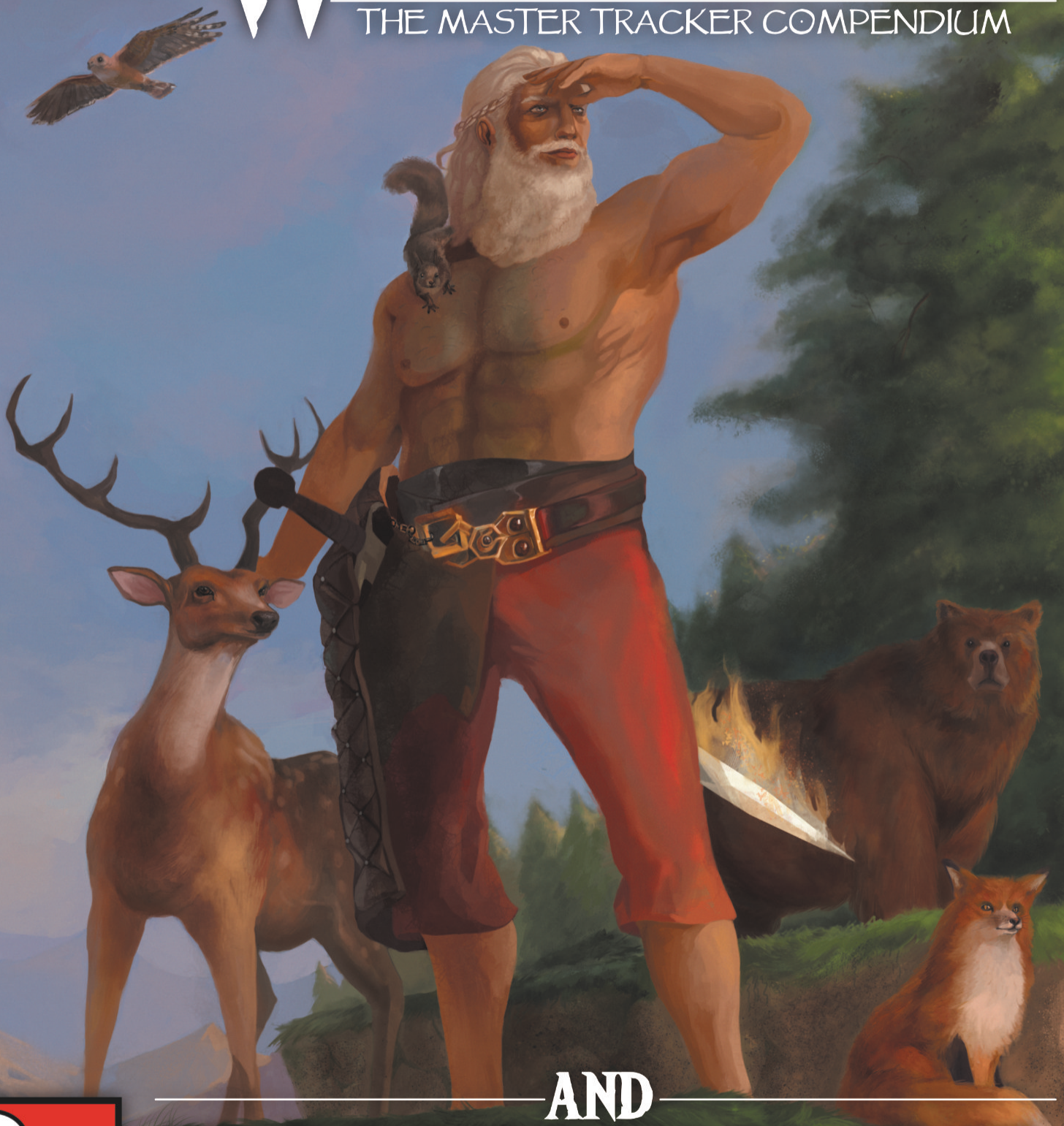


GWAERON GOD OF TRACKING WINDSTROM

THE MASTER TRACKER COMPENDIUM



AND

RANGERS OF THE NORTH



GWAERON WINDSTROM AND RANGERS OF THE NORTH

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*Gwaeron Windstrom
in his human avatar
form surrounded by
friends*

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“Far more dangerous things than wolves and bears prowl these ancient woods, friend. Keep silent and keep behind me, and you might pass through here in one piece.”

– Forgotten Realms Player Guide (4th ed.)

INTRODUCTION

Wany, many centuries ago, Gwaeron Windstrom was a mortal human. After a series of remarkable achievements—including killing an avatar of Malar, the god of the hunt and savage wild, along with several of his lesser manifestations called aspects—the Faerûnian pantheon took note. Mielikki, goddess of the forest and the creatures that live there, elevated Gwaeron to demigod status. Ever since, he has served Mielikki.

Gwaeron offers guidance to rangers on how to read the signs of the forest and maintain the balance of nature. In addition to guiding mortals, he often speaks on Mielikki’s behalf to the gods of elven, gnomish, and halfling pantheons. Consequently, he has been called the Mouth of Mielikki.

His demeanor is reserved, and he says little. When Gwaeron does speak, he speaks directly and emotionlessly in succinct sentences. He is also slow to anger. However, once angered, his rage is quite formidable.

Gwaeron Windstrom leads by actions rather than through words. Many rangers in the North greatly appreciate the unambiguous and forthright examples rather than difficult to comprehend messages and signs sent by the goddess Mielikki.

Also known as the Master Tracker, his ability to track through any conditions and on any terrain is unmatched by any being—deity or mortal. Even as a mortal, Gwaeron had impressive tracking skills. He can track creatures that fly, teleport, or enter other planes. While tracking a plane shifter, he can follow the creature to the plane it entered by plane shifting himself. As a deity, his skills far exceed all mortals and even other gods. The tracking skill of Malar, the Beastlord, is the closest to Gwaeron’s skills. However, Malar cannot track creatures that fly, teleport, or plane shift.

Gwaeron manifests in a few different forms. His most common avatar appears as a tall and muscular male human with a white beard and long white hair. His beard always moves as if blown by the wind, even when the air is still. He dresses in clothing suitable for the wilderness. He is also always bare chested, stripped to the waist of clothing.

Another form Gwaeron manifests as is a nimbus of faerie fire around a woodland sign. He usually takes this form to give a clue to a ranger who is tracking a creature. He has also appeared as a deer, a boar, and other woodland creatures.

Lastly, Gwaeron has manifested as a bare human footprint with a very faint impression of his holy symbol in the heel print. He uses this form when a devout worshiper becomes lost or has lost the trail of some creature they are tracking. The orientation of Gwaeron’s footprint points the worshiper in the correct direction.

Occasionally, Gwaeron manifests as a footprint a moment before a creature unknowingly places their foot into the depression. This divine blessing grants the creature the favor of being naturally attuned for a limited duration.

While he has specialized with greatswords and longbows, Gwaeron is also proficient with all other weapons. He carries a greatsword named Flameheart, a composite longbow, and two quivers of arrows. One quiver holds arrows of slaying that target any unatoned sentient mortal creature who has ever desecrated a forest. The other quiver holds common arrows. Both quivers have an inexhaustible supply.

Gwaeron has been known to call upon a variety of woodland creatures to either obscure a trail or hide or reveal clues of a trail to help rangers track their foes. Lastly, he uses faerie dragons and pseudodragons to send direct messages to his followers.



Gwaeron Windstrom Holy Symbol

CHAPTER 1: FOLLOWERS OF GWAERON WINDSTROM

While many druids and rangers venerate Mielikki, most rangers consider the goddess too mysterious and often have difficulty interpreting her messages and signs. These rangers consider Gwaeron much more direct and easier to comprehend. In this pact, Gwaeron serves as their intercessor, representing them and speaking directly to the goddess on their behalf.

Rather than venerate Gwaeron with temples and shrines, his followers, called Gwaeronans, are called to emulate him and his actions.

Clerics, druids, and spellcasting rangers of Gwaeron Windstrom pray for spells in the morning or at dusk but are required to observe both times with prayers, worship, or meditation, preferably in a forest or natural setting.

APPEARANCE

Gwaeron Windstrom's followers dress for their environment and favor clothing made of sturdy leathers. One of the more important items for Gwaeronans are comfortable boots, since they constantly patrol the forests looking for threats. When possible, most Gwaeronans prefer working barefoot or wearing soft moccasins.

In the manner of Gwaeron Windstorm, some male followers let their hair and beard grow freely, keeping their appearance neat and within regionally-specific and practical styles.

Additionally, the male followers also prefer working bare-chested, when the weather permits, emulating the appearance of the avatar of Gwaeron Windstrom. Female followers commonly keep their long hair in a braid.

All followers wear a symbol of Gwaeron Windstrom on their clothing. Gwaeronans favor red and green colors, which are colors also favored by Mielikki. When adventuring, Gwaeronans wear practical clothing that matches their environment and doesn't clash with the terrain. Lastly, many devout Gwaeronans have a tattoo in either blue or brown ink of a five-pointed star to show their dedication to their faith.

PHILOSOPHY

Gwaeronans hold the same beliefs as the followers of Mielikki—they believe in defending forests and the creatures that live there. They also seek to renew and expand forests and fauna. They teach urban dwellers and farmers to not fear the forests, but to respect it as a refuge and to experience its natural beauty.

Gwaeronans do not believe in hunting for sport, but rather for food. In addition to game, they stalk the forest to kill unnatural predators and creatures that might upset the Balance.

Generally, Gwaeronans are seen as more open-minded about finding a balance between civilization expansions into wilderness and preserving nature than followers of Silvanus or Malar. They believe and practice forest husbandry and prevent unnecessary and needless encroachment into forests. However, there are a few Gwaeronans less open-minded about such encroachments.

Gwaeronans are also called to make regular offerings of food and treasure to the underprivileged.

*"I am a ranger humbly
serving Gwaeron Windstrom,
hero of the goddess Mielikki."*

*- Drizzt Do'Urden,
The Crystal Shard by R.A. Salvatore*



ORGANIZATIONS

STALKERS OF THE SILENT PATH

While there is no official organized church for Gwaeronans, the informal fellowship called the “Stalkers of the Silent Path” emulate Gwaeron Windstrom. Most Stalkers are members of Mielikki’s church who act as trackers, scouts, and hunters in the same manner as Gwaeron serves Mielikki. Of these Stalkers, many are members of Mielikki’s Needles. All rangers who seek to emulate Gwaeron Windstrom consider themselves part of the Fellowship.

In addition to observing the activities of those who might upset the Balance, such as trolls, orcs, giants, and other humanoid, Stalkers also fight against these foes when called upon. One group in particular that they seek to eradicate are their most hated foes—followers of Malar, known as Malarites.

The Stalkers are the most commonly associated and well-known organization related to Gwaeronans. They are most active in Ardeep Forest, Cold Wood, Far Forest, High Forest, Kryptgarden Forest, Lurkwood, Moonwood, Neverwinter Wood, and the Westwood. Some small bands may also be found farther south in nearly any forest within Faerûn.

Gwaeronans, and especially rangers of the Stalkers of the Silent Path, are often called upon by the church of Mielikki or local governments to track fugitives, predators, and lost travelers. When food is scarce, they often use their skills to help hunt and provide food for the less fortunate.

ORDER OF THE UNICORN’S HORN

This small group is comprised of followers of Mielikki and Gwaeronans. Their goal is to heal and comfort injured people, animals, and plants. Gwaeronans often use their tracking, healing, and animal husbandry skills to assist within the order.

Tenets of the Order of the Unicorn’s Horn

Compassion. Act with compassion and empathy toward all creatures.

Interconnectedness. All creatures are linked. What affects one of us affects us all.

Preserve. Protect life; defend every creature and plant.

NEEDLES

Of the three primary branches of Mielikki’s church, the Needles are the ranger-specific and branch. The Heartwoods, comprised mainly of dryads and treants, and the Forestarms, comprised mainly of clerics and druids, make up the other two primary and more spiritually-focused branches.

The Needles act with Gwaeron’s guidance as the martial branch of Mielikki’s faithful. These forest guardians are more defensive than offensive in nature. Their goal is to protect forests from marauders, followers of Malar, and needless tree felling and encroachment.

Tenets of the Needles

Defend. Protect the forest from those who seek to ravage it.

Alert. Stand always ready to travel to protect the forest.

Maintain the Balance. Where life flourishes stand against the forces that would render it barren.

“For centuries, the Shadoweir have kept their enemies in check in the North. Our strength of arms keep towns and forests safe from unnatural monstrosities and any group that sought to desecrate nature. We, the agents of the Shadoweir, are holy warriors issued a righteous quest to crush evil and protect the forests. We are masters of survival and living off the land, proficient in tracking and investigation, and acolytes of nature. And, we rarely need help from those outside our companies.”

*- Thoragi Qururen,
Ranger Captain of the Shadoweir*

SHADOWEIR

Founded in the High Forest in the Year of the Shadowtop (1314 DR), this secretive branch of the Needles consists of the more zealous and martial rangers. Commonly called “woodland knights,” these militant rangers are mostly located within the northern regions of the High Forest. They are fanatic advocates who seek to stop civilization encroachment and deforestation. Additionally, they focus on regrowing forests reduced by battles, fires, and civilizations.

Today, Shadoweir companies mostly consist of human followers of Gwaeron Windstrom, but the inaugural company worships Khalreshaar and is led by a triumvirate of half-elves and primarily consists the same. This company was founded in the Woods of Turlang in the northern High Forest. Khalreshaar is an aspect of Mielikki and the name by which she is known on Evermeet. Since the Time of Troubles, a growing number of half-elves believe she is the daughter of Hanali Celanil, elven goddess of love and beauty, and Silvanus, god of nature. To these half-elves, the goddess is venerated as the first half-elven deity.

Their zeal extends to actively hunting and taking preemptive actions against the forces of evil within their region. They are, without a doubt, devout warriors who believe they have heard a divine calling and that their work is sacred. As the preeminent martial fighters within the ranks of Mielikki or Gwaeron, the Shadoweir rangers constantly seek to improve their martial skills through training.

While their branch is “secret,” it is well known among some followers of Gwaeronans that the Shadoweir rangers exist and actively recruit within the ranks of the Needles. Some groups have formed alliances with wood and wild elf clans. When called upon for aid, they battle alongside allies against their common foes.

Initiate rangers take an oath to hunt their enemies, act with honor in the pursuit of the greater good, and stand against those who would upset the Balance. Many of the initiates volunteeringly receive a tattoo of Gwaeron Windstrom’s holy symbol.

Most of the Shadoweir rangers wear chain mail and deep forest-green cloaks. Their symbol is a giant Shadowtop tree with a pair of crossed swords overlaying it. They wear this symbol on their shields and embroidered into their cloaks and clothing.

Tenets of the Shadoweir

Action over Words. Strive to be known by deeds, not words.

Courage. Never fear to act, though caution is wise. You must be willing to do what needs to be done, even in the face of overwhelming odds.

Maintain the Balance. Where life flourishes, stand against the forces that would render it barren.

Shadoweir Ranks

- Strider (1 Renown)
- Scout (3 Renown)
- Ranger (10 Renown)
- Ranger Captain (25 Renown)
- High Ranger (50 Renown)

RANK 1: Strider (1 Renown)

This is the rank a character receives when first joining the Shadoweir.

Perk. Receives Shadoweir insignia.

RANK 2: Scout (3 Renown)

Scouts have shown that they are aligned with the Shadoweir’s goals, and can take on more responsibility.

Perk. Shadoweir offers training in woodcarver’s tools, smith’s tools, any one gaming set, or any standard language.

RANK 3: Ranger (10 Renown)

Rangers are reliable faction agents, entrusted with many secrets and deserving of additional support during adventures.

Perk. The Shadoweir can procure the following items for a ranger:

Uncommon rarity: *+1 weapon* or *+1 shield, boots of elvenkind, bracers of archery, cloak of elvenkind, efficient quiver*

Rare rarity: *+1 armor, elven chain*

RANK 4: Ranger Captain (25 Renown)

Ranger captains are trusted voices within the Shadoweir.

Perk. The Shadoweir can requisition a scout to serve the ranger captain.



Symbol of the Shadoweir

HAND SIGNALS

The Stalkers of the Silent Path have many hand gestures to communicate. These hand signals have evolved over time and are known by many Gwaeronans and rangers in the North.

Hand gestures of “horns” symbolize the ancient ranger marking rune called “the horns of evil,” which denote the presence of evil beings or magic.

Assemble. To signal “assemble” or “rally,” raise the arm vertically overhead, palm to the front, and wave in large, horizontal circles.

Disperse. To signal “disperse,” extend either arm horizontally from the shoulder; wave the arm repeatedly to the front and to the side in a sweeping motion with the palm toward ground.

Evil or Danger. To signal “evil or danger,” raise your hand to the shoulder; raise index and little fingers while holding middle and ring finger down with thumb. To indicate location of warning, follow by pointing in the direction of the danger with the index finger.

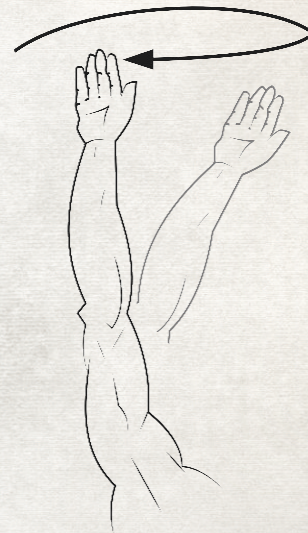
Follow me, Join me. To signal “join me,” “follow me,” or “come forward,” point toward the person(s) or unit(s); beckon by holding the arm horizontally to the front, palm up, and motioning toward the body.

Increase Speed. To signal “increase speed,” “double time,” or “rush,” raise the fist to the shoulder; thrust the fist upward to the full extent of the arm and back to the shoulder level; do this several times rapidly.

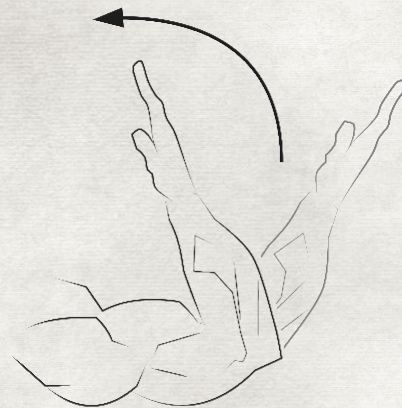
Take Cover. To signal “take cover,” extend the arm at a 45-degree angle from the side, above the horizontal, palm down, and then lower the arm to the side.

Halt. To signal “halt,” raise hand to head level, fingers extended and joined.

Take a Knee. To signal “take a knee,” following the signal for halt, lower hand from the halt position to waist level, palm facing down, fingers extended and joined.



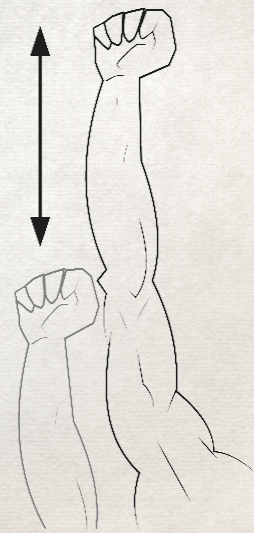
Hand Signal for Assemble



Hand Signal for Follow Me



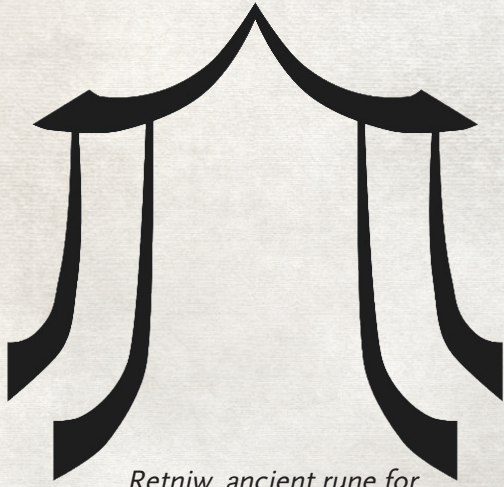
Hand Signal for Danger or Evil



Hand Signal for Increase Speed

RANGER MARKS

Many rangers have adopted special marks taken from ancient runes, Harper's marks, and languages, such as Goblin, Orc, and Elvish. These ranger marks are not secret, and they are well known to those who walk the trails and woods of the Heartlands and the North.



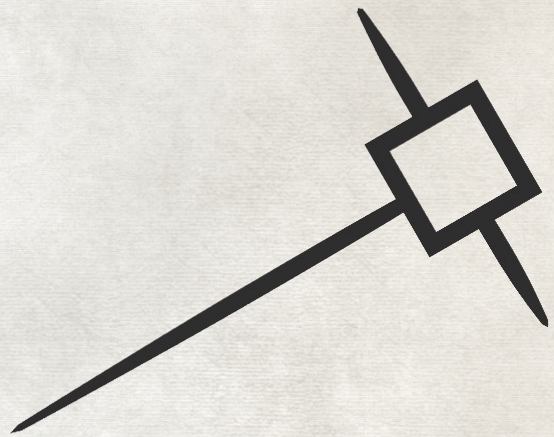
*Retniw, ancient rune for
"camping place"*



*The Horns of Evil ancient rune,
warns of evil beings or magic*



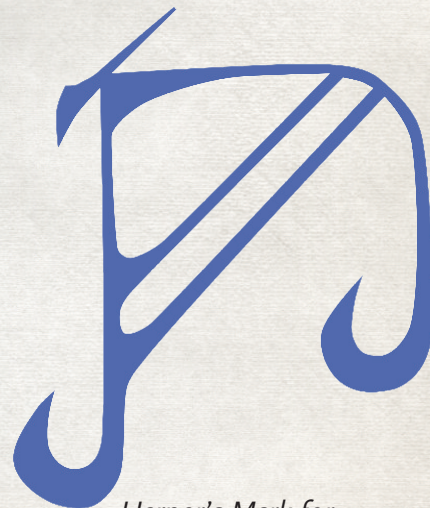
*Harper's Mark for
"Safe Haven"*



*Ranger mark for "Man Trap,"
snare or pit warning marker*



*Ranger mark for
"Warning: Danger"*



*Harper's Mark for
"Dangerous Place"*

NIGHT NAVIGATION

On clear nights in the North, rangers use the Arrow of the Gods, Brow Star, Double Daggers, and Serpent of the Sands star constellations as navigation reference points. Most of these constellations are only clearly visible in the region west of Anauroch and north of the High Moor.

Arrow of the Gods. This constellation consists of three converging lines of stars with the convergence indicating true east. To humans of the North, this is known as the Arrow of the Gods and Sun's Signpost. The elves know the constellation as Adarivael and the nomads of Anauroch call it At'ar's Arrows.

Brow Star (Mystra's Star Circle). Within Mystra's Star Circle constellation, the brightest star called the Brow Star indicates true north. The Bedine of Anauroch call this star Alagairtha and the constellation by the name of the Circle of Swords. Across Faerûn, others know the constellation as the Crown of the North or Cold Crown. Legends say, a star was once located in the center of the Circle and is found in several tomes referring to the ancient elven end-of-the-world myths. There has been no recorded sightings of the center star in several millennia.

Double Daggers. Also known as Eyes of the Watching Woman in the North, true west is found exactly halfway between the side-by-side crescents. The elves call it The Eyes of Uelaereene and the halfings of Luiren call it The Gull. The nomads of Anauroch know it as The Two Jambiyas or the Eyes of Elah.

Serpent of the Sands. The Bedine of Anauroch call the serpent Uruath, "The Swallower." Indicating true south, this constellation is only clearly recognizable in Anauroch. In other regions, it is seen as a cluster of stars, recognized as specifying the south direction, and known as Faeraula, the Sword of the South, the Southfires, and the Lightning Bolt.

Asglyn the Wolf. To rangers of the North, this constellation is named after Gwaeron Windstrom's loyal animal companion. In the Gulthmere forest, it is called Nobanion, the Great Lion. In the Shaar, it is called the Leopard. To Rashemi and Aglarondans, it is called the vigilant Narnos the Dog. In the Old Empires of the south, it is known as Ghastis, the savage Jackal. The elves group these stars into a larger constellation, which they call Elael, the Songsmith. Many other cultures know this constellation by other animal names.



*The Arrow of the Gods
(denotes true east)*



*Brow Star (Mystra's Star Circle)
(Denotes true north)*



*Double Daggers
(denotes true west)*



*The Serpent of the Sands
(denotes true south)*



Asgyln the Wolf

TABOOS

Gwaeronans follow most common and universal Faerûnian taboos. The ones listed here are specific to Gwaeronans.

Brothers and Sisters in Arms

To most Gwaeronans, especially those who are more militant, it is a great offense to abandon your companions in battle. Additionally, animal companions are treated with the same level of respect as fellow Gwaeronans.

Display of Wealth

Gwaeronans do not seek to impress others with displays of wealth in attire or jewelry. Any excess wealth is expected to go to the less fortunate or conservation efforts.

One Fire

There is a growing taboo of starting more than one fire per day. As each fire is lit, the follower recites the Dread Prayer to ask for Mielikki's blessing to prevent forest fires.

Forest Desecration

Gwaeronans never allow a forest to be desecrated, such as leaving a fire burning, littering trash, polluting water, unnecessary burning or felling of trees, or taking any action which may cause an imbalance of the ecology. Gwaeronans also protect wildlife from nonnative predators and invasive species.

Hunting for Sport

Gwaeronans never hunt for sport. To do so, would be a great insult to Mielikki and Gwaeron Windstrom. Likewise, when a Gwaeronan kills a creature, they use as much of the creature's remains as possible, including hides, bones, antlers, and meat.

Mentorship

To deny an apprentice training is one of a Gwaeronan's greatest offenses. Along with the domain of nature, Gwaeron Windstrom equally favors the domain of knowledge. A Gwaeronan should never refuse someone seeking a mentor for martial or spiritual training related to Gwaeron Windstrom or Mielikki.

INCOME

Some Gwaeronans join local militias acting as scouts while others might join mercenary or adventuring companies.

Many Gwaeronans take up adventuring with the goal of earning enough money to buy large sections of land located between cities and forests, so they can seed the land with trees to create a forest shield, or a wooded buffer, between civilizations and outlying forests. With this land, their afforestation uses sustainable yield methods of selective cutting, so the trees can be harvested indefinitely without being depleted. This also helps prevent civilizations from exploiting the forests.

CHAPTER 2: THE GWAERONAN FAITH

Among rangers in the North, Gwaeron Windstrom is highly respected. His faithful emulate him more than venerate him.

While there are no Gwaeronan temples or churches, some temples and shrines to Mielikki offer a small shrine or conclave for Gwaeronans to pay their respects. Additionally, many wilderness trails have markers designated with his holy symbol, acting as small shrines.

His holy symbol, like many other deities', have differing forms throughout Faerûn. As of the Year of Three Ships Sailing (1492 DR), the most common symbol is a bear paw print with a five-pointed star in its center. Other variations include one that was common a century ago with a large "S," representing a winding trail or stream, overlaid with a five-pointed star in the top centered and a paw print in the lower part and centered. In another variation, the five-pointed star is above the paw print, as in the older symbol but without the "S" shape.

Gwaeron's doctrine is very closely tied to Mielikki. In fact, followers of Gwaeron adhere to all doctrine and guidance from Mielikki, which conforms to Gwaeronans' practices. However, there are some specific practices that Gwaeronans perform that Mielikki followers, called Walkers of the Forest Way, may not perform. His followers consist of humans, elves, half-elves, and dryads.

DOGMA

Intelligent beings can live in harmony with the wild without requiring the destruction of one in the name of the other. Embrace the wild and fear it not, because the wild ways are the good ways. Keep the Balance and learn the hidden ways of life, but stress the positive and outreaching nature of the wild. Do not allow trees to be needlessly felled or the forest needlessly burned. Live as one with the woods, teach others to do so, and punish and curtail those who hunt for sport or practice cruelties on wild creatures.

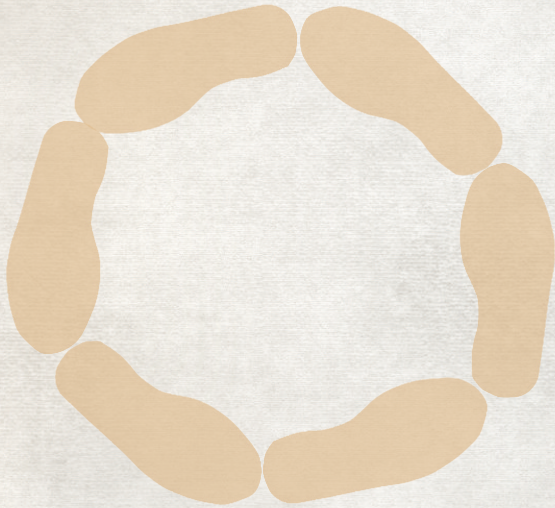
Stalkers of the Silent Path must protect forest life and strive to keep the balance that indiscriminate fire-users, woodcutters, and hunters break. They are to live in harmony with the woods, to teach others to do so, and to punish and frustrate those who hunt for sport (not food) and practice cruelties upon wild creatures. Gwaeronans are to take their roles as protectors very seriously and to keep in check the numbers of sentient, generally malicious wild creatures and humanoids who would distort the Balance just as much as incursions from civilized, careless and thoughtless humans.



*Earliest Known
Gwaeron Windstrom Holy Symbol*



*First Known Variation of the
Gwaeron Windstrom Holy Symbol*



Circle of Six Footprints

CEREMONIES

Gwaeronans and hunters who stalk their prey in the name of Gwaeron Windstrom often leave a circle of footprints after a successful hunt. While keeping their left foot stationary, they make a circle of six footprints in the ground with their right foot. On each footprint, the heel touches the toes of the previous footprint.

Whenever followers of Mielikki light a fire, they are required to whisper Mielikki's Dread Prayer over the flames. This is also adhered to by Gwaeronans. After this prayer is offered, Mielikki makes the fire give off intense heat in whichever directions specified in the prayer. The fire also gives off nearly no smoke and glows dimly, so that the followers can stay hidden and attract less attention. Lastly, these fires do not spread, so there is no fear of starting forest fires.

Each dawn and dusk, Gwaeronans meditate. Most mouth sacred verses or prayers in silence. Many may also spend this time attuning to nature and their surroundings through mediation.

*"May Gwaeron Windstrom,
servant of Mielikki
and patron of rangers,
be with you on your journey."*

*- Drizzt Do'Urden,
Passage to Dawn by R.A. Salvatore*

PRAYERS

DREAD PRAYER

Each individual has their own personal version of the Dread Prayer. The common elements are petitioning Mielikki, notifying her of the fire, and supplicating her to contain the flames. Two common prayers are:

*Goddess of the Forest, hear our plea.
We light this fire for warmth, food, and
protection. Shield these flames from
becoming instruments of needless
destruction. Watch over us as we embrace
the wild, so we may live as one with
the forest.*

*Mielikki, blessings to you, bless us. Guide
these flames, so they do not go astray.*

THE AFTERLIFE

Gwaeronans share the same beliefs in the afterlife as the rest of Faerûn's faithful. They believe that Gwaeron Windstrom or Mielikki will claim them once they arrive in the City of Judgment and take them to their domain.

HOLY PILGRIMAGE

While not required, Gwaeronans try to travel to Gwaeron's Slumber at least once in their life. The nearby city of Triboar caters to these pilgrims.

BLESSINGS AND BOONS

After a novice ranger discovers an unfamiliar track, Gwaeron Windstrom may manifest as the corresponding creature so that the ranger can make the appropriate induction.



*Modern Day Variation of the
Gwaeron Windstrom Holy Symbol*

CHAPTER 3: AREAS OF ACTIVITY

Gwaeron Windstrom and his followers are known to operate within these regions.

CORMANTHOR

Gwaeron is commonly seen in the forest of Cormanthor. Additionally, there are simple altars consecrated to Gwaeron Windstrom in the forest. These shrines are hidden to most, but followers with keen eyes can spot Gwaeron's symbol upon solitary boulders.

EVERMOORS

Gwaeron was once known to hunt trolls in the Evermoors, formerly known as the Trollmoors, and other parts of the North. Over a hundred years ago, the bog-pocketed region was infamous for its numerous trolls. However, in the late 14th century DR, giants entered the area from the north and forced the trolls southward. There is still a sizable troll population in the Evermoors.

GWAERON'S SLUMBER

Gwaeron Windstrom is often seen in the forest west of Triboar. Stories say that Gwaeron sleeps in a stand of trees in this forest, known as Gwaeron's Slumber.

The Lord Protector of Triboar outlawed hunting wildlife or woodcutting in Gwaeron's Slumber. The forest remains unchanged by seasons and appears in a perpetual autumn state with leaves colored yellow, orange, and red.

Many followers feel a calling to journey to the forest as a holy pilgrimage at least once in their lives. Some followers enter the forest seeking Gwaeron or seeking inspiration. Legends say that worshipers who sleep in the wood have prophetic dreams. However, Gwaeron Windstrom never visits those seeking him. He does make rare, unexpected, and purposeful appearances within the grove to some.

Sometime after the Year of Deep Water Drifting (1480 DR), an **oni** moved into a hillside cave within the forest. When the oni began feasting on visitors sleeping in the grove, a false story began stating that Gwaeron was taking worthy believers to his divine realm. This story spread as far as Waterdeep, and many have fell victim to its falsehood and tricked and devoured by the oni. During the day, the oni disguises herself as a ranger or a lost villager and misleads the Gwaeronans back to her cave.

HIGH FOREST

Another forest of the North where Gwaeron is commonly seen is the High Forest. As with Cormanthor, there are simple altars hidden to most, but keen-eyed travelers can spot Gwaeron's symbol upon boulders.

TRIBOAR

When Gwaeronans make their pilgrimage to Gwaeron's Slumber, they often pass through the nearby city of Triboar. Within Triboar, Gwaeronans often visit or stay at the Triboar Arms tavern. The tavern is well-known to rangers and scouts. At the tavern, locals often inform the guests about regional threats and information. Many rumors and stories about Gwaeron Windstrom, which scholars believe are mostly false, can be heard from stories passed down by guests shared with locals, and then retold by locals to other guests.



CHAPTER 4: FRIENDS AND FOES

SCHOLARS

ARONA EAGLESONG

Near the end of the 12th century DR, Arona Eaglesong possessed the *icon of Mielikki*. However, she is more famous for the Book of Animal Tracking. She spent the majority of her life in the wilderness documenting every spoor left by any creature. Her notes included sketches of tracks and broken foliage, and a very thorough description of smells, and—what most consider to be too much information—a painstakingly, meticulous level of detail relating to consistency, smells, texture, and contents of animal feces. Her journal was preserved by magic and passed down within temples of Mielikki and ranger companies for generations.

In the Year of the Scarlet Witch (1491 DR), Drople Blackstone began mass production of the book as Blackstone's Guide to Tracking. Drople and Etcher, an expert kenku document forger, spent several weeks at the temple of Mielikki copying the original book. They presented themselves as traveling rangers in order to gain access to the book. When they returned to Waterdeep, the pair had over one hundred copies, which quickly sold for 100 gp each. Several nobles purchased multiple copies of the book that were passed to their hunting lodges across the Western Heartlands.

In less than a month, the book became well-known and sought after in the Sword Coast with the book reselling for two or three times its original price, a fact which Drople and Etcher quickly took advantage of with another print run. However, several months later, Gwaeronan rangers tracked down the pair and seized all of their inventory and their notes. Once in possession of the forged books, the temple of Mielikki distributed them to their temples, druid groves, and ranger companies and permitted anyone to read the book without cost. To this day, many do not know that Arona Eaglesong was the actual author of the book.

In the Year of Three Ships Sailing (1492 DR), the temple of Mielikki donated Arona's journal to Candlekeep to store in their archives.

LEADERS

DRIZZT DO'URDEN

The legendary hero of the North, Drizzt Do'Urden was a follower of Gwaeron Windstrom. It is commonly believed that Montolio Debrouchee taught Drizzt about Mielikki and Gwaeron Windstrom. And it is assumed that Drizzt believed he better understood Gwaeron than Mielikki.

Meeting Montolio, a ranger and dedicated servant of Mielikki, was one of Drizzt's first encounters on the surface. Montolio also taught the drow Common and other necessary information needed to live above ground.

Some have suggested that Drizzt Do'Urden is actually a follower of Mielikki, not Gwaeron. However, both are true. Followers of Gwaeron Windstrom are followers of Mielikki because Gwaeron Windstrom serves the goddess as an intercessor on rangers' behalf. The drow ranger worships both Mielikki and Gwaeron Windstrom without any conflict. He might state his patron deity as Gwaeron Windstrom in the presence of rangers or barbarians in the North. Likewise, he might identify as a follower of Mielikki in the presence of individuals who are more familiar with her. Both declarations of faith are true.

BRYUS SILVERCLAW

In the late 14th century DR, the infamous Shadowier captain, Bryus Silverclaw, led countless attacks against followers of Malar in the North. One of his most famous tactics was to curse sections of the forest where Malarites were known to be active. This curse would turn hunters into whichever beast they killed. This polymorph effect usually resulted in Malarites killing other Malarites. The curse has been known to persist for several days. However, some Malarites were never able to return to their natural form. A few days later, Bryus's ranger company attacked and slaughtered the weakened Malarite Hunt.

His actions drew the ire of the clergy of Mielikki and many Gwaeronans due to the potential to curse innocent hunters. Around the Year of the Gauntlet (1369 DR), the artifact that allowed the curse to be cast went missing and hasn't been seen since. It is rumored that the Grand Druid Maplestaff, a forestarm of Mielikki, hired a skilled thief to infiltrate the Shadowier and steal the artifact. However, rather than returning the artifact, the thief disappeared and is believed to have been killed. One story suggests the thief killed an animal on his return trip and was cursed by the artifact, which then polymorphed them into an animal.

With the artifact gone, the captain continued his assaults against Malarites until he was killed in a fight in the Year of the Unstrung Harp (1371 DR). Stories from his company say that a high priest of Malar summoned three **beasts of Malar** specifically to track and kill him. Once he was dead, the sole remaining beast of Malar planeshifted back to its original plane.

ALLIES

Gwaeron has forged alliances with elven, gnomish, and halfling deities who have overlapping portfolios of Mielikki, Silvanus, and his own. These relationships are uncommon for Faerûnian deities who usually prefer to work within their own pantheon. In fact, Gwaeron's demeanor and friendship with the elven deity Fenmarel Mestarine allows him to get along better with Fenmarel than Fenmarel does with most other members of the Seldarine.

ARVOREEN

As the halfling pantheon's god of vigilance and war, Arvoreen and Gwaeron share many enemies, particularly Talos, Auril, Malar, and Umberlee. Additionally, it is well known to most Gwaeronans that the temples of Arvoreen train some of Faerûn's best bloodhounds.

BAERVAN WILDWANDERER

The forest gnome, Baervan Wildwanderer is the gnome pantheon's god of woodlands. He considers Gwaeron Windstrom and other good-aligned nature deities as strong allies. One of Baervan's greatest enemies is Malar.

EMERALD ENCLAVE

The Emerald Enclave seeks to preserve the natural balance and order by eliminating unnatural threats. Their ranks are filled with barbarians, druids, and rangers. Many within the group worship Mielikki, Silvanus, and Gwaeron Windstrom. Emerald Enclave Gwaeronans often follow the Circle of Alluvium path, hunting unnatural creatures and ensuring peace between wilderness and civilizations. Their members are generally friendly and favorable to Gwaeronans.

FENMAREL MESTARINE

The elven god of outcasts, Fenmarel Mestarine, also known as the Lone Wolf, is a member of the elven pantheon known as the Seldarine. Fenmarel is dour, extremely withdrawn, and distrustful of nearly everyone who isn't an elf, except for Gwaeron Windstrom. It is said that Fenmarel has a better relationship with Gwaeron than he has with many elven gods within his own pantheon.

HARPERS

In addition to promoting good, the Harpers also seek to maintain a balance between nature and civilization encroachment. Gwaeronans are often drawn to serve the Harpers as guides, scouts, and trackers. In fact, Mielikki clergy support the Harpers and fill their ranks, alongside clerics of Azuth, Deneir, Eldath, Lliira, Milil, Mystra, Oghma, Selune, Shaundakul, Shiallia, Silvanus, and Tymora. The Harpers are also friendly and favorable to Gwaeronans.

LURUE

The Unicorn Queen serves Mielikki, just as Gwaeron Windstrom does. The goddess is a close ally of Gwaeron and other good nature deities. Her greatest foe is Malar who sees her as a creature worthy of a great hunt. After Malar and the Red Wizards of Thay created black unicorns, a company of Gwaeronan rangers rode unicorns under her command, attempting to destroy the unnatural creatures and their creators. However, the attack did not succeed and resulted in the Red Wizards capturing more unicorns.

MIELIKKI

Mielikki, the goddess of forests, has dominion of the forest and the creatures that live within it. Gwaeron is subject to her and works on her behalf. In addition to Gwaeron, Mielikki is assisted by two more divine beings of lesser power: Lurue and Shiallia.

NOBANION

The King of Beasts, Nobanion, also shares many of the same enemies as Gwaeron Windstrom. Nobanion's followers include many rangers and druids of the Vilhon Reach and Dragon Coast. During the Time of Troubles, Nobanion fought and drove Malar north where Gwaeron continued pursuit.

SHAUNDAKUL

The lesser deity of traveling and travelers, Shaundakul has many ranger followers. These rangers usually act as guides and protectors for caravans, travelers, and mining expeditions, mainly in Moonsea, Stonelands, and Sword Coast regions. The Shaundakul order of rangers, called the Fellowship of the Next Mountain, often interact with Gwaeronans when trailblazing in the Sword Coast.

SHIALLIA

Shiallia serves Mielikki just as Gwaeron Windstrom does. The goddess is the patron and protector of pregnant forest creatures. She is often called the Daughter of Mielikki. Her greatest foes overlap much with those of Gwaeron Windstrom, which include Auril, Malar, Talona, and Talos.

SOLONOR THELENDIRA

Gwaeron Windstrom counts Solonor Thelendira, elven god of archery, as one of his allies in the Seldarine. The two gods share many enemies, including Malar and Talos. Solonor's followers mostly consist of elven or half-elven rangers and warriors who have fought alongside Gwaeronans against their common foes.

ENEMIES

MALAR

After his avatar and several other manifestations were killed, Malar became furious at the mortal Gwaeron. Since then, the longtime foes have fought each other several times, and their followers constantly fight one another. Most consider Gwaeron to be one of Malar's most hated adversaries.

In the Year of Shadows (1358 DR), Gwaeron Windstrom chased Malar out of the North during the Time of Troubles. The Beastlord was unable to throw the Master Tracker off his trail, and Gwaeron pursued him throughout the North.

Many Gwaeronans are dedicated to actively pursuing and fighting Malarites, especially within the ranks of the Shadowier. These rangers often refer to Malar as the "Great Beast," the "Beast of Beasts," or the "Bloodgod."

TALOS

The portfolio of Talos, the Storm Lord, includes forest fires and destruction. This makes him and his followers enemies of Mielikki and Gwaeron Windstrom.

TROLLS

Gwaeron has a deep-seated hatred of trolls. He utterly despises them and considers them blights on the land. He believes trolls must be exterminated or they will inevitably upset the balance of nature.

VAPRAK THE DESTROYER

Vaprak is a lesser deity with an unknown nature. Worshiped by ogres and trolls, the ever-paranoid demigod takes the form of a "horrid, misshapen, greenish creature strongly resembling a troll." Vaprak commonly and frequently causes mindless destruction.

Troll lore says Vaprak is the reason for their regeneration. They believe that if a troll is killed and then cooked by fire, then Vaprak consumes its soul. If the near-dead troll is not cooked, then Vaprak "spits the soul back into the world to regenerate a new body."



*Malar, The Beastlord
in the "Beast" avatar form*

CHAPTER 5: EVENTS

HISTORICAL EVENTS

ASCENSION

Many, many centuries ago, possibly during the early part of the Age of Humanity, Gwaeron Windstrom was an experienced, powerful, and mortal human ranger. After killing an avatar of Malar and several manifestations of the Beastlord, the gods took notice of the mortal ranger. Soon thereafter, Mielikki elevated him to godhood.

The below conversations were transcribed during the night of 21 Eleint in the Year of Star Walker's Return (1490 DR). The author doesn't present this as truth, but as stories passed down through retellings at the Triboar Arms tavern. Due to the author's inebriation, parts may not have been accurately transcribed.

Story 1, as recited by Alfomaeth Strongbender, caravan guide and tracker from Triboar

"It was the Age of Humanity, and while there were numerous legendary, and now forgotten, heroes of that age, one of those ancient heroes was a ranger named Gwaeron. Even as a mortal human, he had incredible tracking skills that enabled him to track creatures across moving streams and to not be thrown off the trail by changes in wind. He lived in a small village just to the west of here with rolling hills and grasslands.

He was the chieftain of the Windstrom Clan who worshiped Mielikki. One day when he and his wolf companion returned from a long journey, they discovered their village destroyed and bodies of his family and friends cut open and fed upon by wild beasts. In a mighty rage, he vowed to kill everyone responsible for this action. He then methodically stalked the assailing clan, killing each and every one of them over several weeks, one at a time. This was no ordinary clan through—they were Malarites!

Then these strange, unnatural beasts appeared—these were aspects of Malar, the Bloodgod. So, he fought and killed these creatures. Then another being appeared—a tall, black-furred humanoid with claws and a tail. It was none other than Malar!

Malar underestimated the human, believing him to be just another weak mortal. However, Gwaeron was still filled with rage and fought with reckless abandon—the ranger had lost everything and felt that he had nothing left to live for!

His wolf companion, Asglyn, lunged to shield Gwaeron from a deadly attack. The wolf gave his life to allow Gwaeron to continue fighting the Beastlord.

After a prolonged battle, Malar eventually grew frustrated and started to return to his plane when Gwaeron thrust his greatsword through the beast's chest, killing the avatar!

As the near-dead Gwaeron washed himself in a nearby stream, the forest goddess appeared to him, healed him, and then asked Gwaeron to serve her. He initially refused because he felt that his rage had overtaken him, making him not worthy. He also believed his grief and loss were too heavy for him to carry for eternity as a divine being.

With a wave of her hand, the two teleported to his destroyed village. Mielikki then gave him a bag of tree seedlings, telling him, "Each one of these seedlings represents someone you lost. Plant it, and it will blossom into a tree and forever be remembered. Their children will be seedlings of the parent. Their lives will go on forever."

After he began planting the tree seedlings, trees magically began to sprout into full grown trees. The younger the individual, the smaller the tree, while the elders of the clan grew into enormous Shadowtop trees. These trees had orange and red leaves—the leaves of autumn even though it was spring!

As he held the last three seedlings, which represented his greatest loss—his family—he prayed to Mielikki seeking her blessing once more. She appeared beside him as he covered the seeds with dirt and then welcomed him into her service.

Also, did you know that the trees that grew from those planted by him also stay in a state of perpetual autumn? That forest is now called Gwaeron's Slumber. Well, I have another story about that name, but you'll need to buy me another ale for that one."

Story 2, as recited by Riniya Duskhorn of Yartar, claimed to be a “ale and mead connoisseur”

“No. No. No. That’s all wrong. Let me tell you about the Master Tracker. First, his real name is... come close and don’t let anyone know this... is Aarthon the Ranger. He was the lead Ranger and Scout for the ancient kingdom of Phalorm.

One day, the king called him for an audience because of an orc problem. I mean, there’s always an orc problem, but this one was a big one. Rumors of an orc horde growing in the moorlands threatened the kingdom, so the king sent scouts to investigate, observe, and report back their findings.

However, none of the scouts ever returned!

During their travels, they were assaulted by trolls, orcs, giants, and other foul creatures!

By the time Aarthon finally reached the orc horde, half of his scouts were already dead!

It was on the group’s return when they encountered Malar’s beasts. After they defeated and tracked those beasts back to their source, they discovered an avatar of Malar and Mielikki!

The two gods were fighting, and Malar was winning. That’s when he ushered his scouts forward to aid the goddess. Mielikki eventually fell to Malar’s attacks, but Malar’s avatar was defeated as the ranger put two arrows through each of Malar’s eyes, straight into his beast-brain!

At the end of that battle, only he and a severely wounded Mielikki survived. All of his scouts were dead, Malar’s avatar disintegrated, Mielikki nearly killed, and he was fatally wounded by Malar. The mortal ranger almost died as Mielikki watched. As soon as the goddess could, she used all of her remaining strength to heal him. For an entire week, he took care of Mielikki as she recovered in the forest. And that’s why we call him the “Hero of Mielikki!”

Oh, and his name, I don’t know where that came from. I think Mielikki gave him that name for some reason that we mortals can’t fathom.”

Story 3, as recited by Avilna Flintheart, innkeeper assistant of Triboar Arms

“Well, there’s one thing we know that’s true. Anyone who sleeps a night in Gwaeron’s Slumber and is found worthy gets taken away.

My friend Wyfin went there and never came back. A week later, I was walking under an oak tree and a squirrel dropped an acorn on my head! That’s exactly what he would do, so I know it’s true.”

Story 4, as recited by Cromwell Flatleaf, who would not provide any additional information and I’m not sure this is his real name

“They’re all wrong. A long time ago, Mielikki was bound here just like us. Then she took a lover and had a child, and she gave the child to a Uthgardt tribe that raised him as a hunter.

That child was Gwaeron Windstrom. After he killed Malar’s avatar, the gods quickly discovered that he was Mielikki’s offspring. They took him because he was too powerful to be hanging around with mortals.

The story about Asglyn, his wolf companion, is true. However, what most don’t know is that the companion was a winter wolf.”

TIME OF TROUBLES

In 1358 DR, Gwaeron chased Malar out of the North during the Time of Troubles. Malar had been forced north by Nobanion in the Gulthmere Forest. The Beastlord was unable to throw the Master Tracker off his trail, and Gwaeron continued to pursue him throughout the North.

“Greetings. I am Drizzt Do'Urden, ranger of Gwaeron Windstrom, guardian of Icewind Dale. I have come to kill you.”

*- Drizzt Do'Urden,
The Crystal Shard by R.A. Salvatore*

HOLY DAYS

Gwaeronans observe no holy days specific to Gwaeron Windstrom, other than the days celebrated by Mielikki. The most well-known holy rituals are the Four Feasts of the solstice and equinox nights known as the First Feast, Second Feast, Third Feast, and Fourth Feast. During these feasts, followers sing praises to Mielikki and Gwaeron.

MONTHLY SONG OF TREES

Not unique to Gwaeronans, Mielikki clergy and druid circles are required to perform the Song of Trees each month. In this ceremony, the chant calls upon a dryad or treant to appear. Once the creature appears, the clergy and druids perform mundane tasks for the creature for 24 hours.

If a Gwaeronan is present or available to assist during this ceremony, they are obligated to take part. These small tasks are helping clear debris, pick up trash, removing invasive fauna or flora, and clearing underbrush. These tasks are menial, however, a treant might not be able to physically perform the tasks or the task might require the work of a group of individuals. Mielikki also provides protection to her followers from dryad charms for the duration of this ceremony.

FOUR FEASTS

Mielikki followers refer to the two equinoxes and two solstices as the Four Feasts. These are holy days celebrated by followers of Mielikki, and thus celebrated by Gwaeronans. These celebrations are the most well-known religious events associated with Mielikki and Gwaeron. On these four days, the faithful gather deep within forests and sing praises to Mielikki.

GREENGRASS AND MIDSUMMER

Mielikki followers also celebrate Greengrass and Midsummer in a manner similar to the Four Feasts. These events include planting rites and the Wild Ride. During the planting rites, the followers plant seeds that instantly sprout.

The Wild Ride is a unique experience for most followers. Herds of unicorns appear and allow the faithful to bareback ride them through the forest. Whenever Shieldmeet follows Midsummer, the Wild Ride continues for an extra day.

FORGATHERINGS

A forgathering is an informative get-together where rangers exchange ideas, barter for supplies, participate in contests of skill, gather news and gossip, train, and socialize with like-minded individuals. These events have no formal invitation and attendees come and go as they please. Serious business matters are very rarely ever conducted at these events.

Many wilderness rangers can go their entire life without ever hearing about a forgathering. Eventually, most rangers hear rumors of these events and may receive an invitation from another ranger. Some rangers discover and follow the unique trail markings on trees and stones that act as guideposts to the site.

Nearly all rangers who make their way to the event are welcomed. The events are usually comprised of followers of Gwaeron Windstrom, Mielikki, Shaundakul, and Silvanus. While not uncommon, elven rangers of Solonar Thelandira and gnome rangers of Baervan Wildwander have also been known to attend these events. The elven and gnomish rangers also hold their own individual forgatherings, which sometimes permit non-elves and non-gnomes to attend, although they are rarely invited.

While these events are for rangers, a ranger may bring non-ranger companions. In this case, the ranger becomes solely responsible for all of their guests. These guests are also expected to stay out of the way and to not cause trouble. If any guest is removed, then the responsible ranger and any other guests are also removed. In this rare situation, the ranger is most likely denied access to future forgatherings until they have atoned for their guest's actions. Any expelled guests are banned from all future forgatherings.

The location and dates for these events frequently change. However, there are several held in the region and happen every year. The forgatherings usually last two or three days. However, some rangers stay for several weeks or more. Events held on the two equinoxes and two solstices are very common.

Forgatherings offer rangers a unique opportunity for training. Many experts with a wide range of experience, instruction for tracking, hunting, trapping, cooking, and other survival techniques can easily be found.

In addition to social events, contests such as archery, knotting, axe throwing, horse racing, rabbit hunts, and wooden sword battles also occur.

RANGERS OF THE NORTH FESTIVAL

Each year on the autumn equinox, 21 Eleint, the town of Triboar hosts their annual “Rangers of the North Festival.” This event is well known and nearly all rangers who visit the Triboar Arms are invited to the annual event. During this event, most attendees camp in the nearby forest or outside the city.

While advertised as a “Celebration of Gwaeron Windstrom,” this event has evolved into a trade fair. This is also the peak season for Gwaeronans making annual pilgrimages to Gwaeron’s Slumber. Many of the finest cartographers, craftsmen, smiths, bowyers, fletchers, trappers, and furriers in northwest Faerûn attend with their highest-quality products. While trading happens during all forgatherings, especially private transactions, Triboar has become well known for the wide variety and quality of the marketplace offerings.

Many rangers and hermits who rarely visit civilizations often feel comfortable around others who share the same sentiment. These wilderness folk can often be found in the event’s outskirts haggling over prices and purchasing new equipment and supplies for winter or until the next year’s event. Some barter with furs, dried meat, arrowheads, and trinkets. Others use this time to make new contacts with furriers in need of hides and furs.

In addition to the marketplace, the festival is well known to rangers for finding a lover and job opportunities. In many of these cases, this event is the largest gathering of other like-minded individuals, so many friends, hunting companions and companies, potential mates, and work opportunities are available.

COMPETITION OF ARMS

The Competition of Arms is held annually at Arken Falls, much to the dismay of the residents of Archendale. While this event was originally started as a ranger competition of archery, sword fighting, and other physical contests organized by Hefin Longbrooke. In the Year of the Shattered Oak (1313 DR), Hefin lost an eye during a drunken knife-throwing competition. Since then, the event has evolved into the most rowdy and infamous of all forgatherings.

In recent years, the contests have included head-slamming (head butting until one competitor passes out), blindfolded dagger juggling, and wrestling bears (or an intoxicated druid in bear form). The vast majority of attendees are there for the lewd jokes, pranks, barrels and barrels of cheap ale, and homemade spirits.

MOOSHIE’S RETREAT

Named after Montolio Debrouchee, a ranger of great renown, this new event is held in Mooshie’s Grove in the Rauvin Mountains near the Coldwood. Compared to most other forgatherings, this event is very sedate and calm. With a heavy emphasis on philosophy and discourse, guest lecturers are scheduled a year in advance.

Many beastmasters attend with their animal companions and those without animal companions usually go home with one from the area. Talks continue for three days and ends with a three-hour, blind-folded, silent meditative prayer session to Mielikki.

WALNUT CREEK ASSEMBLY

The Walnut Creek Assembly is a more conservative event. Stories say the event has existed since the early 10th century DR. However, due to changing venues and its name every year, it’s hard for anyone to know whether the stories are true or not. Technically, the event has no name and is referred to as “the assembly” by event goers.

There are no invitations to this event and to find its new location each year, one must find, decipher, and follow ranger marks found throughout Faerûn. Each year, one ranger is designated as the facilitator, and they hand select rangers to assist with leaving marks across Faerûn to guide rangers to the general region. The facilitator also must designate a location, but tell nobody—not even their selected rangers. The selected rangers leave trail markers that lead to the region, but it is the facilitator’s responsibility to leave markers within that region to the specific location.



CHAPTER 6: ROLEPLAYING A GWAERONAN

This section provides suggestions for roleplaying a Gwaeronan as a player character (PC) or nonplayer character (NPC) based on religious practices, dogma, and creed. Your motivations and actions should align with the following principles:

LIVE IN HARMONY WITH THE WILD

You fully understand that the wild and civilization don't require the destruction of one in the name of the other. When in an adventuring party, you live by example and teach others how to maintain the balance between the wild and civilization. You should have proficiency in the Wisdom (Nature) skill.

EMBRACE THE WILD AND FEAR IT NOT

You believe that the wild ways are the good ways. You always stress the positive and outreaching nature of the wild. You live to teach others how to embrace and live as one with the woods. You would never allow trees to be needlessly felled or burned.

PROTECT THE WILD

You punish and prevent those who hunt for sport (not food) or practice cruelties on wild creatures. Additionally, you keep in check the numbers of sentient, generally malicious wild creatures and humanoids who would distort the Balance just as much as incursions from civilized, careless, and thoughtless humanoids.

MAINTAIN THE BALANCE

You live in both the untamed wilderness and civilization. You walk the line between them. You understand the conflicts and problems of urban encroachment and also understand the need for wild and dangerous animals required for the wilderness ecosystem to properly function.



APPENDIX A: CHARACTER OPTIONS

BACKGROUNDS

STALKER OF THE SILENT PATH

You acted as a tracker, scout, or hunter for the church of Mielikki. You silently observed and fought trolls, orcs, giants, and other evil humanoids when needed. You may have been part of an elite group focused on stalking and eradicating Malarites, the followers of Malar.

You may have grown up in the Savage Frontier or a small, rural community near a forest in the Sword Coast or the North. You may have lived near Triboar and become an apprentice of a Gwaeronan, taking their annual pilgrimage to Gwaeron's Slumber.

Skill Proficiencies: Survival, plus your choice of one from among: Animal Handling, Athletics, Nature, Religion, and Stealth.

d8 Personality Trait

- 1 Nothing can shake my optimistic attitude.
- 2 I've spent so long in the wilderness that I have little practical experience dealing with people in the urban environments.
- 3 I always have a plan for what to do when things go wrong.
- 4 I judge people by their actions, not their words.
- 5 If someone is in trouble, I'm always ready to lend help.
- 6 I once ran twenty-five miles without stopping to warn to my clan of an approaching orc horde. I'd do it again if I had to.
- 7 I feel far more comfortable around animals than people.
- 8 I'm confident in my own abilities and do what I can to instill confidence in others.

d6 Ideal

- 1 Charity. I always try to help those in need, no matter what the personal cost. (Good)
- 2 Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
- 3 Change. Life is like the seasons, in constant change, and we must change with it. (Chaotic)
- 4 Sincerity. There's no good in pretending to be something I'm not. (Neutral)
- 5 Nature. The natural world is more important than all the constructs of civilization. (Neutral)
- 6 Self-Knowledge. If you know yourself, there's nothing left to know. (Any)

Tool Proficiencies: Herbalism kit or woodcarver's tools

Languages: One of your choice

Equipment: A hunting knife, a small bag of tree seeds, a hunting trap, a set of traveler's clothes, and a pouch containing 10 gp.

Feature: Silent Stalker

You have an excellent knowledge of the terrain and natural resources of the North. You can find food and fresh water for yourself and up to five other people each day, provided that the land offers berries, small game, water, and so forth.

Characteristics:

You would never cut down a still-living tree, and when a felled tree is discovered, you plant a seed in hopes of growing a new tree to restore the Balance. Gwaeron's Slumber is sacred to you, and you may feel a need to take at least one pilgrimage there in your lifetime.

d6 Bond

- 1 An injury to the unspoiled wilderness of my home is an injury to me.
- 2 Nothing is more important than the other members of the Stalkers of the Silent Path.
- 3 I worked the land, I love the land, and I will protect the land.
- 4 I owe my life to the member of the Stalkers of the Silent Path who took me in when my parents died.
- 5 I will bring terrible wrath down on the evildoers who destroyed my village.
- 6 I've been searching my whole life for the answer to a certain question.

d6 Flaw

- 1 There's no room for caution in a life lived to the fullest.
- 2 I'm convinced of the significance of my destiny, and blind to my shortcomings and the risk of failure.
- 3 My piety sometimes leads me to blindly trust those that profess faith in my god.
- 4 If there's a plan, I'll forget it. If I don't forget it, I'll ignore it.
- 5 I put too much trust in those who wield power within my faith's hierarchy.
- 6 Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

MEMBER OF THE ORDER OF THE UNICORN'S HORN

You have spent your life in the service of Mielikki and Gwaeron Windstrom. You've helped tend to sick and wounded beasts, plants, and people. You have aided in restoring and regrowing forests. You are not necessarily a cleric—however, you have dedicated your life to protecting and caring for natural creatures, people, and plants.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A book of prayers and notes, a set of traveler's clothes, an herbalism kit, and 10 gp.

Feature: Defender of Nature

You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of Mielikki or Gwaeron Windstrom, though you must provide any material components needed for spells. Those who follow Mielikki or Gwaeron Windstrom will support you (and only you) at a modest lifestyle within a place of worship as you perform religious ceremonies and provide aid and healing to others and the forest.

Characteristics:

You never cut down a still-living tree. You never take a cruel action against an animal. You are a defender of life and the wild. You seek to teach others how to balance nature and civilization.

d8 Personality Trait

- 1 I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- 2 If someone is in trouble, I'm always ready to lend help.
- 3 I have a lesson for every situation, drawn from observing nature.
- 4 I'm always picking things up, absently fiddling with them, and sometimes accidentally breaking them.
- 5 I feel far more comfortable around animals and plants than people.
- 6 I am utterly serene, even in the face of disaster.
- 7 I feel tremendous empathy for all who suffer.
- 8 I often get lost in my own thoughts and contemplation, becoming oblivious to my surroundings.

d6 Ideal

- 1 Charity. I always try to help those in need, no matter what the personal cost. (Good)
- 2 Faith. I trust that my deity will guide my actions. I have faith that if I work hard, things will go well. (Lawful)
- 3 Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
- 4 Live and Let Live. Meddling in the affairs of others only causes trouble. (Neutral)
- 5 Respect. People, plants, and beasts deserve to be treated with dignity and respect. (Good)
- 6 Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6 Bond

- 1 I owe my life to the member of the Order of the Unicorn's Horn who took me in when my parents died.
- 2 I will do anything to protect the forest where I served.
- 3 Everything I do is for the sick and wounded beasts, plants, and people.
- 4 An injury to the unspoiled wilderness of my forest or its inhabitants is an injury to me.
- 5 I suffer awful visions of a coming disaster and will do anything to prevent it.
- 6 Those who fight beside me are those worth dying for.

d6 Flaw

- 1 I put too much trust in those who wield power within my temple's hierarchy.
- 2 My piety sometimes leads me to blindly trust those that profess faith in my god.
- 3 I judge others harshly, and myself even more severely.
- 4 My love of the forest and its inhabitants is blind and unreasoning.
- 5 I am slow to trust members of other faiths and those who live in cities.
- 6 The monstrous enemy we faced in battle still leaves me quivering with fear.

AGENT OF THE SHADOWEIR

You are a zealous and aggressive defender of nature who takes action. You speak openly about urban encroachment and actively pursue those who needlessly endanger the fauna or flora of the wild. Rather than wait for others to needlessly burn forests, hunt for sport, or endanger the ways of the wild in order to protect nature, you take preemptive actions first to prevent their harmful deeds.

Skill Proficiencies: Survival, plus your choice of one from among: Athletics, Religion, and Stealth.

Tool Proficiencies: Herbalism kit or woodcarver's tools

Languages: One of your choice

Equipment: A hunting trap, a hunting knife, a set of traveler's clothes, an item of clothing with the Shadoweir symbol embroidered upon it, an herbalism kit, and 10 gp.

d8 Personality Trait

- 1 I'm full of witty aphorisms and have a proverb for every occasion.
- 2 I can stare down a hell hound without flinching.
- 3 I always have a plan for what to do when things go wrong.
- 4 I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
- 5 I don't pay attention to the risks in a situation. Never tell me the odds.
- 6 Thinking is for other people. I prefer action.
- 7 I get bored easily. When am I going to get on with my destiny?
- 8 I face problems head-on. A simple, direct solution is the best path to success.

d6 Ideal

- 1 Greater Good. Our lot is to lay down our lives in defense of others. (Good)
- 2 Change. We must help bring about the changes the gods are constantly working in the world. (Chaotic)
- 3 Power. I hope to one day rise to the top of my order's hierarchy. (Lawful)
- 4 Sincerity. There's no good in pretending to be something I'm not. (Neutral)
- 5 People. I'm loyal to my friends, not to any ideals, and everyone else can take a trip down the Styx for all I care. (Neutral)
- 6 Freedom. Chains are meant to be broken, as are those who would forge them. (Chaotic)

Feature: Woodland Knight

As an agent of the Shadoweir, you have access to a secret network of supporters and operatives who can provide assistance on your adventures. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a hidden safe house, free room and board, or assistance in finding information. These agents never risk their lives for you or risk revealing their true identities.

Characteristics:

You have taken the Shadoweir oath and pledged to Mielikki and Gwaeron Windstrom to protect the wild at all costs. You believe this goal is a vital and honorable endeavor. You never cut down a still-living tree. You never take a cruel action against an animal. You are a defender of life and the wild. You seek to teach others how to balance nature and civilization.

READER'S NOTE

The Shadoweir may be used as a Faction within the Forgotten Realms setting. Optionally, you may choose the Faction Agent background or feat with the Shadoweir selected as your faction.

d6 Bond

- 1 I fight for those who cannot fight for themselves.
- 2 Those who fight beside me are those worth dying for.
- 3 I would die to recover an ancient relic of my faith that was lost long ago.
- 4 I will face any challenge to win the approval of my order.
- 5 My honor is my life.
- 6 Someone saved my life on the battlefield. To this day, I will never leave a friend behind.

d6 Flaw

- 1 I am inflexible in my thinking.
- 2 I put too much trust in those who wield power within my order's hierarchy.
- 3 Violence is my answer to almost any challenge.
- 4 I have little respect for anyone who is not a proven warrior.
- 5 My hatred of my enemies is blind and unreasoning.
- 6 Don't expect me to save those who can't save themselves. It is nature's way that the strong thrive and the weak perish.

CLERIC DOMAINS

Clerics of Gwaeron Windstrom choose the Nature, Knowledge, or Silent Stalker domain.

SILENT STALKER DOMAIN SPELLS

Cleric

Level Spells

1st	<i>hunter's mark, speak with animals</i>
3rd	<i>beast sense, pass without trace</i>
5th	<i>phantom steed (as a unicorn), speak with plants</i>
7th	<i>faithful hound, locate creature</i>
9th	<i>commune with nature, legend lore</i>

One with Nature

At 1st level, you learn the druidcraft cantrip. You also gain proficiency in one of the following skills of your choice: Animal Handling, History, Insight, Nature, Religion, Stealth, or Survival.

Bonus Proficiency

Also at 1st level, you gain proficiency with martial weapons.

Channel Divinity: Charm Animals and Plants

Starting at 2nd level, you can use your Channel Divinity to charm animals and plants.

As an action, you present your holy symbol and invoke the name of Mielikki or Gwaeron Windstrom. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is charmed by you for 1 minute or until it takes damage. While it is charmed by you, it is friendly to you and other creatures you designate.

Silent Stalker

Starting at 6th level, you can become invisible and silent for up to one hour. Anything you are wearing or carrying is invisible as long as it remains on you. Additionally, no sounds, vibrations, or smells emanate from you during the duration. Only creatures with truesight can perceive you.

The effect ends when you attack, cast a spell, desecrate the forest, or perform any action against the will of Mielikki. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

This benefit lasts until you finish a short or long rest.

Divine Strike

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

Master of Tracking

At 17th level, you have advantage on all Wisdom (Survival) checks for tracking and your skill extends to "impossible trails," such as trails from flying creatures.



RANGER ARCHETYPE

Rangers of Gwaeron Windstrom usually choose the Beast Master, Gloom Stalker, Hunter, Monster Slayer, or Silent Stalker Ranger archetype.

SILENT STALKER RANGER

The Silent Stalker Ranger archetype embodies the defenders of nature who maintain the Balance between civilized races and nature. Some Silent Stalker Rangers act as scouts specializing in identifying threats from hordes of orcs or trolls. They are expert trackers and stalkers.

SILENT STALKER RANGER FEATURES

Ranger

Level	Feature
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3rd	Silent Stalker Ranger Magic, Hidden Stalker
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7th	Know Your Prey
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11th	Stalker's Flurry
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15th	Stalker's Counter
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Silent Stalker Ranger Magic

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

SILENT STALKER RANGER SPELLS

Ranger

Level	Spells
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3rd	<i>hunter's mark</i>
-----	----------------------

5th	<i>pass without trace</i>
-----	---------------------------

9th	<i>phantom steed</i> (as a unicorn)
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13th	<i>faithful hound</i>
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17th	<i>commune with nature</i>
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Hidden Stalker

At 3rd level, you master the art of stealth. When you make a Dexterity (Stealth) roll to hide within your favored terrain, your Stealth proficiency bonus is doubled if you are proficient in the Stealth skill. If you are not proficient in the Stealth skill, then you gain proficiency and this feature doesn't grant double bonus.

At the start of your first turn of each combat and have any cover or concealment, you may make a Dexterity (Stealth) roll to hide.

Know Your Prey

Starting at 7th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities.

You immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. If the creature is hidden from divination magic, you sense that it has no damage immunities, resistances, or vulnerabilities.

You immediately learn whether the creature is at full health or wounded. If the creature is wounded, the DM tells you the extent of the injuries.

You gain advantage on initiative rolls when engaging in combat against these enemies. Additionally, you may share your knowledge and grant others advantage on initiative rolls.

Stalker's Flurry

At 11th level, you learn to take advantage of your knowledge of your enemies that you can turn a miss into another strike. Once on each of your turns when you miss with a weapon attack, you can make another weapon attack as part of the same action.

Stalker's Counter

At 15th level, you gain the ability to counterattack when your enemy tries to sabotage you. If a favored enemy or the target of your Know Your Prey forces you to make a saving throw, you can use your reaction to make one weapon attack against the enemy. You make this attack immediately before making the saving throw. If your attack hits, your save automatically succeeds, in addition to the attack's normal effects.

FEATS

STALKER OF THE NORTH

Prerequisite: Proficiency in Survival skill

You are trained to track beasts and evil humanoids that threaten to desecrate and disrupt the balance of nature.

- Increase your Wisdom score by 1, to a maximum of 20.
- You double your proficiency bonus on survival checks.
- You learn the druidcraft and hunter's mark spells. You can cast hunter's mark once without expending a spell slot and without material components, and you regain the ability to do so when you finish a long rest.

ATTUNED TO NATURE

Prerequisite: Proficiency in Nature and Religion skills

You have a close connection to nature.

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

Once per day and after five minutes of quiet meditation and prayer, you gain the following benefits for one hour:

- Advantage on sight, smell, and hearing checks with Wisdom (Perception) and Intelligence (Investigation) to notice details of the environment
- Advantage on Wisdom (Survival) checks
- Advantage on Intelligence (Nature) checks
- Advantage on Intelligence (Religion) checks relating to deities of the Nature domain

SPELLS

The spells listed below may be learned by druids and rangers and clerics of the Silent Stalker domain. Additionally, at the DM's option, a nature-worshiping spellcaster may learn the cantrip *banish blight*.

BANISH BLIGHT

Evocation cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch a plant and remove any diseases affecting the plant. Additionally, plants are restored to peak life with flower blooms and green and growing foliage. This spell has no effect on dead plants.

DIRECTION SENSE

Divination cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You instantly know the direction of north from your current position. This spell may not work in extraplanar settings where "north" does not exist.

NATURAL ATTUNEMENT

5th-level divination

Casting Time: 1 Action

Range: Self

Components: V, S, M (handful of dirt smeared on palms and face)

Duration: Concentration, up to 1 hour

You become one with nature and gain knowledge of your surrounding environment. In the outdoors, the spell grants you enhanced senses. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns. If you enter an area where the spell doesn't function, you lose any benefits. You gain the following benefits for the duration:

- **Keen Senses:** You have advantage on Wisdom (Perception) checks that rely on sight, smell, or hearing
- **Expertise:** You double your proficiency bonus for ability checks for Wisdom (Survival) and Wisdom (Nature). If you are not proficient in these skills, you gain proficiency for the duration of the spell.
- You can't be surprised

AID OF THE MASTER TRACKER

5th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an item from your quarry, see below)

Duration: Concentration, up to 1 minute

You become one with nature and gain a supernatural sense for tracking. You must possess a personal belonging, body part or fluid, or piece of integument, such as scales, feathers, hair, or exoskeleton, from your quarry. While the object is not consumed by the spell, each item may only be used for one spell.

You double your proficiency bonus for ability checks for Wisdom (Survival) for the purpose of tracking. If you are not proficient in this skill, you gain proficiency for the duration of the spell.

If you are in a favored terrain or tracking a favored enemy or the target of a hunter's mark spell, your tracking skill extends to "impossible trails" such as trails from flying and incorporeal creatures.

If you are tracking a favored enemy, you gain advantage on Wisdom (Survival) checks for the purpose of tracking your foe.

You must make a Wisdom (Survival) check within 1 minute of the casting. On a successful Wisdom (Survival) check, you are able to follow the trail for up to 1 hour. You cannot lose the trail during this hour. After the spell expires, you must succeed on a Wisdom (Survival) check to continue tracking.

THE SILENT PATH

3rd level illusion

Casting Time: 1 action

Range: Self

Components: V, S, M (a leaf or needle from a living tree, holy symbol of Mielikki or Gwaeron Windstrom)

Duration: 1 hour

You become invisible and silent until the spell ends. Anything you are wearing or carrying is invisible as long as it remains on you.

Additionally, no sounds, vibrations, or smells emanate from you during the duration. Only creatures with truesight can perceive you.

The spell ends when you attack, cast a spell, desecrate the forest, or perform any action against the will of Mielekki. The spell doesn't function where nature has been replaced by construction, such as in dungeons and towns.

APPENDIX B: EQUIPMENT AND MAGIC ITEMS

EQUIPMENT

ANIMAL CALLS

Equipment, common

Animal calls cost 1 gp and can be found in many shops that specialize in hunting gear. Animal calls are whistles and small items that create noises by shaking. There are two types of calls: ones that attract and ones that repel.

Each call is also specific to a single animal. The types of calls include the following: badger, bat, bear, boar, cat, deer, dog, eagle, elk, hawk, horse, lion, owl, rat, snake, sparrow, wolf, and wren.

To determine success, roll a d20. The range of whistle calls are 1/2 mile. The range of shaking calls are 1/4 mile.

Attitude	Difficulty Check
Friendly	5 or higher
Indifferent	10 or higher
Hostile	15 or higher

MAGIC ITEMS

ARROW OF SLAYING

Wondrous item, legendary (requires attunement)

Occasionally, Gwaeron Windstrom gives a follower an *arrow of slaying* targeting a specific creature that has desecrated the forest and has not atoned for their actions.

If the specific creature associated with the *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

ARROW OF THE TROLL SLAYER

Wondrous item, very rare

If a troll takes damage from this magic arrow, the troll must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage, plus 1d6 fire damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of the troll slayer* deals its extra damage to a creature, it becomes a nonmagical arrow.

BOOK OF ANIMAL TRACKING

Wondrous Item, uncommon

For one week after reading this book when you make a Wisdom (Survival) roll to track a beast, you also make a Wisdom (Insight) check. You may choose either as the result of your tracking check.

Books titled “Blackstone’s Guide to Tracking” provide the same benefits.

BOOTS OF THE SILENT STALKER

Wondrous Item, rare (requires attunement)

While you wear these boots, you leave no tracks behind or other traces of passage.

BOOTS OF TRAILBLAZING

Wondrous Item, uncommon (requires attunement)

While you wear these boots, natural plants, trees, and flora move aside so you can pass without difficulty. A path 5 feet wide is cleared 10 feet ahead of you and 10 feet behind you. Cleared environments such as dense forests and jungles never cost you extra movement.

CLOAK OF THE SILENT STALKER

Wondrous item, very rare (requires attunement by a non-evil ranger)

This cloak has three charges and activates when you don the cloak’s hood. The cloak regains all charges at dawn. The cloak has Gwaeron Windstrom’s holy symbol embroidered into it and the latch is in the shape of a unicorn. The cloak’s magic doesn’t function where nature has been replaced by construction, such as in dungeons and towns.

When you don the hood of this dark forest green cloak, you become invisible and silent. Anything you are wearing or carrying also becomes invisible as long as it is in your possession. Additionally, no sounds, vibrations, or smells emanate from you during the duration. Only creatures with truesight can perceive you.

The effects end if you remove the hood, attack, cast a spell, desecrate the forest, or perform any action against the will of Mielikki.

DUST OF TRACKING

Wondrous item, rare

This small packet contains 1d6 4 pinches of dust. You can use an action to sprinkle a pinch of it over a creature's tracks. Roll a d20 6 against the DC to track the creature. On a success, the dust produces faerie fire around the tracks and moves forward to the next set of footprints when you come within 5 feet of the faerie fire. The faerie fire lasts 10 minutes and can follow one set of tracks per pinch.

FAITH TOKEN

Wondrous item, rare

This small piece of jewelry looks like a simple necklace with a small charm. The charm is stamped or carved with a holy symbol representing a particular deity. The charms normally bear a single cantrip or spell relating to the deity's spell domain.

Faith tokens are gifted to exceptional members of a church who performed a significant service. These charms are also passed down to fellow followers who needs it more than the bearer.

The effect is activated upon utterance of a few words of prayer or calling on the deity by name. There are two charges which regains at dawn.

Gwaeron Windstrom — *direction sense, longstrider*

Mielikki — *banish blight, detect poison and disease*

GLOVES OF NATURESIGHT

Wondrous item, very rare (requires attunement)

As an action, you touch the ground. As long as you are touching the ground, you gain a 5 bonus to Wisdom (Perception) checks and can see invisible creatures that have a physical connection to the ground or floral.

The gloves don't work where nature has been replaced by construction, such as in dungeons and towns.

GWAERON WINDSTROM HOLY SYMBOL

Wondrous item, rare (requires attunement)

When you receive this holy symbol, select one of the following benefits:

- *Endurance.* Gwaeron lends you his strength to help you endure pain. Once per short rest as a reaction when you take damage, you may reduce the damage by 5 your Wisdom (Religion) proficiency bonus.
- *Stealth.* When a threat reveals itself, your Silent Stalker instincts take over, letting you vanish from sight. As a reaction when you roll initiative and have any cover or concealment, you may make a Dexterity (Stealth) roll to hide.
- *Guidance.* In Gwaeron's barely discernible whispers, you hear the truth. Once per day as a reaction when you make a History, Nature, or Religion check, you may reroll the skill check with a 5 bonus. You must use the second result, even if it's lower.
- *Knowledge.* Your knowledge of others' likely actions allows you to react swiftly to danger. As a reaction when you roll initiative, you also make a Wisdom (Insight) check. You may use either result for determining your initiative order.
- *Stalker.* Select a specific species as detailed by the Favored Enemy class ability. When you come within 100 yards of creatures of this species, the holy symbol grows warm, alerting you to the enemy's presence. The intensity of the warmth varies according to the number and proximity of the enemy. The holy symbol doesn't get hot enough to cause damage, nor does it reveal the exact location or number of enemies in the vicinity.

The benefits do not apply where nature has been replaced by construction, such as in dungeons and towns.

ICON OF MIELIKKI

Wondrous item, legendary (requires attunement by a creature of good alignment)

The icon of Mielikki is a 12-inch-tall statuette made of purest silver, weighing 10 pounds. It depicts a woman riding a unicorn. This icon was given to Arona Eaglesong by the archpriest Willow Mourningdraft, but has since been lost to history. The icon is believed to have been lost somewhere within the Western Heartlands or the North.

While within 30 feet of the icon, a creature in possession of the item is under the effect of a *protection from evil and good* spell. Only a creature attuned to the icon can use its other properties.

Augury. You can use an action to cast the *augury* spell from the icon with no material components required. Once used, this property can't be used again until the next dawn.

Phantom Steed. You can call upon the icon to summon a quasi-real unicorn that appears on the ground in an unoccupied space of your choice within 30 feet. The unicorn is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the unicorn.

For up to one hour, you or a creature you choose can ride the steed. The creature uses the statistics for a unicorn, except it has a speed of 100 feet and can travel 10 miles an hour, or 13 miles at a fast pace. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends if you use an action to dismiss it or if the steed takes any damage. Once used, this property can't be used again until the next dawn.

Cure Wounds. While holding the icon, you can use an action to heal one creature that you can see within 30 feet of you. The target regains 3d8

3 hit points, unless it is an aberration, construct, fiend, or undead. Once used, this property can't be used again until the next dawn.

QUIVER OF THE FOREST

Wondrous item, very rare (requires attunement by a good ranger)

This quiver is made from leather and shadowtop tree wood.

Each morning, the quiver refills with 20 wooden arrows. Any wooden arrows remaining from the previous day disappear.

If an arrow is stuck into fertile ground, it transforms into a tree seedling of the height equal to the length of the arrow's shaft. If an arrow is stuck into the trunk of a tree, it turns into a branch of the same length of the arrow's shaft and can support the weight of a Medium creature.

If a creature is hit, the arrow begins to sprout roots and burrows into the earth at the target's feet. The creature must succeed on a DC 13 Strength saving throw. On a failure, the creature is restrained. A creature restrained by the roots can use its action to make a DC 13 Strength saving throw. On a success, it frees itself.

QUIVER OF ENDLESS ARROWS

Wondrous item, rare (requires attunement by a ranger)

This quiver produces an endless supply of nonmagical arrows. Any arrows taken from this quiver disintegrate after 1 minute.

QUIVER OF THE SLAYER

Wondrous item, rare, requires attunement by ranger

Once per day, you may draw a nonmagical arrow from the quiver that acts as an arrow of slaying specifically targeting your hunter's mark quarry. Additionally, nonmagical arrows drawn from the quiver and targeting creatures of the same creature type as your hunter's mark quarry act as a magical 1 arrow.

RADIANT ENERGY BOW

Weapon (bow), very rare (requires attunement)

This item appears to be a stringless longbow. While grasping the longbow at the hand and drawing your fingers in the air near this bow, a bowstring with a notched arrow of pure radiance springs into existence.

The arrows deals 2d6 radiant damage instead of piercing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

When the longbow is held with bowstring drawn, it is capable of emitting bright light in a 20-foot radius and dim light for an additional 40 feet. The arrows emit a dim light in a 5-foot radius when fired and immediately disappear after ten minutes. When used as a makeshift ladder, the arrows can support the weight of a Medium creature.

SWORD OF TROLLBANE

Weapon (any sword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The sword has 5 charges and regains all charges after a long rest. These charges can be used to cast the *fireball* spell or enchant the sword with the flame tongue magic property.

Troll's Bane. When you roll a critical hit on an attack roll made with this weapon against a troll, the troll must succeed on a DC 17 Constitution saving throw or die.

Fireball. While attuned to the sword, you can expend 2 charges and make a ranged weapon attack with the sword, releasing a *fireball* from the sword tip to a point you choose within 50 feet. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire magically dissipates after damaging the creatures.

Flame Tongue. While attuned to the sword, you can expend one charge to cause flames to erupt from the blade dealing an extra 2d6 fire damage and shedding bright light in a 40-foot radius and dim light for an additional 40 feet. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

APPENDIX C: CREATURES

ANIMAL COMPANIONS

BLOODHOUND

Medium beast, unaligned

Bloodhounds are prized by humanoids for keen tracking senses. Bloodhounds can be trained as hunting dogs but are not suitable as guard or war dogs. Unlike Mastiffs, Halflings and other Small humanoids cannot ride them as mounts.

When more than one bloodhound makes a Wisdom (Survival) check for tracking, if any bloodhound succeeds then all bloodhounds succeed. If one bloodhound loses the trail, it can automatically regain the trail if at least one other bloodhound has not lost the trail.

Armor Class 10

Hit Points 4 (1d6 - 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (0)	10 (0)	3 (-4)	14 (2)	7 (-2)

Skills Perception 4

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The bloodhound has advantage on Wisdom (Perception) checks that rely on smell.

Keen Tracking. The bloodhound has advantage on Wisdom (Survival) checks to track that rely on smell. The trail is lost if the scent is lost, such as passing through water. If an object from the quarry is given to the bloodhound for smelling before rolling their Wisdom (Survival) check for tracking, in addition to having advantage they can roll once more without advantage if they fail the skill check.

Trained Hunting Dog. If its handler is proficient in Wisdom (Animal Handling) and Wisdom (Survival), the bloodhound adds its handler's Wisdom (Survival) proficiency bonus to its checks for tracking.

ACTIONS

Bite. Melee Weapon Attack: 2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.



Bear tracks



Boar tracks



Coyote tracks



Deer tracks



Fox tracks



Raccoon tracks



Wolf tracks

APPENDIX D: ADDITIONAL RULES

DOWNTIME ACTIVITIES

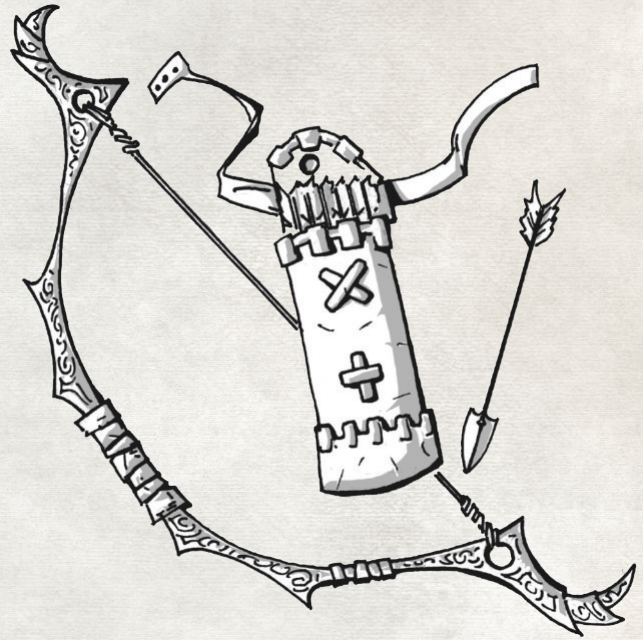
The following section supplements the downtime activities provided in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*.

Woodcarver's tools are specifically stated to allow crafting of arrows in the *Dungeon Master's Guide*. At your Dungeon Master's discretion, you may use bowyer's tools and fletcher's tools to better specialize your character. Backgrounds included in this supplement allow for the exchange of woodcarver's tools proficiency with bowyer's or fletcher's tools.

CRAFTING AN ITEM

A character proficient with woodcarver's tools can use their downtime to craft bows or arrows (in addition to other items listed in *Xanathar's Guide to Everything*). In addition to the appropriate tools for the item to be crafted, the character needs raw materials worth half of the item's selling cost.

For specific rules concerning crafting magic items, refer to *Xanathar's Guide to Everything*.



Proficiencies Required	Raw Materials	Item(s) Constructed	Days
Woodcarver or fletcher's tools	Wood and metal (2 cp worth)	5 common arrows	Short rest
Woodcarver or fletcher's tools	Wood and metal (1 sp worth)	20 common arrows	Long rest
Woodcarver or fletcher's tools	Wood and metal (5 sp worth)	100 common arrows	1 week
Woodcarver or fletcher's tools	Wood and metal (25 gp worth)	1 <i>unbreakable arrow</i>	1 week
Woodcarver or fletcher's tools	Wood and metal (50 gp worth)	1 <i>arrow, +1</i> (consumable)	2 weeks
Woodcarver or fletcher's tools	Wood and metal (1,000 gp worth)	1 <i>arrow, +2</i> (consumable)	10 weeks
Woodcarver or fletcher's tools	Wood and metal (10,000 gp worth)	1 <i>arrow, +3</i> (consumable)	25 weeks
Woodcarver or fletcher's tools	Wood and metal (10,000 gp worth)	1 <i>arrow of slaying</i> (consumable)	25 weeks
Woodcarver or bowyer's tools	Wood (12 gp worth)	Shortbow	5 days
Woodcarver or bowyer's tools	Wood (25 gp worth)	Longbow	10 days
Woodcarver or bowyer's tools, elven descent, elven linguist, <i>hunter's mark</i> spell, must have apprenticed under a master elven bowyer and seen construction of <i>oathbow</i>	Wood (20,000 gp worth), exhausts all spell slots during construction	<i>Oathbow</i>	25 weeks

TRACKING

In order to track a creature, the quarry must leave a physical trail and you must be able to find the trail. Swimming and flying creatures, small insects, and any incorporeal creatures do not leave a physical trail—these are called an “impossible trail.” These impossible trails can only be tracked by divine intervention and aid.

- *Tracking by sight*: footprints, bent twigs, scat
- *Tracking by smell*: lingering aromas
- *Tracking by hearing*: voices and sounds heard in the distance

The below tables reference the typical difficulty classes listed in Chapter 7: Using Ability Scores of the *Basic Rules* or *Player’s Handbook*.

TERRAIN TRACKING TASK DIFFICULTY (ONLY USE ONE)

Terrain	Task Difficulty
Clearly outlined footprints or good impressions	
<ul style="list-style-type: none"> • Fresh snow with clearly outlined footprints • Soft or muddy ground with good impressions • Loose dirt floor with good impressions 	Very easy (DC 5)
Occasional marks of passage	
<ul style="list-style-type: none"> • Thick brush with broken branches and crushed weeds • Dense jungle with broken branches and crushed undergrowth • Forests • Fields • Dusty indoor area 	Easy (DC 10)
Infrequent marks of passage	
<ul style="list-style-type: none"> • Normal ground • Wood floor • Plains with sparse vegetation 	Medium (DC 15)
Rare marks of passage	
<ul style="list-style-type: none"> • Desert, dry sand • Swamp with spongy surface with little mud and much vegetation 	Hard (DC 20)
Very rare marks of passage	
<ul style="list-style-type: none"> • Rock terrain • Solid ice • Stone floors • Shallow water 	Very hard (DC 25)

TERRAIN TRACKING TASK DIFFICULTY ILLUMINATION

MODIFIERS (ONLY USE ONE)

Illumination	Task Difficulty
Good illumination	
<ul style="list-style-type: none"> • Sunny day • Continual light 	No change
Dim illumination	
<ul style="list-style-type: none"> • Twilight • Light fog • Snow • Single torch in dark interior 	+1 task difficulty step
Very dim illumination	
<ul style="list-style-type: none"> • Night with full moon (Darkvision reduces to Dim illumination) • Day with moderate fog 	+2 task difficulty steps
No illumination	
<ul style="list-style-type: none"> • Overcast night with no moon • Dense fog • Blizzard • Blowing sand 	+3 task difficulty steps
SPECIAL TRACKING MODIFIERS	
Quarry size	
<ul style="list-style-type: none"> • Fine or Diminutive • Tiny or Small • Large or Huge • Gargantuan or Colossal 	+2 task difficulty steps +1 task difficulty steps -1 task difficulty step -2 task difficulty steps
Multiple creatures	
<ul style="list-style-type: none"> • Three or fewer creatures in group • More than four creatures in group 	No change -1 task difficulty step
Multiple trackers	
<ul style="list-style-type: none"> • More than one (non-animal) tracker • Animal companion has applicable keen sense: smell, sight, hearing • Favored terrain 	-1 task difficulty step
Track conditions	
<ul style="list-style-type: none"> • Every twelve hours since trail was made • Every hour of rain, snow, or sleet since trail was made 	+1 task difficulty step
Quarry	
<ul style="list-style-type: none"> • Quarry hides trail or in their favored terrain 	+2 task difficulty steps

TRACKING WHILE MOVING

You must move slower than the base speed of your quarry in order to stay alert and follow the trail. If the total task difficulty is Easy or Very Easy, you can move at 3/4 base speed. If the total task difficulty is Medium, you can move at 1/2 base speed. If the total task difficulty is Hard or higher, you can move at 1/4 base speed.

If you are forced to move faster than the tracking speed, you lose the trail.

NEW TRACKING ROLLS

The following conditions require new Wisdom (Survival) rolls for tracking: the trail crosses into a new terrain type, night falls, or any illumination, terrain, or special tracking modifiers change as previously listed.

Additionally, if the quarry's trail crosses another trail and becomes intermingled, then you lose the trail and must select which of the trails to continue to follow. As long as the trails are both discernible, no reroll is needed.

If you are attacked, take a short rest, or stop to enter into a discussion with your companions, you are required to make a new roll to find the trail.

When you are required to reroll a tracking check, you must spend one hour searching for tracks and then make a Wisdom (Survival) roll to determine tracking success. If you fail this roll, you cannot make any additional attempts at tracking the quarry using this trail.

IDENTIFICATION CHECK

You may notice details that other characters overlook. These details allow you to deduce additional information about the quarry. After a successful Wisdom (Survival) tracking skill check, you learn information based on your survival proficiency value including all information below that level. If you succeeded your Wisdom (Survival) tracking check by greater than 5, you also learn the next higher category of information.

When in favored terrain, the ranger automatically knows the exact number, sizes, and how long ago they passed through the area.

Survival Proficiency	Information
1-2	General type of creature, probable number of creatures
3-4	Specific type of creature, approximate size
5-6	How recently the trail was made
7+	Approximate age, pace of creatures, special conditions of creature(s): wounded, healthy, mounts, etc

ADDITIONAL SKILL CHECKS

ANIMAL COMPANION TRICKS AND TASKS

Teaching an animal companion a trick requires 2d4 weeks per task and Animal Handling proficiency.

You can teach the animal companion 1 trick or task per every 2 points of Animal Handling proficiency. The animal can learn a maximum of its Intelligence modifier - 2.

At the end of the training period, you make a Wisdom (Animal Handling) skill check with a bonus of the animal companion's Intelligence modifier. On success, the animal companion learns the trick or task.

- **Easy** (DC 10): hunting, guard, shake, sit, lay down, roll over, play dead
- **Medium** (DC 15): fetch (or catch) object, hand signals, hide object, come

INTELLIGENCE (NATURE)

A character without proficiency in the Nature skill can attempt these checks with disadvantage.

Easy (DC 10). You can determine if a plant is poisonous. If you have proficiency in the Nature skill and the plant is native to a favored terrain, you gain advantage on the roll.

Easy (DC 10). You can forage for healing herbs to assist with a Wisdom (Medicine) check. When in favored terrain, you gain advantage on the roll. If successful, the character performing the Medicine check gains advantage. You may use Intelligence (Nature) or Wisdom (Survival) skill for this check.

WISDOM (SURVIVAL)

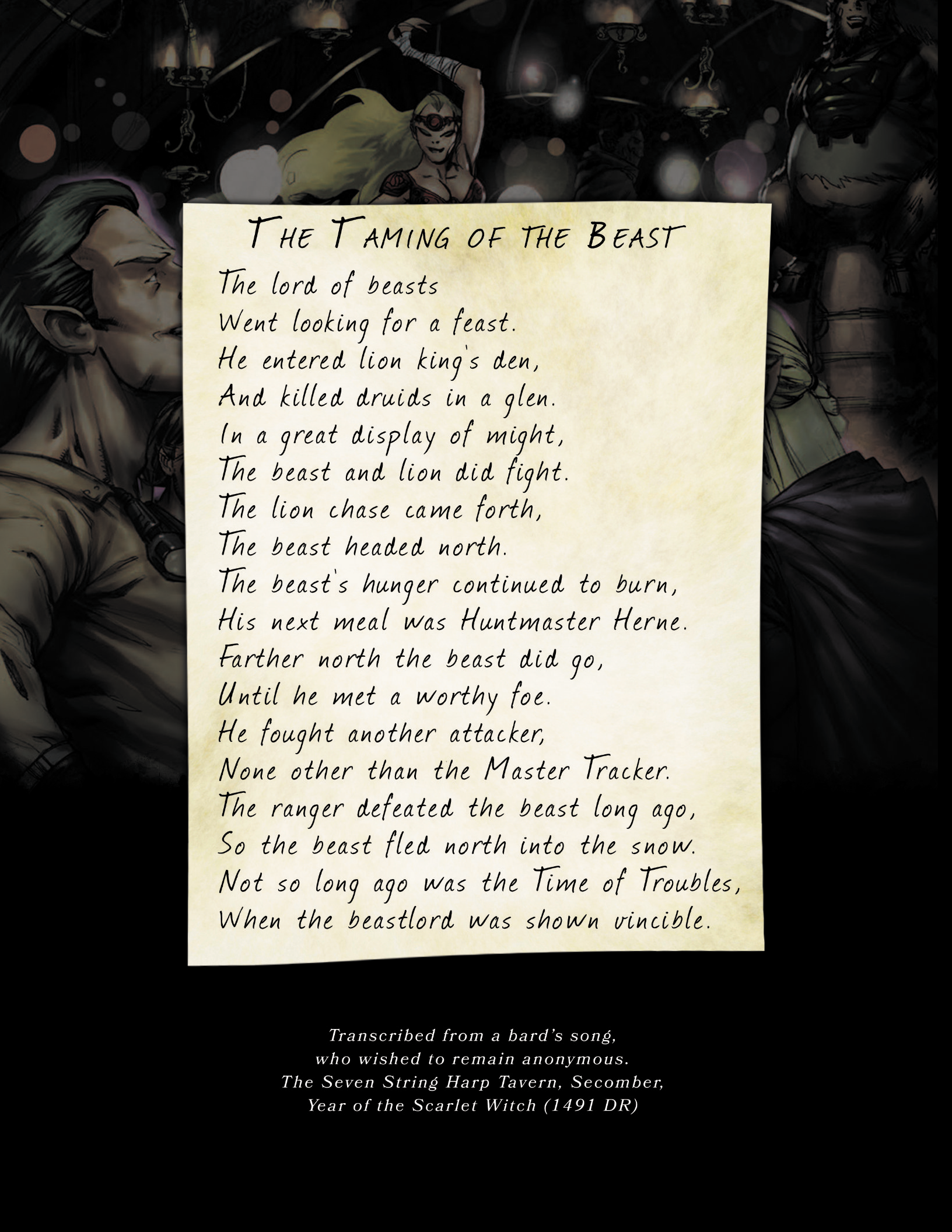
The below skill checks require proficiency in the Survival skill.

Easy (DC 10). You can determine which way is north using the stars to navigate.

Medium (DC 15). You can estimate the total distance they've traveled in any given day, part of the day, or a number of consecutive days equal to their ranger level. This estimate is 90% accurate (+/- 10% of the distance). For each additional day, the DC increases by one step.

Medium (DC 15). You can properly field dress an animal. This allows a greater amount of harvested fresh meat and provides the creature's pelt.

•



THE TAMING OF THE BEAST

The lord of beasts
Went looking for a feast.
He entered lion king's den,
And killed druids in a glen.
In a great display of might,
The beast and lion did fight.
The lion chase came forth,
The beast headed north.
The beast's hunger continued to burn,
His next meal was Huntmaster Herne.
Farther north the beast did go,
Until he met a worthy foe.
He fought another attacker,
None other than the Master Tracker.
The ranger defeated the beast long ago,
So the beast fled north into the snow.
Not so long ago was the Time of Troubles,
When the beastlord was shown vincible.

*Transcribed from a bard's song,
who wished to remain anonymous.
The Seven String Harp Tavern, Secomber,
Year of the Scarlet Witch (1491 DR)*

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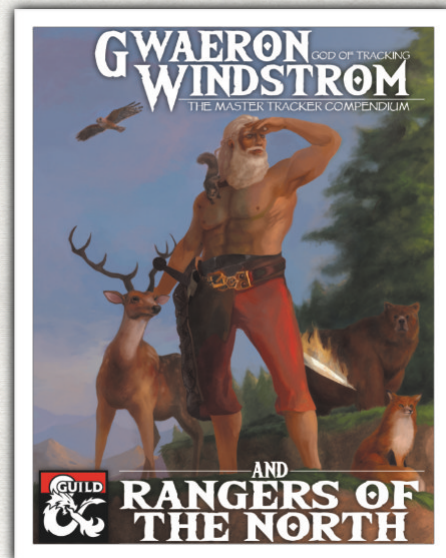
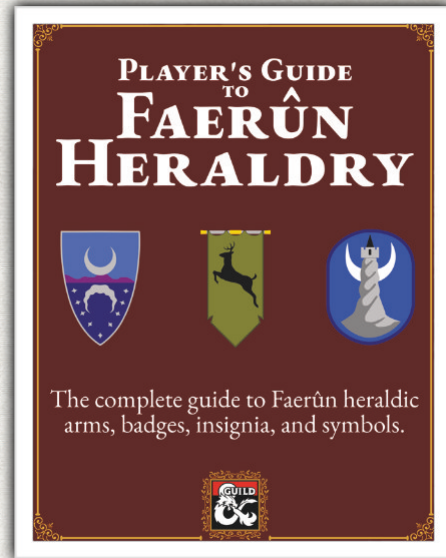
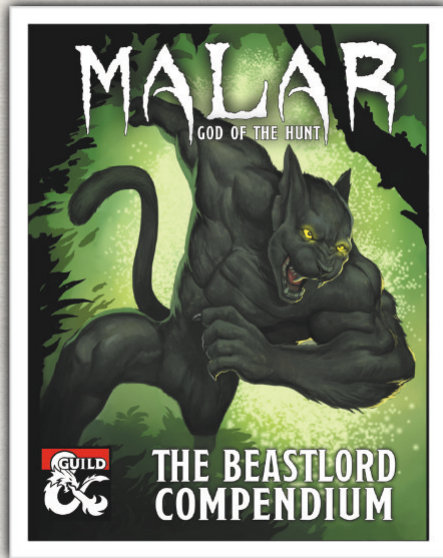
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"IN A FOREST OF A
HUNDRED THOUSAND TREES,
NO TWO LEAVES ARE ALIKE.
AND NO TWO JOURNEYS ALONG
THE SAME PATH ARE ALIKE."

— PAULO COELHO

