING

OUTSIDERS UNITED

Changelings, tieflings and many other children get abandoned by scared and disappointed parents all around the realms. Sometimes they get found by fey folk or animals that want to raise them, but if those orphans are very lucky a temple of Selûne will take them into their bastions for the outcast.

Skill Proficiencies: Deception and Stealth

Tool Proficiencies: One musical instrument of your choice.

Language Proficiencies: One language of your choice.

Equipment: A set of plain clothes, a set of traveller's clothes, a silver moon on a chain and a belt pouch with 5 gp.

FEATURE: FRIEND AMONGST OUTCASTS

If they wish to have any hope of survival, whether within the city or cast out into the wilderness, outcasts must help each other. You can find a place to hide, rest, or recuperate among other outcasts. They will help shield you from those who hunt you, possibly even risking their lives for you.

SUGGESTED CHARACTERISTICS

Those raised in temples to Selûne are taught forgiveness and acceptance, but many are bitter and angry at being forced outside of society.

d8 Personality Trait

- 1 Forgiveness is divine, most people who are judge me haven't gotten to know me.
- 2 Acting is a skill needed to survive day to day life in the world. It's now to the point I don't stop acting.
- 3 I despise those who makes assumptions about others.
- 4 I'm loud and proud of who I am, asserting myself wherever I go.
- 5 The light of Selûne is a safe place to be. I prefer to travel under the sight of the moon.
- 6 I'd rather spend time away from civilization, it's just easier than being seen as a freak.
- 7 I love freaking out 'normals'. I use my odd nature to try and unsettle everyone.
- 8 I usually am shy around people, even those I'm really familiar with.

d6 Ideal

- 1 **Forgiveness** : Others fear you because they do not know you. Don't hate them for ignorance. **(Good)**
- 2 **Peace** : You could waste your time fighting those who fear you, or you can be better than them. **(Good)**
- 3 **Tranquility** : Hate will always exist, make peace with yourself and it cannot affect you. **(Good)**
- 4 **Sincerity** : You can only be what you are. Do not try to be something else. **(Neutral)**
- 5 **Destiny** : It doesn't matter what people think, destiny has a greater plan for me. **(Neutral)**
- 6 **Adventure** : Traps, monsters, treasure? They don't care who you are. Adventure is a true equalizer. **(Chaotic)**

d6 Bond

- 1 The Dark Moon heresy is a black spot on Selûne, the idea she and Shar are the same goddess. I'm going to prove it wrong.
- 2 Those left behind need new homes, I search the world for outsiders like me to send back home.
- 3 I like to think that adventuring far and wide will help spread a message of tolerance for those who are different.
- 4 Selûne protects good lycanthropes. I adventure to find a family of such creatures and hope they'll accept me as their own.
- 5 I'd love to settle a city dedicated to Selûne, for everyone.
- 6 I travel far and wide because I simply don't want to settle anywhere.

d6 Flaw

- 1 I presume none will help me, so I rarely bother asking.
- 2 I'm very protective of my friends and loved ones.
- 3 I don't care about the world or the greater good, only survival.
- 4 I take out my frustrations through adventuring and beating up monsters.
- 5 I'm addicted to illegal substances, as a way to ignore life.
- 6 I see everything as an extreme of good or bad luck.

WARD OF THE TRIAD

RAISED BY THE ALLIANCE

Ilmater, Torm, and Tyr formed an alliance in which to defend the world. Part of that is to train the next generation of heroes. Sometimes they pulled in orphans, and other times they took on wards who wanted to make the world a better place. Whatever the reason, they were happy to provide the training these youths needed.

Skill Proficiencies: Perception and Religion

Tool Proficiencies: One set of artisan's tools of your choice, and one gaming set of your choice.

Equipment: A set of common clothing, a signet ring from the Triad showing you as an ally, a set of artisan's tools of which you are proficient and a map chosen at random from the archives of the temple as a way of granting you direction.

FEATURE: MORAL COMPASS

Your experience in dealing with the Triad and its foes, has given you a feel for the environments that breed moral inequity. You can easily find churches and temples where one might find goodness and justice. Equally, you can pick up on places that make you feel uneasy or wary, where evil might brood (although such places are unlikely to allow you access).

SUGGESTED CHARACTERISTICS

Raised by the Triad, you tend towards having heroic traits. Bravery and bravado, courage and charm, heroes are crafted every day although it's unlikely to over ride any personal trauma that also shapes your character.

d8 Personality Trait

- 1 I frame all conflict within the context of justice as that's easier for me to deal with.
- 2 Complex issues are confusing, point me at a problem and give me a sword!
- 3 I'd rather spend my time carousing with commoners than dabbling with politicians.
- 4 I seek out situations where I might bear the suffering of others.
- 5 I'm most comfortable when leading on the battlefield in the name of Torm!
- 6 I have a great respect for children, and work for their well being at all times.
- 7 Drinks, drinks and more drinks! One cannot be a hero all the time.
- 8 I shoulder no burden alone. If presented with a challenge, I seek my allies first.

d6 Ideal

- 1 **Respect** : Even if they're your foe, treat enemies with respect. **(Lawful)**
- 2 **Support** : A single branch is easily broken, but a bundle is strong. Having allies is not a weakness. **(Lawful)**
- 3 **Order** : Those who look to justice as a truth call me ally, for justice separates us from chaos. **(Lawful)**
- 4 **Protection** : Not all are forged to protect what is good, and so we must stand forward for them. **(Good)**
- 5 **Courage** : Stand forward in the face of failure with courage at your side, for even if you fall you will inspire others to take a stand as well. **(Good)**
- 6 **Love** : If there's a universal tale the bards tell it's one of love, the greatest most powerful force there is. **(Good)**

d6 Bond

- 1 My favourite teacher, a paladin of Torm, has gone missing. Even with the trail cold, I feel a duty to follow it.
- 2 When my lover was uncovered to secretly be a follower of Cyric, they ran. I chase them down now, feeling their blood should stain only my hands.
- 3 I have a duty to stop others from suffering. To that end, I travel searching for new medicines to help the sick.
- 4 Justice burns white hot. This fire pushes me onward to seek those who avoid justice and deliver it to them swiftly.
- 5 Followers of Cyric and Bane are told to stop the Triad. Instead, I adventure to find them and stop them before they start.
- 6 The weave is our strongest weapon, I adventure to find areas where it's dead or where wild magic holds and seek out those who can repair it.

d6 Flaw

- 1 My pure heartedness comes at the price of naivety.
- 2 I'm hopelessly addicted to love, even unrequited. It seems there isn't a town I visit where I fail to fall for some pretty face.
- 3 Duty to the gods is so important to me, I often neglect my own personal needs.
- 4 Obedience has been woven into my studies so much, I find it difficult to operate without the direction of others.
- 5 Ilmater teaches on the crucible of suffering, a lesson I've so taken to heart others call me a living martyr.
- 6 My dedication to Tyr is strong to the point others think of me as bloodthirsty.

Trinkets



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d100	Trinkets
1	A silver coin with seven stars on it's faces, attached to a leather strap.
2	A small preserved heart from an unknown creature, bright purple in a wicker box.
3	A book from the lost Yuir culture, with information about their gods.
4	A bottle of blood wine, inside is a small three eyed tentacled creature that doesn't seem to perish.
5	A large griffon feather.
6	A gem with a spell frozen inside, stolen from a Thayan long ago.
7	A wooden statue in the shape of a Unicorn.
8	A cloak clasp, gilded and in the shape of three oak leaves with three small golden berries in the center.
9	A tarnished silver harp, with no strings.
10	A halfling smoking pipe, blackened, in the shape of a dragon's face.
11	A halfling knucklebone sculpture from a far off land.
12	A stone rune that has a strong pull upwards while being held.
13	A thick copper dragon scale, scratched with an autograph from the dragon.
14	A tiny functional replica ballista, only 2 inches long.
15	A dagger that refuses to take a sharp edge.
16	A helm that, when worn, transforms your shadow into the shadow of the last person who wore the helm.
17	A vial of an amber liquid, labelled "Basilisk Bile".
18	A Ffolk trinket imported from the Moonshae Isles.
19	A small rolled up paper, one inch high by six long, with a roudy brothel depicted upon it.
20	A scrap of cloth, said to be torn from the robe of a Cowled Wizard of Athkatla.
21	An air genasi's finger, preserved. It is always colder than the ambient temperature.
22	A decanter dedicated to Sharess, with a lewd image hammered into it.
23	A key which seems capable of locking any lock, but not unlocking them.
24	Half of a stone carving of a beetle, with a mechanism to lock into the other half.
25	A leather strap with eight icons of various deities, none of which you recognize.
26	A scabbard for a scimitar you do not possess, owned by a pasha now long dead.
27	A tiny yet highly detailed replica of the <i>Ifrith's Flame</i> , a ship of the line.
28	A golden hairpin shaped like a spider, with an inscription denoting it as drow.
29	An idol that used to be a badge used by an assassins guild which no longer exists.
30	A silver lamp that pours a small amount of smoke if rubbed.

d100	Trinkets
31	A pair of manacles that once held a great hero who snapped them.
32	A library book that was never returned to the university of Cimbar.
33	A pair of coins, engraved with iconography of Waukeen, designed to be placed on the eyes of a corpse.
34	A halfling pipe that is engraved with the name of a city-state that doesn't exist anymore.
35	A totem to Sebakar given to you in thanks by a lizardfolk shaman.
36	A small crystal that flies to your hand when you call it.
37	Trapped in amber, a small insect no one has been able to identify.
38	An egg you recieved when you were young: it's never hatched but it regularly rocks back and forth.
39	A sphere of solid glass with blood trapped within it that somehow flows around without coming out.
40	A small figure of a griffon rider, made of wood but painted so masterfully, it appears real.
41	A long dormant red psi-crystal.
42	A fur cape, adorned with a lycanthropes head.
43	A taxidermied sprite in a bell jar.
44	A cane adorned with a large, furry spider.
45	A lucky satyr hoof on a leather strap.
46	Broken pan pipes stolen from a fey.
47	A dagger said to have slain the last of the psiocracy.
48	A centaur skull, adorned with many fey runes.
49	A painting of the astral plane, a githyanki and her red dragon.
50	A square modron gear.
51	A preserved dragon eye from a wyrmling.
52	A sack made of yuan-ti skin, dyed bright yellow.
53	A map to a hidden cave, marked "Ubato" in dwarven.
54	The tooth of a mighty dinosaur, on a cord of leather.
55	A helmet made of a dinosaur skull.
56	Broken Pterafolk wind instrument, played by dragging through a breeze.
57	A perfectly sphere stone that changes color each morning.
58	An impressively large stone cricket the size of a small dog.
59	Seeds from a tree found only at the peaks of flame.
60	A yuan-ti hunting trap, that perfectly blends into the jungle.
61	A lucky coin of Tymora, both sides with her face but one side scratched.
62	A scroll detailing intimate tantric massage.
63	A scale tin purple dragon knight.
64	A clip of hair from a childhood love.

d100	Trinkets
65	A steel whistle, engraved with dragons along the length.
66	A pressed flower from the royal garden.
67	A glass cube, with a tiny bell inside.
68	An iron ring with a smaller ring inside, spinning on a track.
69	A small crystal that becomes moist if shaken.
70	Impossibly elaborate gloves, woven from golden silk.
71	An eye carved from bloodstone.
72	A talisman of Tempus carved from owlbear bones.
73	A broken hilt from the sword of an ancient hero.
74	A white scale, large enough to mask your face.
75	A helm with a single fin, crafted from a Remorhaz.
76	A torn banner from a now dead house from the old kingdoms.
77	A bag of mouldy goblin ears.
78	An old map of the tunnels under Heliogabalous.
79	A torn note, the remains of which describe a hidden hollow in the room of an inn, but not which inn.
80	A sigil forged from wrought iron that you do not recognize.
81	A severed wolf paw on a leather strap.
82	A hollowed out gnoll head, used as a mask.
83	A mirror with a naked female drow holding a curved sword carved into the back.
84	A set of cold-iron horse shoes.
85	A pint glass with etchings written in undercommon.
86	A palm sized wooden carving of a werewolf.
87	Metal wagon pins with the blessings of Selûne etched into them.
88	A crinti pendant made of cast bronze.
89	A well made saddle, with brandings of the crinti caste upon it.
90	The journal of a Halruaan sky-captain that you found on the ground.
91	A hairbrush scavenged from a ruin once occupied by dwarves, carved with dwarven runes.
92	Boots, made of some strange purple leather that keeps growing hair.
93	A banner from an adventuring band that no one seems to know anything about.
94	A lantern stylized in the shape of a monster screaming.
95	A rusted silverwear set, all engraved with chromatic dragons.
96	A flask, crafted from some greenish stone.
97	A tattered cloak of elvenkind, no longer magical.
98	A jar filled with a thick orange paste. You have no idea what it does.

d100	Trinkets
99	A key, made of bone and painted bright yellow and blue.
100	A jar filled with a photo-luminescent moss.
101	A model boat, designed like the flagship of the Estagundan fleet.
102	A set of spices, all collected from the corners of the world.
103	A small horned beetle trapped in resin, on a silver chain.
104	A unique flute, decorated with half man / half lion centaurs.
105	A small metal disc that changes color when below ground level.
106	An arrow that cannot be strung, slipping off whenever strung.
107	A small kettle with a compartment for holding herbs for brewing, shaped like a dragon.
108	A little metal wizard that can be filled with lamp oil and lit.
109	A small gnomish clockwork medallion that no longer keeps time.
110	A necklace made from monster teeth.
111	A small porcelain dancer, that spins when music plays.
112	A decanter that transmutes water into coffee when boiled.
113	A metal plate that warms (but cannot cook) food placed upon it.
114	A flute that can play any tune you can remember by itself.
115	An iron fruit sculpture that changes at dawn into different fruit.
116	A pocket sized stone sundial with tiny gemstones at each hour.
117	A smoking pipe that never releases smoke.
118	A stick of chalk that never wears down.
119	A coin that when left in contact with something metal for a day polishes it to a masterful shine.
120	A small pocket knife that forever maintains an edge.
121	A halfling scrimshaw carving, a masterful replica of the high temple of Tymora.
122	An eyepatch, carved from a dragon scale. Although mundane, there are dozens of rumors that state otherwise.
123	A dwarven beard clasp fashioned into the face of Clangeddin.
124	An elven ceremonial knife, fashioned from fired clay taken from the feywild.
125	A clockwork gnomish box with a single switch. Pressing the switch causes a small mechanical hand to flip it back the other way.
126	A tattered orcish banner, marked with the sigil of a distant clan.

d100	Trinkets
127	A wooden token, carved with the image of a balor on one side and an angel on the other.
128	Sailcloth taken from the maiden voyage of a ship that never arrived at it's destination.
129	A broken astrolabe, engraved with markings from at least six distant cities.
130	An elf eye, deep inside a large glass marble.
131	An inn sign, "The Bold Baron", carved into it.
132	A necklace, heavy with the beak of a baby owlbear at the end.
133	A helm, marked with the icon of the "Brotherhood of the Stag"
134	An old family recipe for provender stew (a mix of meat and cheese stew).
135	A beer mug carved to resemble a castle, flying the banner of Thuntar.
136	A false purse, weighed to seem heavy yet lined with many tiny razors to injure would be thieves.
137	A mask of an Orc made of some flexible light rubbery material.
138	A key engraved with "basement".
139	An old yew wand, burned at the tip. It's no longer magical.
140	A stuffed raven posed in a way that allows it to perch on your shoulder.
141	A wind up brass dragon that flaps around the room.
142	A set of flint and steel, etched with the message "For my love".
143	Blueprints for a vehicle that can travel underwater.
144	A jar of endless moustache cream from Sambar.
145	A wooden model of Faerûn and it's moons.
146	A clockwork beetle. When wound, it's wings buzz.
147	A tuning fork. When struck, tiny lightning bolts climb the length.
148	Plans for a device that creates volcanoes.
149	A metal cube, divided into 9 smaller cubes per side. Each smaller cube is made out of a different metal.
150	A small handheld three winged device which spins around a center metal ring.
151	A family pipe, engraved with leaves along the length.
152	A glass bottle that keeps alcohol cool.
153	A small mouse or rat that, even if it isn't a pet, never leaves your side.
154	A book describing all the pastries of the Sword Coast.
155	A wood carving of a monster from far away.
156	A calimshan ledger from over 1000 years ago, detailing many debts.
157	Armor fit large enough for a large war-dog.
158	A thin green hat, with a long cockatrice feather.
159	Portable wooden set of utensils: cup, bowl, plate, knife, fork, and spoon.

d100	Trinkets
160	Thick handmade blanket detailing the history of your family.
161	A skull, fashioned into a drinking cup.
162	A dreadstone, a small black stone that makes you feel uneasy when holding it.
163	A branding iron of some evil god.
164	A set of metal claws to tip your fingers with, linked with a thin black chain.
165	A long smoking pipe, crafted from an oddly dark yet translucent stone.
166	A supple leather rope braid, two foot long. If twisted, it reveals or hides a small compartment.
167	A helmet topped with two backwards facing snakes that loop around the edge.
168	A bonesaw marked "Property of Doctor Vaine, Westgate"
169	The complete skeleton of a gnomish child.
170	A list of ingredients detailing the process of making an injestible poisoned butter.
171	A set of broken manacles once worn by a slave closely related to you.
172	Seven brass figures, each shaped like one of the gods.
173	A set of blue robes with gold trim, given as a gift to you for succeeding at a rite of passage.
174	A scepter of wood topped with a silver moon, a reward for completing a task for a thankful noble.
175	An articulated figure of Tiamat, although it's rusty around the joints.
176	The hardback cover of a spellbook, all the pages torn out long ago.
177	A wooden helmet shaped like an animal head (crocodile, bird, cat or the like).
178	A full body blanket made of chain links, used in ceremonies and representing responsibility.
179	A hollowed out turtle shell, lined with a thin layer of metal to keep it sanitary.
180	The hand of a sahuagin, preserved and fitted to be attached to armor.
181	A cloak made of owlbear hide, a thick fur with downey feathers stitched in.
182	A flag with the sigil of Sorovia.
183	An elk horned helmet, hand crafted by a Var barbarian.
184	A pauldron taken from a skeleton, marked with the sigil of the Warlocks of Vaasa.
185	A full set of dragonchess, carved from bone.
186	Leather wrist guards, marked with the icon of The Garber Association of Heliogabalus.
187	A headband, soaked in sweat, marked with the branding of the Yellow Rose.
188	A toolbox, empty, branded with the sigil of Ravensburg.

d100	Trinkets
189	A string of preserved goblin ears, all marked with the heraldry of Gareth Dragonsbane.
190	A map marked "sightings of the skinny tower" with many locations marked all around Damara.
191	An empty bottle of Firewine that has a small preserved mammal inside.
192	A necklace made from the claws of an ettercap.
193	A helmet with the rack from a great stag.
194	A cloak made of the skin from an ice troll.
195	Boots wrapped with the fur of an Owlbear.
196	A mask that you wear, making you look like a rakshasa.
197	A small wooden wolf with tiny red gems for eyes.
198	A broken witch mask, from a witch that had fallen long ago.
199	A box, filled with index fingers cut from red wizards of Thay.
200	Pauldrons engraved with all the names of your ancestors.
201	A nethersian cloak, marked with the sigil of Karsus.
202	A torn flag of the Silver Ravens.
203	A clasp, fashioned by drow in the image of a spider. Requires wipings of oil to prevent disintegration.
204	A metal stein given as a gift to the Hulorn of Selgaunt.
205	A griffon fetus preserved in a jar.
206	A small tamed exotic creature (CR less than 1)
207	A spyglass, but instead of showing you things afar, it has a permanent image of an attractive naked hero.
208	An intricate gnomish quad-scale. It's a scale but it can measure four items in relation to each other.
209	A belt, with a large metal buckle shaped like a dragon head.
210	A plain white mask made of some white pottery, with two slits for eyes.
211	A long stick with an unusual knob on the end. When swung around in circles, it makes a low thrumming noise.
212	A baldric (sword belt worn across the chest) with a compartment large enough for a dagger to be hidden.
213	A broken flute, made in far away Chult.
214	An old set of elf-bone dice made from real elf bones.
215	A map of a dwarven mine in the Starspire mountains.
216	Replica of a human skull made out of woven branches.
217	A set of six blocks with various letters engraved on them.
218	An orcish war banner.
219	Leather riding gloves with the letters JQ sewn into them.

d100	Trinkets
220	A horned dwarf helmet, with one horn cut off.
221	A piece of wood carved to look like the screaming face of someone who crossed you.
222	A compass that always points to Thaymount.
223	A small beetle, enchanted to hover if placed mid-air.
224	A flute that makes no sound, yet tints your skin various colors.
225	A robe with the stars of Thay motif.
226	A set of glasses that show you echos of world around you from all across time.
227	A hollow crystal ball, containing a cloud that always stays centered.
228	A stone that, when dropped, descends as slowly as a feather.
229	A tooth that when left alone in an empty vessel, fills the vessel with brackish water.
230	A metal bracelet. When worn any rocks lighter than a few ounces will float in position around it.
231	An oak recorder, grown rather than carved.
232	A doctored image of a famous hero with your own face painted over theirs. It's not convincing.
233	A bag full of dead, preserved frogs.
234	A small mass of grey sparkling clay. Pliable but it never breaks no matter how far you stretch it.
235	A ring made of bone, with a small amount of hair growing from it somehow.
236	A wooden puppet made in the image of one of your allies.
237	The feather from a Roc.
238	A ring and a metal orb, with an eye carved into each. The eyes always looks at each other.
239	A necklace of troll teeth.
240	A ring of water, that somehow never dissipates.
241	A map with no detail to it, simply five red circles connected with lines.
242	Brass windchimes that only make more noise the slower the wind goes.
243	A hat with a secret compartment in the liner.
244	An unusually sharp spoon.
245	A pair of leather gloves, the knuckles reinforced with brass.
246	A vial of blood of an unusual color.
247	A wooden practice sword, but sized for a child.
248	A life sized wooden gnome carving.
249	A six inch long spike made of solid glass.
250	A book of dirty jokes and songs.
251	A goatskin map that details a secret entrance to Dun-Tharos with annotations "entrance collapsed".
252	A jar of mosquito repellent salve.
253	A small sap, wrapped in metal bands.
254	A child's training crossbow.

d100	Trinkets
255	A well carved smoking pipe.
256	A length of cord that smokes when lit aflame, but never burns.
257	A small stone cylinder that smells of salt-water and quietly makes the sounds of waves washing ashore.
258	Lambskin, etched with an arcane sigil, earmarked at the edge with "in the center of the three towers".
259	A small metal shield you use as a cloak pin,
260	A vial of liquid that makes moss explosively grow where dripped.
261	A bracelet, with wooden tokens for the aspects of fire, wind, earth and water.
262	A stuffed pixie, mounted on an oak plate.
263	A ring made of bone, with a small green gem embedded within.
264	A waterskin made of an exotic animal your family hunted.
265	A cloak lined with fur from an extraordinary monster.
266	A set of figures used in a strategic Tuigian board game, carved from stone.
267	An old musical instrument, a tight skin over a guitar looking base with long strings.
268	A map, detailing a hidden oasis temple dedicated to the spirit of Eldath.
269	A saddle designed for a large Rothe.
270	A heirloom hair clasp marked with your personal family sigil.
271	Three wooden statues representing the Earthmother's children (a whale, a wolf and a unicorn).
272	An animal-pack, a backpack fit for a companion animal with many pockets and compartments.
273	A map, from long ago, planning to raid a ruin deep on the Korinn archipelago.
274	The ear of a firbolg with a silver earring, on a necklace.
275	A glass orb that holds the wish of a child suspended.
276	A feather made of snowflakes that never melts.
277	Ceremonial cauldron used for beastmen rituals.
278	A shaman's helmet, rocks and metal dangling from it, fit for a troll head.
279	A small idol, crafted of fur and bone, dedicated to Malar.
280	Leather gloves with metal claws and fur across the back.
281	A dagger etched with markings to make it look enflamed. Enameled orange and red around the edges.
282	A set of falsified papers that allow one entry into Baldur's gate.
283	A note with a set of rotating passwords to get into a secret Luskan gentlemans club.

d100	Trinkets
284	An enchanted compass that shows wind direction that glows brighter in faster winds.
285	An Uthgardt barbarian totem, given to you for saving the life of one of their tribe members.
286	A magical bangle. When worn, any torches you hold automatically ignite as though lit with flint and steel, and extinguish when you drop it.
287	A waterproof, foppish leather hat. When worn, the wearer finds they are no longer attacked by mosquitoes.
288	Soft leather boots, enchanted to never fall off unintentionally when stuck in muck.
289	A mechanical parrot, lost in a wager against a pirate captain. It can repeat the last thing spoken by whomever holds it.
290	A door knob. It's ice cold until it touches a door, where it instantly warms up comfortably.
291	An iron poker that never gets hot even if left in a fire.
292	A small glass bauble, that looks like the sun.
293	A skull. Every night at midnight, the teeth chatter.
294	A set of six masks, all identical except each is a different color.
295	A necklace of vampire teeth, kept in your family for generations.
296	A map that describes the inside of a castle, floating above a marsh.
297	A crown grown out of solid oak, a gift from an elven prince.
298	An enchanted rope. If whatever it is tied around is stolen, the rope ties itself to the thief and cannot be removed except by the owner.
299	A small silver thimble engraved with the sun.
300	A bottle of "otyugh stink".
301	A statue of an old emperor from Kara-tur made of some soft stone.
302	A set of tattoo needles made of an animal quill and some pigments.
303	The tattered robes of a long dead red wizard.
304	A book of philosophy and tactics written by an orcish general.
305	A dramatic mask of some demon from Kara-Tur.
306	A pair of orcish tooth caps, to sharpen ones bite.
307	A braid of hair tied with ceremonial cloth that you feel brings you good luck.
308	A feline statue with an arm that waves for long periods of time if set into motion.
309	An urn with ashes within. At night, anyone putting their ears to the side can hear whispers.
310	A velvet black mask that fits snugly over the face. It does not interfere with your vision.
311	A coin cut down the center, with a prayer inscribed on the cut edge.

d100**Trinkets**

- 312 A tiny earth elemental that does not seem to want to leave you.
- 313 A tiny metal shield with a drawing of wemic on it.
- 314 An invitation to a ball that was held last year.
- 315 A rock that can absorb liquid like a sponge, but never be wrung out.
- 316 A hand mirror made of a single, large, black dragon scale.
- 317 A cloak that is always gently blowing in the breeze.
- 318 A small metal lightning bolt. Touching it makes your arm tingle.
- 319 A wanted poster that changes every morning, but only shows criminals already caught.
- 320 A small metal crown that makes a screaming noise when thrown.
- 321 A black feather that turns red in moonlight.
- 322 A skull with a third eye-socket in the forehead.
- 323 A small mirror that makes anyone looking into it feel attractive.
- 324 A medium sized painting of an entirely nude dwarf, except for a crown on their head.
- 325 Sheet music with liner notes like "best when played on a frog".
- 326 A hairpin ending with a dragon's head.
- 327 A book from Abeir.
- 328 An aboleth tentacle that never seems to rot.
- 329 A crown crowned with sharp teeth. Legend say they're dragon teeth.
- 330 A coin bag that makes no noise, regardless of how full it is.
- 331 A troll nose that neither rots nor regenerates.
- 332 A helmet, emblazoned with the likeness of a black dragon.
- 333 A long flowing purple cloak, with holes rotting through it. On the inside is the sigil of Cormyr.
- 334 An iron bar is slightly magnetic until held in your hand.
- 335 A journal of an old adventurer, from before the rise of the lich king.
- 336 A sword with the blade broken just above the hilt.
- 337 A shard of green glass that floats above any fire it is placed near, lowering as the fire dies.
- 338 A vial of tree sap.
- 339 A bottle of red fluid that turns blue at night.
- 340 A stone that, when squeezed, bleeds.

WAIT, I DON'T HAVE A 340 SIDED DIE!

Obviously, 360 is an odd table to roll on. One method you could use is roll 1d4 to find your 'hundreds' and then 1d10 for your 'tens' and 1d10 for your 'ones', and ignore any results above 340.

FURTHER READING

The information provided in this book has been researched from many sources. First and foremost is the 3rd edition book *The Player's Guide to Faerûn* which was the greatest inspiration. Below are the books you can track down for further information regarding the regions of the realms. Not listed is the numerous articles in *Dragon* magazine, which could be enough to fill a sourcebook upon itself.

GENERAL

- 2e: A Grand Tour of the Realms
- 2e: The Forgotten Realms Campaign Set
- 2e: The Forgotten Realms Campaign Settings
- 2e: Forgotten Realms Adventures
- 3e: Races of Faerûn
- 3e: The Forgotten Realms Campaign Guide
- 3e: The Player's Guide to Faerûn
- 4e: The Forgotten Realms Campaign Guide
- 4e: Forgotten Realms Player's Guide
- 5e: The Sword Coast Adventurer's Guide
- All: The Grand History of the Realms

AGLAROND

- 2e: Spellbound box set
- 2e: The Sea of Fallen Stars
- 3e: Unapproachable East

AMN

- 1e: Empires of the Sands
- 2e: Lands of Intrigue
- 2e: Volo's Guide to the North

CALIMSHAN

- 1e: Empires of the Sands
- 2e: Empires of the Shining Sea
- 2e: Calimport

CHESENTA

- 2e: The Old Empires
- 2e: Sea of Fallen Stars
- 2e: The Vilhon Reach

CHONDATH

- 2e: The Old Empires
- 2e: Sea of Fallen Stars
- 2e: The Vilhon Reach

CORMYR

- 2e: Cormyr
- 2e: Volo's Guide to Cormyr

CHULT

- 2e: The Jungles of Chult
- 5e: Tomb of Annihilation

DAMARA

- 1e: H1-H4 - The Bloodstone Wars
- 2e: The Bloodstone Lands
- 3e: The Unapproachable East

DAMBRATH

- 2e: The Shining South
- 3e: The Shining South

ELFHARROW

Information regarding Elfharrow is still fresh. Aside from 4th edition sources as well as the *Sword Coast Adventurer's Guide*, there is next to no information post Second Sundering.

If you're looking to set your campaign in this region pre-sundering, look to sources for the country of Lapaliiya.

- 3e: The Serpent Kingdoms
- 3e: The Shining South

ESTAGUND

- 2e: The Shining South
- 3e: The Shining South

HALRUAA

- 2e: The Shining South
- 3e: The Shining South

IMPILTUR

- 2e: Sea of Fallen Stars
- 2e: The Bloodstone Lands

LAKE OF STEAM

- 2e: Empires of the Shining Sea
- 2e: Lands of Intrigue
- 2e: The Shining South
- 2e: Empires of the Shining Sea

LANTAN

While Lantan is described in a few resources outside of the books presented in the general section above, it's almost always just a line or two with nothing that really went into this book.

LUIREN

- 2e: The Shining South
- 3e: The Shining South

MOONSEA

- 2e: The Moonsea
- 3e: Mysteries of the Moonsea

MULHORAND

- 2e: Old Empires
- 2e: Sea of Fallen Stars
- 3e: Lost Empires of Faerûn
- 3e: The Shining South
- 3e: The Unapproachable East

NARFELL

2e: The Bloodstone Lands
3e: Lost Empires of Faerûn
3e: The Unapproachable East

RASHEMEN

2e: Spellbound box set
3e: Unapproachable East

SEMBIA

2e: Sea of Fallen Stars

TETHYR

2e: Lands of Intrigue
2e: Empires of the Sands

THAY

1e: Dreams of the Red Wizards
2e: Sea of Fallen Stars
2e: Spellbound box set
3e: Unapproachable East

THE DALELANDS

2e: Cormanthyr: Empire of the Elves
2e: The Dalelands
2e: Volo's Guide to the Dalelands

THE DRAGON COAST

2e: Sea of Fallen Stars

THE GREAT DALE

3e: Unapproachable East

THE HORDELANDS

2e: The Horde box set
3e: Unapproachable East

THE MOONSHAE ISLANDS

1e: Moonshae Isles
2e: Forgotten Realms Atlas
2e: Halls of the High King
While magazines were avoided, in this case *Dungeon* #196 was simply too useful to ignore.

THE SWORD COAST NORTH

2e: Forgotten Realms Atlas
2e: The City of Splendors
2e: The Savage Frontier
2e: Volo's Guide to the North
2e: Volo's Guide to the Sword Coast
2e: Volo's Guide to Waterdeep
2e: Waterdeep and the North
3e: City of Splendors - Waterdeep

THE WESTERN HEARTLANDS

While the Western Heartlands haven't been given much attention outside the general source books above, within those books is enough information one could easily run a campaign there.

THESK

2e: Sea of Fallen Stars
3e: The Unapproachable East

TURMISH

2e: Sea of Fallen Stars
2e: The Vilhon Reach

UNTHER

2e: Sea of Fallen Stars
2e: Old Empires
3e: Lost Empires of Faerûn
3e: The Shining South

VAASA

2e: The Bloodstone Lands

ORGANIZATIONAL BACKGROUNDS

The backgrounds for organizations were largely researched from the general books, however the inspiration for these were directly from the *Champions of Valor* for third edition.

From Aglarond to Vaasa, the realms are varied and enormous. But why settle for a "Bounty Hunter" or "Noble" as your background when you can dabble and mix with the backgrounds presented here? Certainly a Noble from the Moonshae Isles, friend of the Ffolk and foe of Malar is far more interesting! Or a Thayan Bounty Hunter, sent to recover slaves who have found themselves liberated. The combinations are endless!

Contained within you will find 34 backgrounds tied to specific regions, each with inspirational material like new trinkets, racial demographics of the region, and how common certain classes are.

You will also find 11 brand new backgrounds related to the various organizations of the Forgotten Realms and a table of over 300 new trinkets for any character!

A Dungeons and Dragons resource for characters and dungeon masters.

*For use with the fifth edition *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide**

