

# INTRODUCTION

Welcome to the [Moonshae Isles](#), a place of ancient mysteries, legendary beasts, and brave heroes hardened by the lands and the seas!

In these lands, the battle-hardened [Northlander](#) humans brave the high seas on massive long ships, seeking glory and fortune, while the ancient and mysterious [Ffolk](#) humans live in harmony with the land, venerating the powerful Earthmother in the green glades of their ancient forests. But humans alone do not claim hold of these lands. The fey have claimed ancient human lands, pushing out any outside influence with their powerful magic. The elves of have adopted to the harsh environment, protecting their settlements from encroaching civilization. The dwarves have retreated to their mountain homes, fighting off the onslaught of their darker brethren in the deep caverns, while maintaining trade with the surface nations.

Far from civilization, savage packs of lycanthropes scour the lands, the undead of empires past consume the living, and mythical beasts ravage outlying settlements of humans and halflings, inspiring new heroes to take on the challenge of adventure to save the lands.

Good luck in your travels, newcomer.  
You will need it!

## GEOGRAPHY

The [Moonshae Isles](#) is an archipelago of islands, placed to the far west of the grater continent of [Faerûn](#), located in the much greater world of [Abeir-Toril](#). The islands are known for the harsh weather, with storms rolling in from the seas, and blizzards ravaging the lands during winter. Several mountain ranges pride the larger islands of the region, and most of the terrain remains untouched by civilization. You can read more about the islands at this [website](#), or refer to the summaries below:

**Alaron** is one of the largest islands in the region. Ruled from the city of Caer Callidyr, the largest city in the region, the island of Alaron is the seat of House Kendrick's power. The rugged Fairheight Mountains to the north, home of the Rustfire and Rookoath dwarven clans, separates the traditional lowlands of the Ffolk in the south from the homes of the Northlanders to the north.

**Norland** is the western-most island of the region, inhabited by various tribes of the Northlanders, consisting mostly of fertile cultivated farmlands and the impressive Jotunhammer Mountains to the far west. The southern part of the island is considerably more rugged than the rest of the island and is rumored to be inhabited by outlaws and tribes of firbolgs.

**The Norheim** Isles is a mountainous region of small islands to the north of the region prided by the port cities of Seawolf and Hammerstaad. The storms and blizzards of the islands are particularly cruel on these islands, and the

Northlanders that lives here are particularly hardy and stout folk. Some of the islands are inhabited by various tribes of giants, and runestones dot the land.

**Gwynneth** is the largest of the Moonshae Isles, and possibly the most perilous, holding sites of ancient origins, and showing marks of several kingdoms that rose and fell. The island is marked by the enormous Winterglen forest to the north, several mountain ranges around the center regions, and the unearthly beauty of the Myrloch lake, where the fey kingdom of Sarifal rules from the magical city of Karador. The elves occupy the beautiful Myrloch Vale in an uneasy peace between the dominant fey and the Ffolk that lives on the island.

**Moray** is a war-torn island, plagued by tribes of fierce orcs and trolls, and packs of feral lycanthropes loosely organized in the [Black Blood Tribe](#). Only few humans and other civilized races make Moray their home.

**Flamsterd** is located to the far south of the region. Being a smaller island with no imposing landmarks, Flamsterd is rumored to house renegade wizards and other mysterious figures valuing privacy over the protective arms of civilization.

**Snowdown**, despite what its name might suggest, is located to the far south-east of the region, and is known for being the only island under foreign control by the nation of [Amn](#). As a fertile island, it has attracted settlers from many corners of the world, and it is currently a thriving trade hub with connections to several important trade cities of the mainland. Citizens from the island tends to be more snobbish and aloof than the rest of the inhabitants of the islands, and their decadence is rumored to host folk of questionable intent.

**Oman** is an isle near the center of the archipelago. Prior to the [Spellplague](#) the island was a center of Northlander culture and was under control of the Kendrick dynasty. After the Spellplague, a group of [fomorian giants](#) entered through a gate from the [Feywild](#) and conquered the island. The fomorians are ruled by Queen Connomae who live in the Feywild. Due to the formorian presence the island is nearly uninhabited by civilized races.

**Other Islands** are found throughout the region, including the pirate-infested island of [Mintarn](#) and [Korinn Islands](#) to the east, and the barbarian island of [Ruathym](#) to the north.

### IDENTITY ON THE ISLANDS

The cultural identity of the inhabitants of Moonshae Isles are closely connected to their home island. Northlanders have a history of friendly competition between their tribes, and the cultivated Ffolk of Snowdown view the simple lives of their brethren on Alaron with disdain. Despite the recent union of the human kingdoms on the islands, these differences still exist, and a character's homeland will not be inconsequential when travelling the islands.



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**Norheim Isles**

**Korinn Archipelago**

**Norland**

**Alaron**

**Oman**

**Moray**

**Sarifal**

**Gwynneth**

**Snowdown**

Sea of Moonshae

Sea of Moonshae

Sea of Swords

Trackless Sea





## CHARACTERS

Any class, race and background mentioned in official material, such Player's Handbook, is a viable option for a character inhabiting the Moonshae Isles. The region is inhabited primarily by contesting human tribes and kingdoms, eladrin, fey, elves, dwarves, halflings, orcs, firbolgs and many other races. Discuss your options with the DM in case this guide is not enough, or if you wish to create a character with another race or background.

## RACES

[These races](#) are all viable options for characters. Some races mentioned in this document will have additional options for subraces or variants, that are unique to the Moonshae Isles setting.

### HUMANS

Humans dominate the islands and are primarily made up of two subraces; the civilized and ancient Ffolk, and the seafaring and battle-hardened Northlanders. The Northlanders inhabit mostly the Norheim isles, Norland and parts of Alaron. The Ffolk inhabit large parts of Alaron, parts of Gwynneth and the farther-off Snowdown island. Ffolk are known for their druidic traditions, venerating the Earthmother, but they have also been known to produce chivalrous paladins and even wizards, although these are rare occurrences. Northlanders tend to worship [Tempus the Foehammer](#), and they favor classes that enables them to excel in melee combat. Humans of Calishite descentance can be found on Snowdown, and these folk are more oriented towards trade and luxurious living.

### DWARVES

Dwarven settlements can be found in the many mountain ranges that pride the landscape of the islands. The Fairheight Mountains are home to the Rustfire and Rookoath clans, which are the most populous in the region. Dwarves from the Jotumhammer Mountains are more likely to intermingle with the humans of the area and are known to have settlements outside of the mountains of the Norland island. All dwarves from the islands are well aware of the deep caverns of the region that connects the surface realms with the [Underdark](#), and the unspeakable evils that lurks in the corridors of these zones. Most dwarves have aided their clans in the defenses against these dark entities and might still be involved in the ongoing battles to keep their lands safe. They are also very likely to have lost dear ones to the ongoing battles.



### ELVES

The elves native to the islands are known as the [Llewyrr](#). In contrast to many other tribes of elves in Faerûn, Llewyrr have a peaceful past with both the dwarven and human inhabitants of the islands, since they have not truly competed for resources in the region. The Llewyrr originate from the Myrloch Vale, and from the hidden elven realm of Synnoria on the island of Gwynneth. The Llewyrr is also known for being a very isolationist tribe compared to other elves, having resisted the call of their brethren to return to [Evermeet](#), the mythical island home of the elven race. Further, nearly all elves of the tribe and kingdom are vegetarians, and they treat all animals as dear friends or treasured pets. Unlike other elves of Faerûn, the Llewyrr worships the Earthmother in contrast to the elven pantheon of the [Seldarine](#).

### ADDITIONAL SUBRACE: LLEWYRR

The isolated and ancient elven realm of Synnoria is the home of the Llewyrr elves. Bearing a striking resemblance to the high elves of Evermeet, the Llewyrr elves are highly attuned to both the natural inhabitants of the land, as well as the mysterious arcane magic mastered by their race.

The Llewyrr tend to have fair skin, with blond or copper hair. Their eyes are golden, and they are slightly more robust than their brethren, in some cases with a body similar in build to the average human. Males are rare among the Llewyrr, bearing a heavy duty on their shoulders to maintain the elven population of the islands.

**Ability Score Increase:** Your Wisdom score increases by 1.

**Llewyrr Weapon Training:** You have proficiency with longswords, shortwords, longbows and shortbows.

**Llewyrr Magic:** At level 1, you may choose any one [Druid cantrip](#), and cast it at will. At level 3, you may cast a special version of [Find Familiar](#), as referenced below.

**Llewyrr Familiar:** When you reach 3th level, you can cast a special version of the *Find Familiar* spell once a day with the following alterations: you do not spend material components to cast the spell, but are limited to one creature, that will bind itself to you as a permanent companion.



## TIEFLINGS

Met with fear and suspicion in all of Faerûn, the Moonshae Isles are no exception to the rule, and the inhabitants here will try to avoid any tiefling coming their way. Tieflings on the islands keep mostly to shady operations, including criminal organizations, trading companies and even piracy. In some parts of the islands, and in particular on Gwynneth, tieflings are often confused with the dark fey that also inhabits the island, leading to further difficulties for any tiefling. Playing any tiefling variant brings great innate power, at the expense of being shunned by all other races.

### ADDITIONAL TIEFLING VARIANT: FEY'RI

[Fey'ri](#) are mainly the descendants of elves and demons (usually [succubi](#) in male or female form). Having bred with these demons among their own kind, fey'ri are a distinct race and share the same common fiendish traits. In general form they resemble elves, although all have large batlike wings.

Fey'ri are obviously different from normal elves and would quickly be killed by most other elves if discovered. Luckily for them, their demonic bloodline gives them several abilities, including the ability to change their shape. Thus, they can pass freely among other creatures without causing alarm for short durations.

On the Moonshae Isles, a family of fey'ri lives in secrecy on the outskirts of Synnoria, where they plot to overthrow the elven realm and make it their own. It is not impossible to play a good-willed fey'ri, but it is highly unusual, and even more so than with regular tieflings.

**Ability Score Increase:** Your Dexterity score increases by 1, and your Charisma score increases by 2.

**Darkvision:** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Alter Self:** You can produce the *change appearance* effect from the [Alter Self](#) spell once a day, starting at level 1. You gain an additional use at level 8 and level 15.

**Wings:** You sprout a pair of large bat-like wings from your shoulder blades while in your true form, reflecting your hellish nature. The following effects can only be had in your true form:

- **Gliding:** You can use your wings to glide, negating damage from a fall and allowing 15 feet of forward movement for every 5 feet descended at a speed of 30 feet per round.
- **At 6th level,** your wings can carry you for a short time per day. You may gain a fly speed of 30ft for 1 minute per day.
- **At 12th level,** you may repeat your ability to fly for 1 minute, but each additional time you do it beyond the first time, causes you to suffer a point of exhaustion.





## HALFLINGS

Hafplings on the Moonshae Isles are mostly nomads, moving from island to island to explore the lands and find shelter from the seasons. While most halflings tends to keep to their own families and immediate acquaintances, they have also been spotted in the larger human settlements where they live a more urban life among the other races. The most common subrace of hafplings in the region are the lightfoot halflings. Further, the halflings of the area tend to favor the company of the Ffolk humans over the Northlanders.

## GNOME

The small and brilliant gnomes are a rare sight on the Moonshae Isles, but not unheard of. Most gnomes living here are immigrants from [Lantan](#), or from the main lands of Faerûn. Few settlements or features on the islands are large enough to hold any permanent interest of a gnome, with Caer Calidyrr being the exception. Any forest gnomes that might make their home on the islands would be secretive and completely hidden, even from other friends of nature.

## HALF-ELVES

Due to exceptionally well-kept relations between humans and elves in the region, half-elves are more common on the Moonshae Isles than many other regions of Faerûn, although they are still rare compared to humans. The half-elves of the islands are often descendants of the Ffolk humans and the Llewyr elves of Gwynneth, bearing with them an inborn affection for nature and animals. While the humans of the islands are welcoming to the half-elven race, the elven kingdom of Synnoria is not open for anyone but pureblooded elves, with very few exceptions.

## HALF-ORC

Half-orcs originate mostly from the island of Moray, where the savage orc tribes sometimes raid and intermingle with the few human settlements on the island. The brutish nature of most half-orcs is unwelcomed among the Ffolk and are more likely to find acceptance among the Northlanders. Humans of Moray tend to nurse the half-orcs from the island, as they become fierce protectors of their communities when embraced, and fearsome enemies when outcast. Some half-orcs grow to hate their human brethren for their weakness in comparison, although it is unheard of that any of them join the orc tribes of the area.

## AASIMAR

Due to the presence of divine entities on the islands, it is not impossible that some aasimar might call the region their home. Native aasimars are most likely a product of affection between [celestial beings](#) and the worshippers of [Tempus](#), [Tyr](#), [Sune](#) or the [Earthmother](#). The beauty of the

islands serves as an inspiration for the aasimars originating from the region, and they are likely to fight with fierce determination to protect their homelands as well as their piety.

## SUBRACE: NATURE AASIMAR

Due to the unique combination of powerful deities and archfeys of nature and the brash, fearless humans of the region, a unique form of aasimar can be found on the Moonshae Isles, drawing power from nature itself as a divine entity.

These powerful beings are known for having a solitary nature, while fiercely protecting the woodlands and pristine landmarks of the region.

They have a rough, barklike texture to their skin, and a faint green glow to their eyes that seem to kindle with divine energy. Some of them sprout hair in unusual colors, matching the color palette of a particular season.

**Ability Score Increase:** Your Wisdom score increases by 1.

**Cloak of Nature:** Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing you to grow a large pair of incorporeal antlers on your forehead, and radiating a powerful green glow from your eyes, and in truth, your entire body.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you can target a creature you can see within 90 feet of you and attempt to restrain them with vines pouring out from the ground. They must succeed a strength saving throw (DC 8 + proficiency bonus + wisdom modifier) or become restrained until they succeed a save on their following turns. Terrain up to 20 feet around you are considered difficult terrain for enemies.

Once you have used this feature, you must complete a long rest before you can use it once more.



## OTHER RACES

Other unusual or rare races might also be viable options for player characters. You can refer to this [website](#) for ideas. Consult the DM in case you wish to discuss the possibilities of playing an unusual race.





## CLASSES

[These classes](#) are all viable options for characters. Some classes will have additional options that are unique to the Moonshae Isles setting. The following descriptions provides additional information that might be useful for playing the class on the Moonshae Isles.

### BARBARIAN

Barbarians can be found all over the islands but are most frequent among the Northlanders and the half-orcs of Moray. Berserkers are common among the Northlanders, while the orcs tend to favor path of the totem warrior. Storm heralds attuned to the seas of Moonshae have begun to appear and are feared throughout the archipelago for their destructive powers.

### BARD

Bards in the region are highly regarded and are very likely to study under the royal bardic college of Caer Callidyr. The royal family of Alaron are renowned practitioners of the art, and a strict hierarchy exists, where newcomers to the circle are supervised by their superiors. All bards originating from the islands are expected to experience heroic deeds first hand, and as thus, it is fairly easy to find a new and hopeful talent ready to take on a magical journey of music, magic and companionship.

### DRUID

The Ffolk of the islands are well known for their attunement to nature, as are many other inhabitants of the region. Druids follow ancient traditions and are respected among all native inhabitants of the islands. The Ffolk are the most numerous druids, but firbolgs and elves also frequently join the circles, making excellent additions to ancient communities. Druids from Moray are particularly skilled in shapeshifting abilities, and some of them are cursed with lycanthropy in addition to their natural shapeshifting abilities. These druids tend to worship Malar instead of the Earthmother, and many of them have given into their bestial instincts, leading a feral life and preying on innocent commoners.

### PALADIN

Paladins on the islands are either in service of the royal family of Alaron, or in the service of nature itself, working with the druids of the land to preserve the pristine nature of the region. The paladins in the service of the crown often take an oath of devotion, serving their King and their deity in equal measures, while the paladins in service of nature take the oath of the ancients. Paladins are not common among the Northlanders, but the few that exist form a closely tied circle, serving Tyr, the even-handed, to guide their fellow warriors with tales of glory, justice and honor.



## RANGER

Having served as scouts, spies and mercenaries, many rangers have turned the tides of history in the region. The harsh environment and the roaming beasts of the region inspire many rangers to travel the islands, either aiding or hunting trespassers in the ancient lands. Human rangers tend to take the path of the hunter, while the elves favor the path of the beast master. Some rangers serve as diplomats, using their knowledge of the history of the lands to negotiate favorable conditions between the many power factions found on the islands.

## CLERIC

Priests and battle clerics are very common in the region and can be found among all races. Northlanders tend to worship deities associated with bravery, battles, oceans and storms, with the the faiths of Tempus, Tyr, Talos and Umberlee being the most dominant. Ffolk prefer deities associated with nature, with the Earthmother (an aspect of Chauntea) being by far the most dominant religion. In contrast to the druids of the region, the clerics oversee much of the formality of traditions and daily life of the commoners, as opposed to the devotion to the protection of nature. Mystery cults are abundant in the region, and some of them allow devotion to philosophies in place of actual deities. Clerics that choose this path find divine power in the strength and wisdom of the sea, the storms, and the battles of mind and matter. Such clerics can choose one of the following domains without revering any particular deity; Tempest, Trickery, War or Rune.

### CLERIC DOMAIN: RUNE

The mysterious origins of runestones and the runic alphabet has long held secrets of the origins of the Moonshae Isles, inspiring generations of inhabitants to undertake journeys to decipher the meaning of their ancient knowledge. To venerate the ancient runes, is to be a wanderer on the islands, each holding its own secrets and mystical energies. No other region in Faerûn has as many ancient sites for rune magic, making the region perfect for a divine adventurer seeking to uncover the mysteries of the world.

### RUNE DOMAIN SPELLS

Level	Known Spells
1st	<i>Absorb Elements, Identify</i>
3rd	<i>Magic Weapon, Enlarge/Reduce</i>
5th	<i>Glyph of Warding, Elemental Weapon</i>
7th	<i>Stoneskin, Banishment</i>
9th	<i>Skill Empowerment, Antilife Shell</i>

**Ritual Caster:** At 1st level, you gain the feat *Ritual Caster*, enabling you to cast ritual spells you may discover.

**Rune Secrets:** Also at level 1, you may recall a secret of the runes to grant your proficiency bonus to one saving throw you are not already proficient in. The effect lasts for 10 minutes and can be used a number of times a day equal to your Wisdom modifier.

**Channel Divinity: Rune of Nullification:** Starting at 2nd level, you can use your Channel Divinity to imbue a weapon with a *Dispel Magic* spell, which takes effect upon successfully hitting a target with the weapon. You must spend a spell slot of level 1 or higher to use this feat, and you regain your ability to do so after a long rest.

**Ancient Abjuration:** At 6th level, you avoid being knocked unconscious by a fatal blow, instead adjusting your remaining hit points to 1. This effect can take place once a day, and the ability is regained after a long rest.

**Rune of Lightning:** At level 8, you can use an action to activate a shield effect on yourself, surrounding you with a cackling shield of thunderous magic extending 5 feet from your body. Any creature that attempts to hit you with a melee attack immediately suffer 1d8+your cleric level of lightning damage. The effect lasts for 1 minute, can take place once a day, and is regained after a long rest.

**Runechild:** At level 17, your runic abilities manifest on your body, marking you with several magical tattoos. You gain resistance to fire, cold, lightning and acid damage from magical sources, such as spells or enchanted weapons.

## MONK

Monks are a rare sight on the Moonshae Isles. There are no known temples devoted to the studies of the soul where a Monk could practice his or her arts, meaning that any adventuring monk are likely to originate from somewhere else than the islands. A residential adventurer might possess similar skills to a monk described in the official sources either by innate exceptional abilities, perhaps due to their race or heritage, or due to studies performed elsewhere than on the islands, perhaps in the company of a mentor that is also travelling the lands of Faerûn.

## ROGUE

Found mostly in the urban environments, rogues are as common on the islands as in any other place on Faerûn. Following the fall of many of the ancient human kingdoms, Rogues have seen a golden age of opportunity, using their skills to infiltrate ruins or serve as diplomats during their travels, if they ever decide to leave the cities. Rogues are not openly welcomed by most of the factions found on the islands, with the Northlanders seeing their tactics as cowardly, and the Ffolk seeing them as deceitful and dishonest. However, for the clever and careful rogue, the Moonshae Isles are filled with ancient treasures, rich opportunities and plenty of places to lay low for a while when needed.



## SORCERER

Sorcerers are surprisingly more common in the region than ordinary wizards. The most common heritages of the sorcerers are divine souls, draconic, sea, storm and wild. Sorcerers are viewed with suspicion on the islands, and they tend to keep their abilities hidden if possible. The exception to this being the island of Snowdown, where expression of magic is more common than any other place in the region.

## FIGHTER

Professional soldiers and warriors are abundant in the region, among any tribe and in any kingdom. Whether trained in the swordsmanship of the elves, the archery of the royal guard, or the tactics of the northland generals, they fight with deadly precision and great skill in battle.

## MARTIAL ARCHETYPE: RUNE KNIGHT

The Rune Knight visit ancient sites of rune magic and use their latent powers to produce great magical effects in combat. Similar to clerics seeking to understand the mysteries of runes, the Rune Knight seek the runes for the power to destroy their enemies in combat.

**Carving of Stone:** Starting at level 3, you gain proficiency with the [Arcana](#) skill and with [Smith's Tools](#).

**Runecasting Ability:** Intelligence is your spellcasting ability for rune magic, since you use your knowledge and memory to produce magical effects.

**Spell save DC** = 8 + proficiency + int. mod.

**Spell attack** = proficiency + int. mod.

**Runestones and Rune Points:** Starting at level 3 when you learn this archetype, you gain 3 rune points to spend every day. At level 6, 9, 12, 15, and 18, you add another point to your total. In order to spend rune points to activate runestones, you must have imbued a runestone first with an effect you have learned. The runestones are literally stones that the Rune Knight keeps with him, that are imbued with the arcane magic he has learned during his travels. If the Rune Knight does not have access to his stones, he is unable to use his abilities. To find various runestones is a journey on its own, and the effects of the stones may vary considerably, depending on the DM.

**Crafting Stones:** You may craft a single runestone by spending one hour imbuing the stone by using your Smith's Tools. You can craft a total amount of runestones equal to your amount of rune points. Any non-magical stone of appropriate size can be used. You can imbue the stone with any rune you have attuned yourself to during your travels. Once the magic is used, the stone disappears, and a new stone must be crafted. The magic in the rune lasts for up to 10 days.

**Runeforging:** Starting at level 6, you may use your Smith's Tools to spend one hour to imbue your weapon with a permanent rune producing one of the following 2 magical effects learned automatically at level 6;

- **Smite:** Increase damage by an additional 1d6 of the weapons inherent damage type. Increase to 2d6 at level 12 and 3d6 at level 18
- **Speed:** Increases the movement speed of the wielding Rune Knight by 5 feet.
- **Additional Effects** can be found by locating runestones throughout the land.

You can only imbue weapons used by the Rune Knight, and any imbued weapon will lose its magical effect if wielded by another character. The rune will remain on the weapon until replaced by another rune by the Rune Knight. The rune can be dispelled by normal magical means by enemies.

**Recall Magic:** At level 10, you may roll an intelligence check (DC15) to attempt to restore a runestone you just used. You may only attempt this once for each runestone.

**Rune of Transformation:** At level 15, you may use a bonus action to perform a spell attack using one of your runestones, regardless of what effect it has stored. You choose an elemental damage type to hurl at your foe, and with a successful spell attack, you deal a number of d6 damage dice equal to your proficiency bonus. At level 15 for example, you deal 5d6 damage, having a proficiency bonus of +5. There is no save for the damage done.

**Inscribe Body:** At level 18, you can spend 1d12 hours to permanently inscribe your body with a rune you have learned, replacing the need for crafting runestones completely. You may activate any of these runes at will, using one of your rune points. You can store a number of runes in this manner equal to your constitution modifier.





## WARLOCK

Closely connected to the many mystery cults in hidden places on the islands, Warlocks can be found anywhere in the region. Stories of ancient entities and demigods are abundant in the region, the most prominent example being [Kazgoroth](#), a legendary beast serving Malar, the god of beasts. One does not simply choose to become a warlock anywhere in the realms, and the same applies to this region. A pack made with a powerful and usually evil entity is not entered easily, and sometimes not willingly. Like sorcerers, warlocks rarely reveal their true nature to their surroundings, often posing as clerics of established deities instead, while secretly practicing their powers.

## WIZARD

In this region, wizards are very rare, and very far in-between. For many years, the practice of magic was shunned upon by the druidic powers in the area, being perceived as unnatural and evil. In recent years, the heroic actions of travelling wizards have somewhat redeemed their reputation among the common folk, although it is not unusual to see taverns or official places have signs saying, “no magic allowed” or “spellcasters stay away”. All wizards and other practitioners of the arcane arts must register themselves to the local authorities in civilized areas, or risk being arrested if caught practicing out in the open. Caer Callidyr is the only city in the region with access to a proper study, so any resident wizard of the islands must study here to learn their powers. You may choose any school of magic for your wizard, but a special option is also available, described below.

## SCHOOL OF CAER CALLIDYRR

The resident school of the islands focus their studies on the arcane arts, as well as the druidic tradition. While wizards of the school are not as closely connected to nature as their druid counterparts, they are able to produce arcane effects mirroring that of the magic found in nature.

**Student of Nature:** Starting at 2nd level, when you choose this school, you may learn spells from the list of [druid spells](#), as well as the spells from the regular wizard list. You cannot learn new druid spells as part of the process for leveling up. Instead, you must study with a willing druid to learn such spells, or find scrolls with druidic magic to scribe into your spell book.

**Secrets of Nature:** Starting at 2nd level, you can communicate with plants to gather information, similar to the spell [Speak with Plants](#), but useable as a cantrip.

**Rod of the Wild:** Starting at 6th level, you may spend 8 hours to create a magical rod from a pristine piece of wood. You may cast any druid spell you know on the rod, and the rod will store the spell. You may not store spells above level 4. You can spend an action in combat to use the rod once at level 6, twice at level 12 and three times at level 18. The

charges are restored after a long rest. You can have one rod and only you can use it.

**Thorns of Summer:** At 10th level, you may use an action once per day to produce one of the following effects:

- **Thornfloor:** You specify an area with a radius of 20 feet within 90 feet of you. Thick thorns sprout forth, dealing 2d6+ your wizard level radiant damage to anyone in the area. The area is considered difficult terrain, and concentration is required to maintain the effect.
- **Thornwall:** You specify a line with a maximum length of 30 feet, which immediately animates as a wall of thorns. Any creature in the area of effect takes 2d6+ your wizard level radiant damage but can make a dexterity saving throw for half damage. Creatures attempting to pass the wall suffer the same effect. The effect requires concentration to maintain.
- **Armor of Thorns:** You clad yourself in natural armor, sprouting forth thorns from your figure. Your natural AC increase by an amount equal to your proficiency bonus. Any creature attacking you or ending their turn within 5 feet of you suffer 2d6 + your wizard level radiant damage. A successful dexterity saving throw will halve the damage.

**Treant Form:** At level 14, you may call upon the arcane infusion with nature magic to transform yourself into the form of a [treant](#), with all the abilities of that creature, but with your intelligence, wisdom and charisma score. You retain your ability to cast spells while in this form. You can perform this intense feat once and regain its use after a long rest.

## BACKGROUNDS

Backgrounds determine additional features, skills and proficiencies that a character might have from their life before becoming adventurers. You can refer to this [website](#) for inspiration.

In this region, the most common backgrounds include the sailor, the merchant, the pirate/raider and the outlander, with good opportunities for the soldier, the hermit and the folk hero as well. Most inhabitants of the region are familiar either with the raging seas or the wilds of nature.

Northlander tribes or adjacent settlements of other races are more likely to have a warlike or chaotic background, with plenty of room for scoundrels of any sort. Ffolk areas lean more towards the peaceful side, with opportunities for spiritual insight and a more lawful approach to life.

If you have a specific idea for a background, and no match is available from online sources, you can find a solution with the DM.



## DEITIES

Any deity from the 5<sup>th</sup> edition of Dungeons & Dragons from the Forgotten Realms [pantheon](#) is a viable option for a character to worship.

The most commonly worshipped deities include Tempus (Northlanders), Chauntea (Ffolk), Tyr, Umberlee, Talos, Malar, Auril, Sune and Tymora.

Any mortal on Toril will know that the deities of this world are very real. They grant their followers magical abilities, perform miracles, and walk the land in the shape of their avatars. Mortals that do not pay respects to the divine are lost in the afterlife, being stuck on the [Fugue Plane](#) while awaiting the judgement of the gods. Faithless are known to suffer terrible fates, eventually fading into nothingness or being submitted to eternal damnation by the divine powers. Unaffiliated clerics may not suffer such a fate, instead, their souls wander to the plane that matches their deeds in life the best. Good souls ascend to the heavenly planes, while the vile are doomed to spend their afterlife in the Hells.

### THE EARTHMOTHER

Venerated throughout the region, the Earthmother is said to be the embodiment of nature itself. It is widely believed that she created the hundreds of islands in the archipelago and blessed them with her powers. The Earthmother sometimes manifest herself in one of three powerful forms; the Leviathan, a gargantuan creature of the sea, the Unicorn, a sacred beast of the deep forests, or an enormous pack of wolves, moving through the land as a single, sentient entity. It is also said that she dropped pockets of primal power unto the land in the form of moonwells, which are a unique feature of the Moonshae Islands, fiercely protected by the druids living in the area.

Adventurers from the islands are known for their determination, and reluctance to place their fate in the hands of their deities. They venerate the divine as any other folk in the realms, but they rely on their own strength to carve their own fates.

It is not unusual to find practitioners of other clergies than the ones mentioned, though they regard them as worshippers of “the new entities”. Surprisingly, Ffolk tends to be much more distrusting of anyone not placing their faith in the Earthmother, while the northlanders are generally more open to new ideas to inspire them.

