

## *Forgotten Realms Alternate Dimensions: Issue VIII*

### Editorial

Welcome to issue VIII of the Forgotten Realms Alternate Dimensions Webzine. My intention is for this to become a home for people who wish to publish material about their own versions of the Forgotten Realms. The content presented within these pages should in no way be considered canon material and is meant to represent a glimpse of the possibilities available to people running a campaign world in the Forgotten Realms setting.

I would just like to say a brief thank you to all the scribes at Candlekeep and everyone who has worked on the Forgotten Realms for the past few decades. Thank you for inspiring me and giving me many years of enjoyment with the Forgotten Realms.



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## Alternate Dimensions Presents: Moonshae Isles – Kazgoroth the Beast

Kazgoroth is the malformed child of the ancient primordial being known as the Earthmother. What Kazgoroth should have been is lost to the unknown realms of improbability. He was warped through immense pain by the Sundering caused by Ao in reaction to the Tearfall; this event literally ripped a portion of him and placed it into another dimension. Then the Sundering caused by the elves to create Evermeet shattered his mother's body and cemented Kazgoroth's form as a being of pure rage and malice.

The combination of events made sure that the damage to Kazgoroth was systemic and irreversible. The first Sundering ripped his soul asunder and twisted his mind and body, but such damage can be undone with time. The second Sundering damaged his mother and caused her body to attack him, further warping him with pain, but need not have poisoned his soul beyond redemption.

That both events occurred means that Kazgoroth's form was likewise warped backwards and forwards in time so the force of primal rage and malice that he became following the two Sunderings is the form he had always possessed since his inception.

Kazgoroth seeks but one thing. The destruction of all humanoid life on the Moonshae Isles and maybe all Toril, for it is they that caused his current situation and the remnants of his soul remember the being he could have been which fills him with hatred.

### **Kazgoroth's Lair**

Kazgoroth has had many lairs over the millennia of existence. His first lair was inside his mother where he was kept imprisoned for the safety of everything else. This lair existed deep beneath the earth underneath Icepeak on Oman's Isle.

Following the titanic battle between Rendar the Bear and Grond Peaksmasher, the mountain that Icepeak used to be was rent asunder, collapsing in on itself, and Grond Peaksmasher fell into the Abyss (ice gradually formed atop it sealing him below as he recovered). The earthquake caused by this event caused a rupture in Kazgoroth's first home and allowed him to escape, it took thousands of years, but through pure anger, hatred, and rage, Kazgoroth forced his way to the surface and the collapse of the ground behind him created the inlet today known as Iron Bay on Oman's Isle, a tunnel may yet exist in the bottom of Iron Bay that leads to Kazgoroth's original home, but such deep places of the world are likely filled with antediluvian horrors that none have survived to speak about them.

**Hardang Hollow:** In the year 179 DR, Kazgoroth captured the famous dwarven smith Dhuum son of Dhorm of Highrock in the Fairheight Mountains. He had stalked the smith for 7 months trying to find a weakness and when the dwarves entered into trade negotiations with the recently arrived humans on Alaron, Kazgoroth pounced slaying the entire entourage as it travelled to Cantrev Blackstone, then he ran with his captive into the Hardangheight Mountains to the north.

For months Kazgoroth tortured the dwarf, breaking his bones and feeding him his blood to ensure his obedience. Finally the dwarf's spirit was broken and he did anything the Beast ordered him to.

Utilising the mighty runsmith's skills, Kazgoroth had Dhuum fashion and enchant a great cauldron over 8 ft in diameter, and during the process Kazgoroth engaged in ritual bloodletting to infuse his own blood into the rare living metal he had sourced years before.



Once the cauldron was completed, Kazgoroth left the dwarf to rot, unable to do anything for himself with his shattered body. The hollow that Kazgoroth found in which he kept Dhuum still exists in the Hardangheight Mountains. It is known as Hardang Hollow and it is regarded as a cursed place filled with evil spirits (which is partly true) thanks to the constant angry screams of Dhuum.

The spirit of Dhuum still persists in the cavern, unable to leave until the Cauldron of Dhuum is destroyed. Dhuum manifests as a ghost powered by pure rage and whose anger has allowed him to pummel opponents with his fists as though they were solid with the strength (21) he possessed in life (his fists have the ghost touched property) even though his own body is incorporeal.

Dhuum attacks anyone that intrudes upon his lair. Should anyone damage his incorporeal body then he possesses his attackers in turn until they have all killed each other. After 30 rounds of combat his anger will be depleted for a full hour whereupon he will converse with his assailants normally for a time.

**Icepeak:** After his first appearance, Kazgoroth was imprisoned on Nomans Isle, later called Oman's Isle, where he spent several millennia whispering words of torment to the slumbering primordial Grond Peaksmasher (as he had done in ages past when the situations were reversed). Kazgoroth maintained no lair on Oman's Isle he merely wandered the island as fancy took him and knows every single nook, cranny, and refuge (any place that a small lizard could fit) that existed until 176 DR when he finally escaped. He did however spend several years' worth of time sat atop Icepeak on an icy ledge now worn flat by his extended presence and later used as a sleeping ledge by the few Northmen climbers seeking to test their strength against the mountain.

**Darkmoon Warren:** This lair does not exist on the Material Plane; instead it exists on the Plane of Faerie in that plane's representation of the Grampalt Highlands. This network of caves was dug by the household of Clan MacDauphin of Oman's Isle after they were transported to the Plane of Faerie by a poorly worded wish using a malevolent ring of wishes.

The warren is home to 30 members of Clan Darkmoon, led by Shaella Darkmoon, that lair in its twisting tunnels.

The Plane of Faerie version of the Moonshae Isles represents the original form of the Earthmother, so only one island exists in Faerie with a series of large lakes where the Strait of Alaron, Lotan's Abyss, and Kressilacc now stand on the material Plane. From their lair in the Grampalt Highlands the Darkmoon have access to all the Moonshae Isles above or below ground (using tunnels that connect to the caverns beneath Faerie's surface).

Kazgoroth has spent the last few centuries living with the Darkmoon Clan in the form of Amye whose body he inhabits and which merged with a member of the Darkmoon Clan during a fortuitous accident (fortuitous for Kazgoroth). Kazgoroth's current body is that of a beautiful and athletic but bedraggled woman that can assume the form of a great black wolf whose fur has an almost oily sheen to it (and shines at the edges with hints of rainbow colour when wet). This shapechanging ability unlike most members of the Darkmoon is present even when Kazgoroth ranges onto the Material Plane. (Members of the Darkmoon clan take the form of huge black wolves on the Material Plane unless it is a full moon in which case they can shift between human and wolf form as desired).



Kazgoroth convinced the Darkmoon that he/she was an errant child returning after a time spent maturing on the Material Plane and gradually rose through the ranks of the clan to become Shaella's second. Because of his position Kazgoroth has his own private lair deep in the warren that none dare enter without his permission (which he never gives). It is here that Kazgoroth has planned out his revenge on the walls of his lair using chalk (because the Darkmoon remain mostly in wolf form and therefore mostly communicate using scent).

### **Deeds of Kazgoroth**

Kazgoroth's deeds are many and malicious. He began his evil schemes millennia before his release from the Earthmother's womb by whispering words to the primordial Grond Peaksmasher many miles above him. Kazgoroth spoke of betrayal, revenge, anger, hatred, and war. The violent and in many ways already broken Grond Peaksmasher was swayed by Kazgoroth's words and struck at the dwarves before they could attack him.

After his release Kazgoroth travelled the Moonshae Isles bestowing his gift of anger, hatred, and rage to all those he could touch. The ravaging hordes rampaged across the isles and it was only the combined works of the elves, dwarves, fey, and giants that managed to contain and imprison him on Nomans Isle, but not before he destroyed much of Llyrath Forest that in them days covered the entire southern half of Gwynneth.

However even the magic of the LeShay and the elves were not enough to contain Kazgoroth's rage forever. The disruption in the Weave in -339 DR weakened his bonds enough so that when humans first arrived on the island in 176 DR he slaughtered them and escaped to Alaron using their boat. Kazgoroth had already evolved since -339 DR from his original form and was now rapidly growing into a towering lizard like creature with enormous draconic scales covering his body. The changes in himself and to the Weave were enough to dull the effect the Moonwell's and the magic of the elves and the LeShay had upon him (the music of the wells now causing him little more than a headache) but the ravaging hordes of rage infused monsters that he used in his previous attempts at conquest and destruction would not work inside the web of Moonwells.

Kazgoroth's newly functioning brain came up with a different plan. Colluding with the evil creatures of the Moonshaes he encountered on his travels, Kazgoroth learned of a living metal that was infused with a portion of the Earthmother herself, and that this metal was used in ancient times in the construction of a fortress where Caer Callidyrr was now being constructed out of the ruins of a castle built by powerful magic users from the mainland many centuries before.

The duergar dug beneath Caer Callidyrr as it was being built by the humans above, and stole much of this living metal from the catacombs that were once part of the ancient fortress and its ruined replacement. Kazgoroth then kidnapped the most powerful dwarven runesmith in Highrock (and at the same time set back human/dwarven relations by several decades) and set him to work fashioning and enchanting a weapon that Kazgoroth could use to create an army with which to destroy the peoples of the Moonshae Isles.

Thus the Cauldron of Dhuum was born. Kazgoroth used it to create an army of undead zombie-like creatures that were completely loyal to his every command. Kazgoroth took the cauldron with him across the islands and set about creating his drathak horde out of humans, elves, and dwarves that he captured and forced into the cauldron. As he had guessed the drathak proved immune to the background music that covered the isles and disrupted much of his old powers and they were most



effective at hunting down their former kin and dragging them to the cauldron to add to the hordes. Kazgoroth was again undone by an alliance of goodly creatures as the elves, dwarves, firbolgs (although only a scant few), and humans united to put down his evil. With a sword enchanted by the elves specifically to slay Kazgoroth, and three magical instruments that could quell his anger, a human named Cymrych Hugh and his wife Allisynn Hugh gathered their people to stand in Kagoroth's way as he made for the Myrloch. The sword severed Kazgoroth's horn from his head and turned the Beast to dust; foolishly most believed the beast was dead.

Kazgoroth's will however was too strong to be expunged completely. He survived in the pieces of himself that remained; three independent items that each held a portion of Kazgoroth's personality, his horn, his skin, and his cauldron.

Through these items Kazgoroth may return as three separate beings that each work towards the same goal, the destruction of all humanoid life on the Moonshae Isles and in particular the death of Lady Ordalf of Karador, for it was she that first thwarted him and it is she that he is now focused upon.

### **Kazgoroth's Magic**

Kazgoroth possesses an inexhaustible rage in a similar fashion to Rendar the Bear (another of the Earthmother's Children). Unlike Rendar, Kazgoroth's rage is fuelled by pure hatred and malice and it is because of this that the LeShay and the elves were able to find his weakness; music soothes the savage beast and so Kazgoroth is weakened by music.

**Kazgoroth's Touch:** Around -2000 DR, Kazgoroth could rage at will for unlimited periods and never become weakened. Furthermore he could pass this rage onto others, making them likewise rage but uncontrollably so and forevermore under Kazgoroth's direction and control. This rage twisted the creatures so touched into horrific looking beings; many of his early victims were the Firbolg giants who were called Fomorians by their "untouched" brethren because of how they resembled the twisted giant kin. Thanks to the Moonwells, Kazgoroth can no longer rely on the hordes of berserk creatures that he infused with rage because the magic and music emitted by the Moonwell soothes this supernatural frenzy and disrupts Kazgoroth's control over these creatures (making his touch non-functional and causing great pain to those already touched).

However, the Greater Moonwell's only emit this effect up to a radius of 50 miles (Lesser Moonwells are 10 miles); enough to cover a single island usually, and should Kazgoroth or his minions manage to pollute a Moonwell, the magic/music they blanket the islands with is disrupted and his touch functions as normal once again..

**The Cauldron of Dhuum:** The Cauldron of Dhuum is created out of a living metal found deep in the earth, so deep in fact that it contains part of the life energy of the Earthmother. This metal is protected against magic and a portion of metal from one lump of ore can have a vastly different response to the same magic cast at a different portion of metal from another lump of ore (which is why Kazgoroth used a runesmith to etch the magic into the metal's surface), living metal also regenerates all damage done to it over time (this made it the perfect defence against dragons and was why the giants used it in their constructions on the Moonshae Isles). Crucially living metal is found only in tiny amounts, usually about the size of fist, and so it must be scavenged from a variety of ore deposits to collect enough metal to produce a single item. Kazgoroth used the runesmith Dhuum to enchant it so that it would rip a person's soul



from him, and the reflecting nature of the metal would make it impossible for the creature's soul to escape.

The soul was then forced to possess the nearest body it can find, which is usually the soul's original body, now dead. Thanks to the blood of Kazgoroth that he had Dhuum work into the metal, the newly fashion zombie creature is under the complete control of Kazgoroth while at the same time possessing much of the skills it had in life.

This blood that remains part of the cauldron was enough to contain a portion of Kazgoroth's intellect, and since his death it has been taking steps to be reborn into the whole being.

The portion of Kazgoroth inside the cauldron escaped into the body of a witch named Amye and through a fortuitous accident later merged with a member of the Darkmoon.

Kazgoroth/Amye is now the Second of the Darkmoon and is using the secret society of assassins to manipulate the kingdoms of the Moonshae so that he can have his revenge.

**The Horn of Kazgoroth:** The horn of Kazgoroth contains the bulk of Kazgoroth's rage and raw physical power. When his body was destroyed by the sword of Cymrych Hugh, it disintegrated and the remains of his power were drawn into the severed horn that remained nearby. Flamsterd himself ordered the horn be sealed away for eternity (for he dare not touch it, and it remained stubbornly resistant to magic) and so it was born away to Caer Callidyrr where it was sealed in a vault deep in the catacombs beneath the castle.

It lay unused until 944 DR when the position of High King came to an end with the death of High King Tanner and the loss of the last piece of royal regalia of the High Kingdom of Moonshae. In the days that followed many within the castle feared an invasion from the other Ffolk kingdoms that were openly refusing to listen to the next in line to the office of High King, Niall son of Tanner.

The more paranoid and fearful or tired and resigned servants deserted the castle and the kingdom of Callidyrr altogether, taking with them whatever treasures and secrets they could find. Thus the Horn of Kazgoroth found its way to the Kingdom of Snowdown where it ended up in a dusty merchants shop until a burglar from the Broken Ring discovered it.

The bearer of the Horn has bonded with it physically and it now manifests as a raised lump on the forehead of the individual (a dwarf woman called Thya Duerduum, a descendent of the famed runesmith Dhuum). The Horn grants the bearer the power to rage on an unlimited basis and with each moment of rage the horn protrudes more and more fully from the skull of the bearer. Should the bearer rage for a continuous duration of 11 minutes and 6 seconds then the transformation will be complete and the bearer will become the physical manifestation of Kazgoroth the Beast once more (as he appeared the second time in the form of a great reptilian creature).

The Horn of Kazgoroth possesses much of his raw physical power but almost none of his intellect. It drives the bearer with a desire to conquer everything but little knowledge on how to do such things. At the same time it exaggerates the aggressive tendencies of the bearer, gradually turning him into a raging juggernaut of destruction.

The current bearer; a female dwarf from Callidyrr named Thya Duerduum, has become a rising star in the Broken Ring and is now the most successful bandit group operating in Snowdown (with a sizable bounty on her head), she leads a band 7 strong and they have a reputation for never failing to rob a target (and never leaving a witness alive).



Thya wants to take over the Broken Ring and then use that organisation to forge an army and take over the islands, but she doesn't know why. The annoying headache she constantly experiences while on the Moonshae Isles only makes her more irritable than usual.

**The Skin of Kazgoroth:** The Skin of Kazgoroth is one of the few physical remains of Kazgoroth's body, as it was sloughed from his body following his escape from Nomans Isle in 176 DR prior to his destruction in 201 DR.

The skin retained a small semblance of awareness and spent the next few centuries floating between the isles, seeking suitable hosts to bond with in order to survive.

Most recently it appeared on Flamsterd Isle in 1285 DR and was in part responsible for the magical conflagration that consumed much of the island and the students of Flamsterd. The skin survived the explosive magical forces that were unleashed and quickly found itself a new host to bond with; a small grass snake that was formerly known as Belistar and was one of Flamsterd's apprentices.

The skin like the other pieces of Kazgoroth imparts to the wearer the desire to conquer and rule. It also grants the wearer a number of beneficial magical abilities including the ability to create and summon darkenbeasts, control reptiles, and change shape. The skin drains life force from the wearer with each use of the ability until its host is a dried up husk which it then abandons and looks for a new victim.

### **Kazgoroth's Allies**

Kazgoroth has had many allies during his millennia of existence. First and most loyal are the raging hordes, victims of Kazgoroth's Touch. These monsters were uncontrollable by any except Kazgoroth who would grant them moments of sanity and peace in exchange for unwavering obedience. Next came the drathak hordes; horrible undead monsters that were unwillingly bound to Kazgoroth and who stalked the land gathering more sacrifices for the cauldron.

Those outside of Kazgoroth's direct control, but still loyal to the Beast included the evil giant kin that inhabit the Moonshae Isles. Grond Peaksmasher was a beacon to the giant kin of Faerûn that were abandoned and bullied by the other true giants following the collapse of Ostorla. They followed this cursed but noble primordial wherever he went, eventually arriving on the Moonshae Isles to found a kingdom.

Grond Peaksmasher was manipulated into war with the dwarves and as a result became imprisoned in Icepeak on Nomans Isle. The firbolg giant-kin were lost without their Paramount and many devolved into barbarism, some turning to outright evil and some even embraced Kazgoroth willingly. When they were touched by The Beast their features gradually twisted making them resemble the hideous fomorians that are the source of many tales about the bogeyman among the Ffolk. The firbolg that bred with their twisted cousins after Kazgoroth's demise also blackened their souls and doomed their descendents to become Kazgoroth's servants

The duergar have also been counted among Kazgoroth's allies, helping him craft the Cauldron of Dhuum by securing the materials for it, and giving him access to deep underground tunnels that criss-cross the Moonshae Isles to help him move between the island kingdoms without notice. Kazgoroth lured these evil beings into helping him with promises that he would destroy the dwarves and they could have the formerly dwarven realms to themselves.

Kazgoroth always remained loyal to his allies when he needed them, and discarded them when it suited



him. This pattern has repeated to the modern era and all three manifestations of Kazgoroth are making inroads into various organisations to further his plans until they are no longer needed.

Currently Kazgoroth/Amye is working with the Darkmoon to monitor the various Northmen and Ffolk kingdoms of the Moonshae. The Horn of Kazgoroth is working with the Broken Ring. The Skin of Kazgoroth is helping its host Belistar to gain a seat on the Council Sorcere.

Kazgoroth's greatest allies however are the children of the very being that the humanoids of the Moonshae Isles believe he is working to destroy. Kazgoroth alone understands the true purpose of the Children, how to call them, and how to control them; he intends to use the Children to further his aim of destroying all humanoid life on the Moonshae Isles and wreaking his revenge upon Lady Ordalf and her LeShay.

### **Kazgoroth's Enemies**

All humanoid life can be counted as Kazgoroth's enemy. He blames them all for the actions of the Batrachi (in causing the first Sundering) and the elves (in causing the second Sundering) and thus cursing him with his current form and robbing him of his potential.

Kazgoroth wants to destroy the dwarves, the humans, the elves, the giants, and particularly the LeShay. Lady Ordalf Moonshayl, ruler of Karador has Kazgoroth's personal hatred for the actions she took in enchanting the Moonwells and keeping the Moonshae Islands safe from his evil. Kazgoroth wants nothing more than to torture her slowly over 3 thousand years as her actions have done to him. Once that is over then he will feast on her flesh and then turn his attention back to destroying the humanoids.

### **Kazgoroth's Fate**

Kazgoroth is but a mere shadow of his former power, three shadows to be exact. In his current state he stands no chance against the formidable enemies he has made in the past. Thankfully for Kazgoroth his ancient enemies are also a mere shadow of their former power.

The elves, fey, dwarves, and giants are all so few in number that he could squash them with a fraction of his former strength. Fortunately and unfortunately for Kazgoroth these ancient and powerful races have been replaced by the fractious humans that spend more time fighting amongst themselves than anything else.

Kazgoroth underestimated the weakling humans once and he will not do so again. He is determined to weaken the human realms and have them destroy one another before he will move against them.

Ironically it is the weakest part of Kazgoroth that may prove the strongest in his current situation.

Kazgoroth had little need of an intellect in the past until his imprisonment by the LeShay and the elves, only once he had escaped Nomans Isle did he discover the usefulness of brains, and as luck would have it, Kazgoroth possessed the mind of a true genius.

Kazgoroth/Amye is now the personification of the remains of that intellect and hopes to unite all the pieces of Kazgoroth that remain into a Moonwell so that Kazgoroth's true power can return. In order to do that the web of Moonwells must first be destroyed to break Lady Ordalf's enchantments (and hopefully in the process kill her), so that they can once again become conduits of the Earthmother.

Kazgoroth/Amye is aware of the existence of the other pieces of Kazgoroth and their wearers and has been keeping tabs on them as they attempt to exert their own influence on the Moonshae Isles. She is able to anticipate them to some degree and even manipulate them when needed.

Kazgoroth's success depends upon a lot of unknown factors but should he destroy the Moonwells and



return to his former power then life on the Moonshae Islands will become unrecognisable as he scours them clean of humanoid life.



## Alternate Dimensions Presents: Moonshae Isles – The Druids of Moonshae

The druids of the Moonshae Isles are a multi island spanning organisation split into fragmentary pieces that attempt to adhere to the wishes of the Earthmother and preserve the precarious balance in which they all live.

### **History of the Druids**

The Druids of the Moonshae officially began in 154 DR (Year of the Jealous Hag) as King Deric of Corwell and King Kaminas of Synnoria established peace between human and elf on Gwynneth.

A number of advisors were exchanged between the two kings and the elves took this change to pass on their duty of care for the Moonshae Isles to a worthy successor; for although the humans had shown they could be despoilers of nature, they had also shown good characteristics that the elves felt they could nurture.

They taught the humans in Synnoria about the Earthmother; a being of tremendous power that personified the Moonshae Isles. They told how she was injured in battle long ago with a being known as Kazgoroth the Beast. Then they showed the humans the Moonwells and how to harness their power; these wells were a gift from the Earthmother to help preserve the Balance, and by doing so prevent the return of the Beast.

The humans learned their lessons well and vowed to care for the Earthmother as the elves had taught them. However their entire mission is a fallacy.

The elves had been safeguarding against the return of Kazgoroth for 2000 years and under the magical influence of Kamerynn (one of the Children) had done little else but care for the Earthmother, neglecting even their written history. As a result what they taught the humans was a corruption of the truth.

The Earthmother was indeed injured long ago, but not by Kazgoroth, by the twin Sunderings of Ao and of the elves themselves. Kazgoroth was a by-product of these Sunderings and they disrupted the land and even the time of Abeir-Toril.

However the Earthmother does not serve, aid, or recognise the humanoid life forms that inhabit her shattered form. The druids believe the Earthmother is a goddess and represents the island chain of the Moonshaes but she is the island chain itself. Should the Earthmother awaken she would undoubtedly attempt to clean herself of the humanoid infestation upon her surface.

Despite these incorrect beliefs, the practices the druids learned from the elves help them keep the Earthmother slumbering. By maintaining the Moonwells, ensuring the growth of nature, and inhibiting the damage inflicted to nature by the humanoids, the Earthmother's body devotes itself to repairing the damage done millennia ago. Without this intervention the Earthmother's body would react violently to the new damage inflicted upon her and send the Children to combat the problem.

Following their inception, the druids spread out across the Moonshae Isles, seeking out enclaves of the elves on the islands and taking over their duties as carers for the Moonwells. It was during this diaspora that the first expedition to Nomans Isle accidentally released Kazgoroth from his imprisonment in 176 DR.

Beginning in 1338 DR the clergy of Chauntea on Callidyrr and Snowdown begin to suffer setbacks and then disappearances. It is some time before the truth is discovered that the Cults of the Dark Gods are fighting against the Church of Chauntea in the Moonshae Isles. This affects the Ring of Callidyrr which first admitted the clergy of Chauntea into its organisation as junior members in 1301 DR when it



realised it could not compete against the increasingly popular church.

Following a reorganisation of the Cult of Bane in 1359 DR the Druids of Moonshae begin to disappear, first from Callidyrr, and then from the rest of the Moonshae Isles.

By 1368 DR less than 12 druids remain out of the entire organisation (including the Great Druids of Gwynneth and Flamsterd). These remaining druids intend to gather at the greater Moonwell in Myrloch Vale and together attempt to awaken the Earthmother to summon her Children and protect the Moonshaes from the threats arrayed against it.

Such unprecedented action could prove disastrous for the ancient organisation for it is unknown precisely what will occur once the children are called.

Thankfully a number of druids from Moray and Gwynneth survive in captivity with the Northmen or Firbolgs or other former allies of Kazgoroth and so arrangements could be made for their release if the Beast is defeated.

### **Deeds of the Druids**

The Druids of Moonshae are single-handedly responsible for the survival of human settlement on the Moonshae Isles. Thanks to their careful tending they have managed to mitigate the damage done to the natural world by the Ffolk and the Northmen.

The Ffolk in particular have been a major success story of the druids because the entire mindset of these people has been altered over the course of a millennia so that they actively seek to minimise their impact upon the islands out of respect and fear of the Earthmother whom they revere as their goddess. Ffolk houses are usually straw or wooden huts built using dead wood or from straw farmed in traditional methods (rather than the modern agricultural farming that is taking hold in Callidyrr).

Hunters and small goat and sheep herds provide the primary source of meat in the isles and they are careful only to cull the sick or old from both so as to not upset the natural order.

Because of this careful tending and placing themselves in a position of authority (thanks to their origins) in Ffolk society, the druids have ensured the Earthmother's peaceful slumber for many long years.

When threats to the Balance do occur the druids act decisively to put a final end to the problem. The most prominent of these events occurred in 1116 DR. After waiting for Cymbre and Amye to burn themselves out using the Cauldron of Dhuum, the Ring of Gwynneth incited the entire Forest of Llyrath to rise up and destroy the drathak hordes that were infesting the southern portion of the island, this included the fey creatures, the animals, even the trees. Not a single undead was left after only a few hours.

### **Organisation**

The Druids of Moonshae operate as a number of independent circles that remain a part of a larger circle that monitors and organises operations across the entire island chain (or those islands that remain in the hands of the Ffolk)

**Members:** 69 (plus the clergy of Chauntea on Callidyrr as junior members only)

**Hierarchy:** Cells

**Leader:** Great Druid Dellan Huhes

**Religion:** Earthmother

**Alignment:** Any Neutral

**Secrecy:** This group is widely known throughout the Ffolk lands and everyone knows where to reach



the druids, however few know any of the inner workings of the druids or their rituals.

**Symbol:** 8 trees growing into one another becoming one tree at the top

### **Hierarchy**

The hierarchy of the Druids of Moonshae exist as 6 circles that exist within a 7<sup>th</sup> greater circle. They are referred to as “Rings” as in the rings of a tree, and are encompassed by the Great Ring which represents the interconnection of all things in nature.

All druids operate within a strict hierarchy with defined ranks (Novice, Treekeeper, Animaltender, Master Druid, Great Druid, and Grand Druid are just a few). Druids of a higher rank have seniority over druids of a lesser rank. Druids of the same rank but within different Rings have priority over their own lesser druids.

There can only be one Grand Druid in the whole organisation and this has always been Dellan Huhes since the founding of the Druids of Moonshae. There are 6 Great Druids, one for each Ring, as these positions become available they are filled from the ranks of lesser druids within the same Ring (or if needed by an appropriately ranked druid from another ring). There can be any number of lesser ranks with rank assigned according to experience and knowledge (which roughly approximates to level).

**The Great Ring:** This circle’s membership is 6 strong and filled only with the surviving Great Druids from the other circles of the Moonshae Isles. It is headed by the Grand Druid Dellan Huhes who is also the Great Druid of the Ring of Oman’s Isle.

**The Ring of Oman’s Isle:** This circle has only one member, the Great Druid Dellan Huhes, founder of the Druids of Moonshae. Despite being the smallest, it is possibly the most powerful circle of druids in the Moonshae, with the Great Druid’s skills far exceeding the entire membership of any other circle.

**Grand Druid Dellan Huhes (LN hm Drd 23):** The Druids of Moonshae are ultimately controlled by one man, the Grand Druid Dellan Huhes. Dellan claims to be the uncle of Corden Hugh who was chosen to be one of the ambassadors sent to live with the elves and aid them when dealing with the humans.

He was wisest of the ambassadors and learned the druidic arts quickly and completely from the elves. After the initial failed expedition to Nomans Isle and the disappearance of everyone involved, Dellan travelled to Nomans Isle himself and ensured it was free of danger before others were sent.

Dellan remained on Nomans Isle; as the central island was easiest to reach from all other islands, and after several centuries looking after the Moonwell Grove in the guise of a great oak tree, he gradually turned to stone.

The druid circle he formed around him was severely tested by the folk kings of Nomans Isle and almost its entire membership was slain or driven away to the other islands. The ills that befell the kings of Nomans Isle and the extinction of their lineage served as a warning to others to respect the druids and their teachings.

The Old Stone Wood on Oman’s Isle is named after his stony tree form that resides at the Moonwell in the wood’s centre. He is the only druid in the Oman Circle and the only druid in residence on a Northmen controlled island (Oman’s Isle is also the only Northmen controlled island with a functioning Moonwell).

Through the Moonwells the other druids of the Great Circle communicate with Dellan on matters of the utmost importance (which are thankfully rare, the last time he was called was in



1116 DR). No one has seen Dellan in over 500 years and none of the druids are certain that he still survives.

**The Ring of Gwynneth:** This circle is by far the strongest of the druid circles, with a membership of 38 druids spread throughout the wilderness of Gwynneth; the most traditional of the islands of the Ffolk. This druid circle is very successful in maintaining the Moonwells and as well as maintaining the greater Moonwells in the Myrloch Vale and Winterglen Forest, it has also created around 20 lesser Moonwells spread across the island.

The druids are heavily preoccupied with attacks from the firbolgs of the Black Mountains that seem obsessed with polluting Moonwells, and the druids also wish to clear the Fens of the Fallon where Kazgoroth was slain by Cymrych Hugh. 13 of their number tend to the Myrloch Vale alone (5 of them at the greater Moonwell) and they have close links to the elves of Synnoria who help them police the Myrloch Vale..

**Great Druid Genna Moonsinger (N hf Drd 14):** Sister of Brianna Moonsinger, Genna often felt she was always living in the shadow of her sister the Great Druid Brianna Moonsinger who disappeared several years ago in 1330 DR (some whisper slain by the Grimmulf).

Genna Moonsinger has proved more than capable as the Great Druid of the Ring of Gwynneth, and her wise council has even been consulted by King Bryon of Corwell over the expanding Church of Chauntea.

Genna spends most of her time at the greater Moonwell in Myrloch Vale; The Sacred Grove of the Earthmother, pondering the inner mysteries of the Earthmother and secretly hoping she does not fail her sister's memory or herself.

**The Ring of Callidyr:** Formerly the second most powerful circle; known in its heyday as the Ring of Alaron, in the last 100 years it has dwindled against the more vigorous Church of Chauntea that has converted many of the Ffolk to its worship by taming the plains of Callidyr into fertile growing land. Nowadays this circle is composed of 5 druids that work in counterpart with the Church of Chauntea and both groups are considered as part of the membership of the others' organisation, although only junior members.

**Great Druid Lachlann Heathwood (N hm Drd 11):** Lachlann Heathwood is approaching his 92<sup>nd</sup> year of age and although he feels sprightly has ever, he fears he will be the last Great Druid of the Ring of Callidyr. Born in 1250 DR, Lachlann has witnessed the fall of Viledel's kingdom, the rise of Thelgaar Ironhand on Oman's Isle, the deposing of House Kimball from Moray, and most importantly for him; the arrival of the Church of Chauntea in Callidyr.

Callidyr has long been one of the most forward thinking kingdoms of the ffolk, and like Snowdown is eager to embrace change and modernisation. The priests that arrived, fleeing war on the mainland of Faerûn, brought with them new methods of farming and agriculture that allowed the ffolk of Callidyr to grow ever richer and more prosperous.

Seeing an inevitable confrontation between the old and the new ways of the druids and the Church of Chauntea, Great Druid Lachlann decided to welcome the Church of the Golden Grain into the fold of the Ring of Callidyr in the hope that he could temper their need to transform all of Faerûn into farmer's fields.

Unfortunately Lachlann's efforts have failed, the Church of the Golden Grain is as industrious as ever it was (even seeking to expand into Corwell and the other islands) and the Ring of Callidyr's membership has dwindled while the Church of the Golden Grain has soared.



The conflict between the two organisations has been avoided thanks to Lachlann's efforts but all he feels he has achieved is the slow death of his circle rather than a painful and bloody struggle. In his heart he feels he should have showed the priests the true power of the Earthmother and watched them flee the fire and forest he could have called.

**Harvester Beltan Seipar (CN hm Cleric 12):** A devote but selfish man, Beltan rose to head the Temple of the Golden Grain in Callidyrr through his abundant energy and strict work ethic, as well as a ruthless exploitation of rumours surrounding his rivals.

As ranking priest of this small church, Beltan hopes to acquire a small fortune in profits from the sale and processing of grain and trade with the mainland. Beltan sends his underpriests out to every community in Callidyrr to help work the fields, gather in the harvest, and spread good feeling among the ffolk. This work is provided free of charge and achieves the aims of Beltan very well. Thanks to the excellent relations between his church and the ffolk of Callidyrr, Beltan and his church are relied upon by the ffolk farmers to negotiate favourable trades with the traders from Faerûn that visit Callidyrr year round.

Beltan arranges for the grain to be taken by caravan to Callidyrr and sells it in the market or grinds it into flour (and cuts it with dust and dirt) so that he makes a fantastic profit on every bag sold. Few suspect this generous man of such practices, and only he and a select few of his highest ranking priests (who are all well paid for their silence) are aware of the practice. The novice priests whose services are offered for free have no idea what their leader is up to and after a few years working in the fields many of them transfer back to mainland Faerûn when replacements arrive.

**The Ring of Snowdown:** This circle stands as only 2 members that strive in vain against the spread of the Church of Chauntea.

**Great Druid Arnorl Langstress (N hm Drd 4):** The highest ranking druid of this ring holds his title in name only, lacking the power necessary to achieve works expected of a Great Druid. Arnorl was in a previous life a trader from Amn who came across an injured cat in the wilds of Snowdown in 1330 DR. Cradling the creature in his arms he was shocked when it spoke to him about the secret life of nature and imparted a quest upon him; to care for Snowdown. The formerly directionless Arnorl took to this task with as much zeal as he had done previously acquiring wealth (which he was never particularly successful at anyway).

After several years Arnorl had learned enough to become an actual druid and even managed to speak with druids from the other Rings (who had assumed the Ring of Snowdown to have ended with the previous Great Druid) and was granted the title of Great Druid. With their help Arnorl has increased his abilities and has even taken on a student, a young beggar with a limp from Brannoch (who is secretly a member of the Broken Ring).

**The Ring of Moray:** A group of 16 druids works on Moray to tend to the Balance. They have been successful in taming the destructive urges of those with Northmen ancestry, including the ruling Caracal dynasty.

**Great Druid Lurund Treeholder (NG firbolg m Drd 8):** This firbolg is very much an enigma among the firbolgs. He comes from the noble group of firbolgs that revere Grond Peaksmasher (as opposed to the barbaric raiders whose ancestors sided with Kazgoroth millennia ago, or whose bloodlines mixed with those that sided with Kazgoroth), and like many of them he is tolerant, intelligent, wise, and generous.



What sets Lurund apart from other firbolgs is that he was willing to abandon the teachings of Grond Peaksmasher for a deity of the humans. To other firbolgs Lurund is an outcast, but to the druids of the Ring of Moray he is a tremendous resource. Although other firbolgs will not accept him into their society anymore, they do respect his word and his power, and he has been able to do much to improve the relations between the folk and firbolgs of Moray. This in turn has gained the druids much prestige among the kings of Moray and enabled them to mould the rulers with their advice and teachings.

**The Ring of Flamsterd:** This circle of 8 druids tends to the scrubland of Flamsterd Isle. They work closely with Flamsterd himself and it is through their careful tending that the island remains habitable despite the fragile ecosystem of the island.

**Great Druid Solienn Bfersk (NG hef Drd 13):** This half aquatic elf became the Great Druid of the Ring of Flamsterd in 1292 following the sinking of the south-western portion of Flamsterd Isle. The previous Great Druid had grown tired and rarely appeared in human form anymore (taking instead the form of a grey, arthritic vole with long yellowed teeth) and longed to be free of his responsibilities.

The Ring of Flamsterd worked together with the wizard Flamsterd to contain the magical excesses of his students that had begun to contaminate the island and upset its delicate ecosystem. The Great Druid decided to sink a portion of the island (an idea proposed by Flamsterd) and the remaining students would be cursed into animal forms as penance for their crimes.

At the climax of the ritual the Great Druid himself was permanently transformed into his vole form and scurried off into the scrub. Soleinn was the next highest ranking druid and was appointed Great Druid with the consensus of the Great Ring.

Since that time Soleinn has been spending almost every waking hour trying to limit the damage done to the island by the excess of magic and the sinking of nearly half the island's land mass.

Thanks to his aquatic elf ancestry he regularly consults with Flamsterd over any serious threats to the island.

### **Motivation and Goals**

The goals of the Druids of Moonshae are simple, preserve the Balance. They recognise that human habitation of the Moonshae Isles cannot be stopped without significant bloodshed for humanity and nature, and so they seek to limit the damage done by humans and where possible educate them in new practices to help achieve this goal.

This education program has been most successful with the folk, and in previous generations the druids have attempted to change the ways of the northmen too. After the brutal slaying of the entire Ring of Westarlun (now known as Norland) the druids avoid the northmen completely, for they know their warlike ways will not be changed by anything other than defeat.

Day to day activities involve many of the druids wandering the wilderness of the islands tending to nature, helping those creatures sick or injured from humanity's spread, and watching for diseases.

A few druids remain present in or near settlements on the Isles acting as healers, advisors, and occasionally judges for the rural dwelling folk communities.

### **Recruitment**



To become a Druid of Moonshae you must be approached by an existing druid. Typically the druids watch a potential candidate for years before approaching them. After this a period of apprentice begins which can last up to ten years. When the apprentice is ready he is tested by the elders of the Ring and should he pass then he becomes a full fledged druid and is assigned to a grove (usually one tended by other more senior druids).

## Resources

The Druids of Moonshae, as caretakers of the natural world, have the entire bounty of the Moonshae Isles at their disposal. Able to call upon plant, animal, fey, and the elements, the druids are rarely short of allies.

Material resources are rarely required as food, water, shelter, and tools can all be found within nature's bounty if one knows where to look (and the druids do).

However when the situation calls for it, the Druids of Moonshae have had over 1000 years of existence during which to amass wealth and items for when they are needed.

While they have not acquired much in the way of gold; for it is of little value to them, the druids have a significant number of magical items to draw upon.

**The Golden Sickle:** This magical sickle glows with a golden colour when used to harvest (hence its name), it was created by the Chauntean members of the Church of the Golden Grain (and the Ring of Callidyrr) to help them duplicate many of the abilities of the druids and so help them gain respect in the eyes of the ffolk (a tactic that worked far to well).

The sickle allows its user to pass through nature without trace or effect, leaving vegetation untrampled and insects and small animals unsquashed. It also enhances the nature lore of the wielder giving him greater knowledge over wild things. This coupled with the bent of Chaunteans towards agriculture has allowed the Ring of Callidyrr/Church of the Golden Grain to turn Callidyrr into the bread basket of the Moonshae Isles.

**The Black Sickle:** While not an item created or knowingly used by the Druids of Moonshae, this has nonetheless appeared in the hands of more than one cleric of Chauntea helping with the harvest in recent years.

Beginning in 1339 DR, these sickles that resemble the Golden Sickles exactly, found their way into the hands of unwitting clerics of Chauntea during the harvest months. The damage caused to the harvests of poor farmers in this year and in many subsequent years caused a great deal of resentment towards the Church of the Golden Grain and only added to its worries (with members disappearing with increasing regularity over the years since).

The Black Sickle causes any plant harvested with it to become infected with a particularly virulent sickness that quickly spreads to all plants and animals within 30 ft over the course of a few hours and within a day causes them to wither and die. By the time the wielder realises what has happened it is often too late to save the harvest.

It also possesses the golden glow and ability to pass without trace as per the Golden Sickle that it is trying to imitate.

These items were manufactured in the dozens by the Cult of Bane and planted within the ranks of the Church of Chauntea to lessen public support for the organisation (so it could be eliminated easier).

**Great Druid Staff:** This staff; of which only one is known to exist, lies in the hands of Genna



Moonsinger of the Ring of Gwynneth. It was previously owned and believed to have been created, or enchanted by Brianna Moonsinger sometime during her tenure as the Great Druid of Gwynneth.

The staff allows summoning and control over all animals found on the island of Gwynneth. It can be used to cure and inflict wounds upon plants, animals, and people. Allows the user at will communication with any plant, animal, or fey creature, and the ability to call or quell the more destructive forces of nature (control flames, call lightning, wall of fire, insect plague).

Finally the staff allows the bearer to control the guardian of any Moonwell grove within 30 ft (the guardians are normally friendly to the druids but do not have to obey them, this staff forces that obedience).

Following Brianna's death, Genna Moonsinger carries it wherever she goes and is often seen talking to it as though some semblance of Brianna resides within it.

**The Moonwells:** The last major resource available to the Druids of Moonshae are the Moonwells themselves. These powerfully enchanted druid groves provide the druids with a spell-pool that they can draw upon, healing powers and the ability to travel and communicate between other Moonwells. The various Rings always leave at least one druid of level 8 in attendance at a greater Moonwell at all times (if the ring has such a member), and the Moonwells have their own guardians as well.



## Deities With a Difference: The Earthmother

*The Earthmother, The Balance*

Demi Power/Primordial of the Material Plane (N)

**Portfolio:** The Moonshae Isles, the Children, the Moonwells

The Earthmother is despite all beliefs to the contrary not a deity at all; she is in fact the entity of the Moonshaes themselves.

### **History**

Long ago at the dawn of Toril's creation, a number of ultra powerful "beings" existed on the surface of Toril whose sole purpose for existence was to seed the surface of the planet with life.

These "beings" were immense in size, taking the form of gigantic mountain ranges. From their wells of power, the beings known by sages today as primordials were birthed into the world, and in turn they produced many lesser children in their own image.

Othea is one such being in the now frozen north, Bhalla was another far to the east, Maztica is one on the continent that bears her name. These gigantic mountains still exist, now curiously silent and no longer fulfilling their purpose for whatever unknown reasons.

The Earthmother; as she is now called by her devoted, used to lie at the bridge between the continents of Faerûn and Laerakond. Her body was shattered by the twin Sunderings of Ao and the elves, and it lies strewn across the Trackless Sea in the broken form of the Moonshae Isles.

There the Earthmother lies dormant, in a coma while her body repairs the damage. Like an immune system preparing to fight off infections, the Moonwells; her birthing pools, produced a number of primordial creatures to protect her from the infestation of lesser races. Most of the Children have been regarded as beneficial or relatively benign, but one of them is the horrific beast known as Kazgoroth, that has threatened life on the isles with destruction twice already and is about to do so again.

Beginning in the second century Dalereckoning, humans from other lands began to colonise the Moonshae Isles and the Earthmother. First came the ffolk tribes from Ebenfar and later came the northmen from islands off the Sword Coast. The ffolk in particular came to revere the Earthmother as a goddess and many worship her now through those they regard as her servants; the Druids of Moonshae.

### **Relationships**

The Earthmother has no relationships with other deities; because she is a material plane being that lies in a comatose like state and has been for many millennia. However if she did have a relationship with other deities they would not be good.

As one of the first primordial beings, and the "creator" (although the word is not entirely suitable) of many of the other primordials, she would not look favourably upon those that usurped the planet from her children and banished them to another dimension upon the twinned world of Abeir.

Furthermore, many of Toril's gods are sending their servants to wreak havoc upon the surface of her body which would only anger her further. The Dark Gods and the Gods of Fury all establish cults before and following the Time of Troubles that cause the destruction of nature on a large scale. Even Chauntea (whom many mistake the Earthmother as being one and the same or in a servile position to) has a growing church on the shores of the Moonshae Isles that is taming the natural world with



agriculture to allow more civilisation to grow upon it.

### **Avatars**

The Earthmother has but one avatar (although as a non deific entity it is her body rather than a divine vessel), which would normally be a gigantic mountain range with birthing channels for the production of primordials. Beings like the Earthmother are not capable of movement or speech, but they are sentient and they wield incredible powers when they need to.

None alive today, nor any for ten thousand years have witnessed a creature like the Earthmother and so few believe they exist, and it may well be that the Earthmother is the last of them with Othea long ago poisoned, Maztica slain by Zaltec, and Bhalla having been silent for tens of thousands of years.

Currently the Earthmother's form is in pieces, her mountain peaks flattened or split apart and the individual portions of her body separated into parts with the ocean's waters filling the gaps. How long it will take for such damage to be repaired is unknown, but it could be another ten millennia before the islands are rejoined and then another ten to fuse them together into a singular whole.

### **Relics**

As the Earthmother is not a true deity with no real church serving her she has created no true relics (although the druids may have created items they regard as relics in her name). Nevertheless, the Moonwells are obviously manifestations of her being, despite their original purpose being altered by the LeShay to imprison Kazgoroth. It is unknown what powers a natural Moonwell possesses for none have been found, although some postulate that one must exist unaltered beneath the waters around the Moonshae Isles in order for Leviathan to have been created.

**Living Metal:** The power contained by the Earthmother as a powerful primordial of titanic proportions is considerable, therefore it should surprise no one to find that on occasion this power leaks out into the surrounding environment and nearby creatures.

One by-product of this leaking magic is the creation of Living Metal. This iron like ore is incredibly rare and to all outward appearances looks like normal iron ore with occasional green streaks or flecks. This unusual ore has the ability to regenerate all damage done to it over time, and once forged into a shape will reform into that shape time and again unless reforged by a special process known to few (and those few are mostly dwarves).

If magic is applied to this Living Metal it reacts in varying ways each way unique to the ore lode from which it was dug. Some items of living metal have been known to violently expand outwards crushing those unlucky enough to be wearing it as armour, others emit lightning or fire or acid, even more unusual are those that temporarily wink out of existence.

As mentioned before it is incredibly rare to find Living Metal and even then it is usually only found in fist sized quantities. Living Metal seems to have its greatest concentration in the Underdark beneath the Moonshae Isles and the dwarves of Dwarvenhome were avid seekers of this unusual metal.

### **The Church of the Earthmother**

If the Earthmother sanctioned a church in her name it would undoubtedly be the Druids of Moonshae which profess to serve her anyway. However the Earthmother has absolutely no regard for the lesser races and at best would view them as some kind of parasitical infection to be removed from her body so that she could continue in her duties.



The Druids of Moonshae however still profess to worship the Earthmother and many of them are skilled magic users so some may wonder how they are able to cast spells without a deific benefactor. The secret to their magical powers lies in the history of the Druids, the Druids were first taught by the Llewyr elves that inhabited the Moonshaes who in turn were taught by the LeShay. The LeShay learned to harness the power of Toril itself and turn it into magic, so while the Druids of Moonshae do not worship a deity like most other druids on the mainland, they can still derive their spells from a link with the planet itself. This is the true origin of the druidic arts although its art has long since declined on Faerûn with the dominance of the gods over all aspects of life there, still some hermits and those learned masters of druidism practice the ancient ways and form a link with the planet itself to enable their magic.

### **Allies**

The Earthmother has no real church but has a number of powerful allies to call upon should she need it. These allies are all her children and are known as The Children by the Druids of Moonshae and people of the Moonshae Isles. These primordial children are created to defend the Earthmother from the lesser races and they work tirelessly to ensure that no harm comes to her.

When the humanoid races clear too many trees, kill too many animals, cause too much destruction or grow too great in number (which causes all three of the above) then one or more of the Children is subconsciously called to deal with the threat. If a new threat arises then a new member of the Children is created by the Earthmother. This particular type of event occurred most recently following 1266 when Flamsterd purchased his island and began teaching students magic and those students flagrantly abused such magic, hurling spells with wild abandon. The Earthmother created an enormous nishruu like creature that drained all magic it came in contact with. By 1282 DR there were confirmed reports of the existence of this creature and by 1291 DR Flamsterd submerged half his own island in order to escape it and continue his research.

**Leviathan:** Widely believed by most scholars to be the first and most powerful of the Children, and to all outward observers this is true. Leviathan emerged first to defend the Moonshae Isles from the aquatic Batrachi that dominated the waters around and then the land of Faerûn, however the Sundering of the elves annihilated the batrachi's aquatic empire and was partly responsible for their migration onto the land, thus Leviathan's birth was largely without purpose.

Leviathan is an enormous narwhal like creature with a huge horn atop his head. His tremendous physical size and strength provides all the abilities he requires for this creature can smash a galleon with a swish of his tail or a stab from his horn. However in addition to this strength, Leviathan has the ability to remain underwater indefinitely and the ability to regenerate heavy wounds within seconds.

What few realise is that although Leviathan was born first, he was not the first of the Children. Kazgoroth was created first presumably to combat the Sarrukh (although his original form is now unknown) and damaged by the Sunderings of Ao and the elves before he even existed. Kazgoroth is the first and most powerful of the Children, although his troubles with the lesser races have left him broken and diminished.

Leviathan lays dormant in Lotan's Abyss, which is a corruption of the name Leviathan's Abyss.

**Kamerynn:** Kamerynn the unicorn came into being sometime after the LeShay arrived on the



shores. This beautiful king of the unicorns was designed to capture the attention of the fey LeShay and enrapture them such that they would focus on almost nothing else.

The LeShay have always been incredibly rare and mysterious beings and even so long ago there were less than five score of their number on the isles and indeed the whole of Faerûn (although their memories hint at a whole empire that never existed thanks to a devastation that stretched back in time to destroy it at its beginnings; one can only presume this event refers to one of the Sunderings). Demented by the beauty of Kamerynn and enchanted by his power to dedicate themselves to preserving nature and the Earthmother above all else, the numbers of the LeShay only declined further, one of the reasons for the departure of the LeShay was so they could escape their devotion to the Earthmother, but to do so they had to find a suitable replacement to perform their duties

Kamerynn has all the powers of a unicorn, but many of them enhanced to levels of power beyond normal unicorns. He also has an aura of bewitching that extends for several hundred feet. Those coming into contact with the aura that fall victim to its enchantments regard Kamerynn, the Earthmother, and the Moonshae Isles as the most important thing in existence, something to be treasured, protected, and nurtured. Even when they leave the aura the enchantment does not cease and seems to last for the lifetime of the individual. Strangely this enchantment appears to be communicable between members of the same race as the afflicted, via words or music used to depict Kamerynn.

Kamerynn usually dwells among the elves of Synnoria that cater to his every need, but occasionally can be found serving as the guardian of the Sacred Grove of the Earthmother near Synnoria which is his original home.

**The Pack:** The Pack was originally created by the Earthmother to counter the elves that arrived on the Moonshaes in far greater number than any humanoid species before it. These elves lived on the forest floors and harvested the fruits of the earth so the Earthmother's response was a creature that could scour the land clean of all living things, if it didn't kill the elves it would starve them.

This unusual member of the Children is actually an entire pack of wolves that is able to act in perfect cohesion thanks to the hive-mind that unifies them and creates the pack. It is unknown what this possessing intelligence calls itself for it communicates and appears only to wolves that it absorbs into its pack. It appears to be omni-present throughout the Moonshae Isles able to possess a single wolf individual at will and at the same time call other wolves to its side to serve in the pack.

Lacking a physical body it is unknown what powers this member of the Children possesses, apart from its ability to possess and augment a single individual wolf specimen; elevating them to the position of Pack Leader.

As a unit, the Pack possesses all the strengths and abilities of normal wolves, paired with a cunning and insightful intelligence far greater than any mere animal should possess, it is the strength in numbers and their ability to act as a group that makes the Pack so effective.

The Pack Leader is always the strongest wolf or wolf like creature available on the island that the intelligence of the pack is focusing on. The Pack Leader becomes possessed by this intelligence and increases in strength and speed far beyond that of any normal creature. It gains the ability to call nearby wolves to its side to serve it loyally (akin to a summoning spell but with



unlimited duration).

The Pack has a known weakness. Kill the Pack Leader and the Pack will temporarily disperse until whatever intelligence driving the Pack can find and possess another suitable individual (usually taking a period of time between a few days to a few weeks). In theory if a strong willed individual could slay the Pack Leader and was a wolf-like creature itself then it may be able to become the Pack Leader should it be selected as the strongest individual nearby, but it is unknown if any possess a will strong enough to resist whatever intelligence drives the Pack.

**Rendar the Bear:** Rendar the Bear is a dual response to the arrival of firbolgs and dwarves on the Moonshae Isles. These industrious folk built great fortresses above and below the island chain and so the Earthmother responded by creating a creature that could shatter both.

Rendar the Bear is an enormous bear that possesses the power of near infinite rage. This rage is activated and fuelled by combat and so the more Rendar is hurt the stronger (and larger) he becomes. Should he be left alone for long enough then his rage abates and his size diminishes. With this fury and strength Rendar is able to rip down the large fortresses constructed by the firbolg giants and many of the other races of the Moonshae Isles. Rendar also possesses a stomp ability that can cause tremors in the ground and even knock people to the floor, when his rage reaches certain limits this stomp has been known to crack the very ground into huge chasms and so he has been able to shatter more than one dwarven fortress built deep beneath the surface.

Rendar tends to lurk among the rocky peaks and hills of northern Alaron in the land of Gnarhelm and it is said that the split of Salmon Bay and the Vasty Drink down the centre of Gnarhelm was caused by Rendar millennia ago during the war between the giants and dwarves.

**The Shadow Hunt:** The Shadow Hunt was first seen shortly after the arrival of the Tallfolk on the island of Alaron, flitting through the Dernall Forest, stealing away tribal folk never to be seen again. This member of the Children takes the form of a great skeletal stag nearly 10 ft tall but cloaked in shadows. Like Kamerynn the Shadow Hunt exists to bewitch the humans that breed quickly and devastate any ecosystem they come into contact with. The Shadow Hunt entrances those that spy it but rather than leave them to live and produce more humans it takes them on a dance through the forest that ends only with their death.

The Shadow Hunt is rarely seen in its singular form, for the Shadow Hunt possesses the ability to split itself into copies, each identical to the first, it can create up to 30 such copies and anyone spotting one of these stags is likely to come under its spell. The Shadow Hunt bewitches those of weak will such that they are compelled to abandon all trappings of their former lives (including, in many cases, their clothes) and run with the stags through the forest until they are slain or starved.

The stags of the Shadow Hunt are immune to any physical damage except cold iron, and anything else including magical spells is likely to pass through it as though it weren't real. The stag's attacks however are not so insubstantial and like a stag of huge proportions it can crush a man with its charge and shatter his bones with a swing of its antlers.

The Shadow Hunt stalks the Dernall Forest trapping hunters and loggers in its magical trance.

**Markumry:** The most recent of the Children is a pulsing cloud that changes colour from time to time passing through every hue of the rainbow, particularly after it consumes magic. This creature only came into existence some time after 1266 DR and is a response to the magical



hubris exhibited by the students of Flamsterd. Such magic abuse has occurred before on the Moonshae Isles in times past but it was usually contained into a small area. The entire of Flamsterd Isle was devastated by such magic and so the Earthmother created the most recent of her Children, an eater of magic.

Flamsterd himself first divined the nature of this cloud and personally named it Markumry after an old enemy. Markumry appears as a pulsing cloud that can vary in size between 100 ft and almost a mile in size. The cloud crackles with electric bolts from time to time (although these almost never strike those nearby, and instead appear to be magical energy earthing into the atmosphere or ground, rather than lightning) and pulses ever so slightly, expanding and contracting with each pulse.

The only known power of the Markumry is its ability to consume magic. It instantly absorbs any spell cast at it, and drains any magical item or effect it comes into contact with. The more powerful and permanent magic items and wards have been known to survive such contact but it can take many years before their powers regenerate fully. When the Markumry absorbs magic it pulses more often and grows in size depending upon the amount of magic absorbed.

Following this the energy crackles increase in frequency and it gradually diminishes in size over time (although never to nothingness).

The Markumry has only one known weakness that is common to all magic eaters of this type; salt. It is for this reason (and a few others, including an unaltered Moonwell nearby of vast proportions) that Flamsterd chose to submerge his island home beneath the waves so that the salt waters of the oceans could protect him from this creature.

The Markumry spends most of its time floating on the winds above the Moonshae Isles, waiting for sufficient magical disturbances to attract its attention, although it does seem to prefer the misty isle of Gwynneth the most, especially around the Myrloch Vale.



## Alternate Dimensions Presents: Moonshae Isles – The Dynasties of the Ffolk

### The First Dynasty

**Gwynneth "the First Mother":** Born 109 DR, Reigned 140/141, Second daughter of Archduke Markus Randol of Ebenfar; led refugees across the Sea of Swords establishing first human settlement on the Moonshae Islands; died of consumption.

**Taylor:** Born 115 DR, Reigned 141/144, Consort of Gwynneth; died in combat against Llewyr.

**Deric:** Born 130 DR, Reigned 149/171, Son of Taylor and Gwynneth; died of natural causes without an heir; civil war ensues.

### Hugh Dynasty of Corwell

**Callidyr:** Born 161 DR, Reigned 177/193, Son of Ebenfar nobility; united the kingdom of Corwell following civil war; slain by trolls.

**HK Cymrych:** Born 171 DR, Reigned 193/250\*, First son of Callidyr; died of wounds suffered years earlier in combat against Kazgorth.

**Christopher Riker:** [R] Born 174 DR, Regent [201/250], Champion of Cymrych Hugh; named regent of Corwell in 201; died in 256.

**Cedric Riker:** [R] Born 198 DR, Regent [250/272], Son of Regent Christopher Riker of Cantrev Koart

### Kendrick Dynasty of Corwell

Kendrick Hugh was the first son of Callidyr Hugh's second son. Callidyr's second son became Laird of Caervu when Callidyr became King of Corwell and Callidyr. His son was then voted to become King of Corwell when the tribal council of Corwell was given the power of appointment by High King Carrig I in his negotiations with them to gather support for his expeditions against the northmen that had just seized a large portion of Westarlun (Modern: Norland) from the High King. King Kendrick Hugh is considered the founder of the Kendrick Dynasty and House Kendrick of Corwell.

**King Kendrick Hugh:** Born 224 DR, Reigned 275/289. First son of the second son of Callidyr Hugh. Crowned king by the tribal council of Corwell after High King Carrig I negotiated with the Council of Corwell for more money and men to fight northmen invaders. Kendrick's death sees High King Gwylloch appoint himself King of Corwell, despite the objections of the Council of Corwell who crown King Durnhal Kendrick of Corwell in 293 DR in defiance of High King Gwylloch.

King Kendrick Hugh ordered the construction of Caer Corwell above the small settlement of Corr's Well, and names Cantrev Corwell the capital of the kingdom of Corwell (until that time Corwell had never been a kingdom in a real sense and was only a collection of tribal lands known as the Shyffolk lands – history has been retrospectively altered for reasons of clarity to easily identify Corwell and its beginnings).

**King Durnhal Kendrick:** Born 259 DR, Reigned 293/295. First son of King Kendrick Hugh, he ruled briefly from Cantrev Corwell before fleeing into hiding when it was clear that High King Gwylloch wanted Durnhal dead. King Durnhal and Queen Morgan were betrayed by Laird Brynn of Cantrev Bryndal (Modern: Cantrev Kingsbay) and captured by Prince Ketheryll who slew them in bloody combat.

**King Dhryden:** Born 279 DR, Reigned 299/302. Appointed by agreement of High King Gorham and the tribal council of Corwell after the tumultuous reign of the mad High King Gwylloch. Died of food



poisoning, although not believed to be deliberate.

**King Rhydian:** Born 281 DR, Reigned 303/335. Second son of King Durnhal Kendrick. Swore a blood oath to serve High King Markus as soon as he was crowned High King, fearing quite rightly that the son would follow the father. Thankfully High King Markus was slain in a drunken brawl before his madness became too pronounced, King Rhydian survived a few years after to enjoy the benevolent reign of High King Cameron “the Wise”.

**King Stryllan:** Born 313 DR, Reigned 335/360. Fourth son of King Rhydian Kendrick (his siblings died of various illnesses). Died of illness.

**King Ryndal:** Born 339 DR, Reigned 360/363. Only son of King Stryllan Kendrick. Very sickly individual, died childless.

**King Colwyn:** Born 319 DR, Reigned 364/375. Fifth son of King Rhydian Kendrick. Died of illness. Established peaceful contact with firbolgs of the Highlands.

**King Corwyn:** Born 347 DR, Reigned 375/395. Second son of King Colwyn Kendrick (his elder brother disappeared mysteriously at the age of 8 in 352 DR). Dethroned by his son after he became an imbecile; following a head injury sustained fighting northmen raiders from Norland invading Cantrev Corwell.

**King Conrayd:** Born 373 DR, Reigned 395/402. Son of Corwyn Kendrick. Perished in battle fighting northmen just outside the walls of Caer Corwell.

**HK Lann:** Born 358 DR, Regent 402/416, First son of HK Conall; High King of Callidyrr. Acted as regent of Corwell from 402 DR until 416 DR when King Kryllen Kendrick came of age and could be crowned.

**King Kryllen:** Born 400 DR, Reigned 416/469. Son of Conrayd Kendrick. Lost left arm in battle with northmen raiders.

**King Glynn:** Born 429 DR, Reigned 469/479. Second son of Kryllen Kendrick. Firbolgs attacked Cantrev Koart in a raid from the Highlands, the first hostilities between Corwell and firbolgs since the second war with Kazgoroth.

**King Garwyn:** Born 451 DR, Reigned 479/502. Son of Glynn Kendrick. His reign saw continual skirmishes with northmen raiders and firbolgs from the Highlands. Taxes were raised and the armies expanded, the people were less than pleased.

**King Ballard:** Born 482 DR, Reigned 502/526. Son of Garwyn Kendrick. Welcomed Tethyrians to Corwell who then began rebuilding Caer Corwell and constructing Gorwyrns in every Cantrev. Killed by a rock to the head thrown during a festival at Cantrev Corwell marking the completion of the castle’s rebuilding.

**King Ballam:** Born 503, Reigned 526/542. Nephew of Ballard Kendrick. Opened settlement of the Isle of Shaina (Modern: Flamsterd Isle) which he named after his wife. Encouraged people to move to the island by promising tax relief and a gift of 10 coins for each person that moved there. This quelled the rebellious feeling of peasants in Corwell that had built up following years of conflict with northmen and firbolgs. Northmen attacks declined significantly during his reign as more and more Gorwyrns were completed by the Tethyrians.

**King Roary:** Born 520, Reigned 542/570. Son of Ballam Kendrick. His reign saw another increase in attacks by firbolgs, but the stone Gorwyrns helped significantly in the defence of Corwell. Died of Heartstop fighting firbolgs.

**King Boryld:** Born 551 DR, Reigned 570/603. Grandson of Roary Kendrick. Created the first navy of



Corwell with his flagship "The Wave Master"; a prototype of the northmen dragonships mixed with ffolk coracles, the first seven prototype ships all sunk off Cantrev Kingsbay when the waves tipped them over. Corwell's fledgling 'navy' was first used to combat pirates in the Southern Cliffs. Died of natural causes

**King Styffan:** Born 579 DR, Reigned 603/621. Corwell's navy was called upon to search for Princess Bridget of Callidyrr following her disappearance en-route to Norland. While High King Embro II perished during ship to ship fighting against King Stromm of Norland, King Styffan and 3 of his ships were pursued out of the Moonshae Isles and were never seen again.

**King Gwillian:** Born 599 DR, Reigned 622/624. Son of Styffan Kendrick. Delayed his coronation for several months while waiting for his father to return. Slain by northmen raiders.

**King Diffayn:** Born 584 DR, Reigned 624/630. Uncle of Gwillian Kendrick, brother of Styffan Kendrick. Died in battle with northmen invaders who seized control of all land west of Cantrev Pontswain.

**King Dafyn:** Born 611, Reigned 630/632. Son of Diffayn Kendrick. Perished in an unsuccessful attempt to liberate the west of Corwell from northmen occupation.

**Queen Lyndra:** Born 580 DR, Reigned 632/649. Sister of Styffan and Diffayn Kendrick. Never officially crowned queen, but given the powers of regent as no other male member of House Kendrick survived. Successfully led a series of battles against the northmen forcing them from Corwell by 640 DR.

**King Merfan:** Born 633 DR, Reigned 649/661. Son of Queen Lyndra Kendrick who it is widely whispered embarked upon a series of affairs in order to secure the dynasty (her husband was rumoured to be infertile). Despite his hazy parentage, as the only male member of House Kendrick still alive he was crowned on his 16<sup>th</sup> birthday. Died during a raid by sahuagin on Cantrev Caervu that the king was visiting at the time.

**HK Warren II:** Born 618 DR, Regent 661/674, First son of HK Samuel; High King of Callidyrr. Acted as regent of Corwell from 661 DR until 674 DR when he died of natural causes.

**HK Tobert:** Born 640 DR, Regent 674/676, First son of HK Warren II; High King of Callidyrr. Acted as regent of Corwell from 674 DR until 676 DR when King Wrynn could be crowned.

**King Wrynn:** Born 660 DR, Reigned 676/729. Son of Merfan Kendrick. Died of Heartstop following his wife's death from plague the previous year.

**King Wystan:** Born 688 DR, Reigned 729/739. Son of Wrynn Kendrick. Died in a sea battle with northmen.

**King Tannystan:** Born 705 DR, Reigned 739/749. Son of Wystan Kendrick. Lost at sea, presumed drowned (in reality taken by sahuagin).

**King Tarkwyn:** Born 723 DR, Reigned 749/759. Son of Tannystan Kendrick. Died in sea battle with northmen.

**King Torkwyl:** Born 740 DR, Reigned 759/764. Son of Tarkwyn Kendrick. Died in large naval battle against the northmen fleet of Oman's Isle.

**King Tristayn:** Born 729 DR, Reigned 764/770. Son of Tannystan Kendrick, brother of Tarkwyn Kendrick. Died of illness.

**King Krytan:** Born 756 DR, Reigned 770/781. Son of Tristayn Kendrick. Died fighting northmen on Moray.

**King Sertayln:** Born 760 DR, Reigned 781/801. Second son of Tristayn Kendrick. Died fighting



firbolgs from the Highlands.

**King Eryllam:** Born 783 DR, Reigned 801/837. Son of Sertayln Kendrick. Slain in his quarters by what appears to be a wolf.

**King Erllan:** Born 811 DR, Reigned 837/853. Son of Erillam Kendrick. Slain in a joint and fairly successful invasion of Gnarhelm by Callidyrr, Corwell, Moray, and Snowdown. The ffolk kingdoms manage to occupy Warlsbey and Olafstaad for almost a year.

**King Myrtaln:** Born 830 DR, Reigned 853/877. Second son of Erllan Kendrick. More firbolg uprisings during his reign. Died of natural causes

**King Owyn:** Born 861 DR, Reigned 877/899. Son of Myrtaln Kendrick. Died of natural causes.

**King Orwel:** Born 882 DR, Reigned 899/927. Son of Owyn Kendrick. Died in combat against firbolgs.

**King Storlln:** Born 903 DR, Reigned 927/947. Son of Orwel Kendrick. Died from wounds sustained in battle with firbolgs in 944 DR.

**King Serllyn:** Born 930 DR, Reigned 947/1000. Son of Storlln Kendrick. Died of illness.

**King Martyn:** Born 982 DR, Reigned 1000/1018. Grandson of Serllyn Kendrick. Incinerated by the attacks of Ualintharghar.

**King Rhobyt:** Born 989 DR, Reigned 1018/1025. Brother of Martyn Kendrick. Died of wounds inflicted by northmen during attempts to rescue the inhabitants of Vlun from northern Callidyrr..

**King Ryllard:** Born 1008 DR, Reigned 1025/1047. Son of Rhobyt Kendrick. Died of illness.

**King Powyl:** Born 1024 DR, Reigned 1047/1106. Son of Ryllard Kendrick. Severely wounded in 1050 DR attempting to drive off northmen raiders from Cantrev Greystone. Spent much of the rest of his reign resting in bed.

**King Serdilln:** Born 1073 DR, Reigned 1106/1110. Grandson of Powyl Kendrick. Slain at the head of his army fighting the drathak hordes during the Witch Winters. King Serdilln had not realised that the drathak were attracted to large numbers of the living and so his armies acted as a beacon to all drathak in Corwell that kept on arriving and eventually overwhelmed the king and his men.

**Queen Myrfana:** Born 1099 DR, Reigned 1117/1161. The only surviving child of King Serdilln (the others were slain in during the Witch Winters) after 1116 DR was quickly married to the fourth son of the Laird of Horstall by unanimous decision of the Council of Corwell. Unfortunately her husband; Coltyn Kendrick, was a blaggard and a drunk. He ignored his wife's advice on repeated occasions, selling off the docks at Cantrev Kingsbay and drinking away the money. Myrfana was pleased when her husband died in 1136 DR, and the council decided Queen Myrfana could continue to rule as queen (the first female ruler in Corwell's history since its tribal days) as all the Lairds blocked the accession of Coltyn's equally useless sons. Stepped down as Queen when Tyndal Kendrick was 16.

**King Tyndal:** Born 1145 DR, Reigned 1161/1171. Grandson of Queen Myrfana Kendrick and King Coltyn, tutored by the queen since birth and nominated as heir by the queen and the Council of Corwell.

**Queen Myrfana:** Born 1099 DR, Regent 1171/81. Formerly Queen Myrfana. Ruled as regent of Corwell from 1171 DR to 1181 DR. Following King Chrystan's accession, this ancient lady disappeared from Corwell, last seen heading into the Myrloch Vale.

**King Chrystan:** Born 1165 DR, Reigned 1181/1226. Son of Tyndal Kendrick. Ambushed by bandits, many of which were wearing the livery of Callidyrr.

**King Brytain:** Born 1193 DR, Reigned 1227/1254. Son of Chrystan Kendrick. Died in battle with



mercenaries attacking Cantrev Kingsbay.

**King Cerestan:** Born 1222 DR, Reigned 1254/1271. Son of Brytain Kendrick. Sold the isle of Flamsterd to the wizard Flamsterd for a princely sum. Assassinated by agents from Callidyrr

**King Brystan:** Born 1250 DR, Reigned 1271/1319. Son of Cerestan Kendrick. Died of natural causes

**King Bryon:** Born 1300 DR, Reigned 1319/1346. Grandson of Brystan Kendrick. A wise king well loved by his people and ever mindful of the Moonshae Isles as a whole rather than just his own kingdom. King Bryon frequently aided the other ffolk kingdoms such as Moray in 1325 DR after it was invaded by northmen raiders. King Bryon's wife died in 1330 DR following an illness sustained in childbirth and he fell into a deep depression from which he never recovered.

**King Tristan:** Born 1326 DR, Reigned 1346 First son of King Bryon of Corwell; ruled during the period of Kazgoroth's return.

### Cymrych Dynasty of Callidyrr

The daughters of Cymrych Hugh were married into the other noble families of the Moonshaes that eventually became the Kings of the other islands (all of whom considered themselves part of house Cymrych, although all later changed their names to corruptions of Cymrych to distance themselves from that cursed name).

The sons of Cymrych Hugh were married to other realms to cement alliances with the fledgling Kingdom of the Moonshaes, Carrig I for instance was married to the second daughter of King Matamid of Tethyr (then a Shoon protectorate).

**HK Warren I:** Born 237 DR, Reigned 250/259, First son of Cymrych Hugh; died of illness.

**HQ Tamara:** Born 238 DR, Reigned 259/263, First daughter of Cymrych Hugh; poisoned

**HK Carrig I:** Born 244 DR, Reigned 263/287, Second son of Cymrych Hugh; died in combat against Northmen invaders.

**HK Gwylloch:** Born 265 DR, Reigned 287/299, First son of Carrig I; driven mad and died in suicidal orgy of combat within his court at the Palace of Skulls.

**HK Gorham:** Born 270 DR, Reigned 299/322, Second son of Carrig I; slain by Markus.

**HK Markus:** Born 288 DR, Reigned 322/333, Second son of Gwylloch; died in combat. Exiled Flamsterd the wizard for treason.

**HK Cameron "the Wise":** Born 291 DR, Reigned 333/370, Grandson of Warren I; died of natural causes. Formally instituted the monarchy of Callidyrr and the High Kingdom of Moonshae whereby the title of High King would pass from parent to child (with males favoured). Prior to this the title of King and High King was still a largely tribal affair with Lairds gathering to vote on the next king from among the Cymrych dynasty.

**HK Bran:** Born 319 DR, Reigned 370/378, Second son of Cameron; died of illness.

**HK Conall:** Born 340 DR, Reigned 378/389, First son of Bran; accidental death by crossbow.

**HK Lann:** Born 358 DR, Reigned 389/420, First son of Conall; drowned when ship went down off the coast of Snowdown, the Ring of Allisynn sank with him.

**HK Carrig II:** Born 378 DR, Reigned 420/431, First son of Lann; died of plague.

**HK Kemble "the Great Father":** Born 400 DR, Reigned 431/482, First son of Carrig II; welcomed Tethyrian immigrants to the Moonshaes in 467 DR; died of natural causes.

**HK Tristram:** Born 423 DR, Reigned 482/483, First son of Kemble; died of illness.

**HK Tuathal:** Born 444 DR, Reigned 483/499, First son of Tristram; assassinated.



**HK Carrig III:** Born 470 DR, Reigned 499/500, Son of Tuathal; assassinated.

**Edmund Kincaid:** [R] Born 469 DR, Regent [500/507], King of Snowdown named regent by Queen Abigail, wife of Carrig III.

**HK Colin:** Born 491 DR, Reigned 507/549, Son of Carrig III; famed for clearing Torriage Wood of werewolves; slain by son Gordon when Colin himself contracted lycanthropy.

**HK Gordon:** Born 514 DR, Reigned 549/569, First son of Colin; died of illness.

**HQ Miranda "the Fair":** Born 543 DR, Reigned 569/609, Daughter of Gordon; died of natural causes.

**HK Embro I:** Born 559 DR, Reigned 609/614, First son of Miranda; died from injuries suffered in horse-riding accident.

**HK Embro II:** Born 577 DR, Reigned 614/632, Son of Embro I; established temporary peace with Northmen; died in battle against King Stromm of Norland.

**HK Alec I:** Born 597 DR, Reigned 632/640, First son of Embro II; mauled by bear while on a hunt. Originally named Arrelechys and later given the nickname "the uncautious". He perished in the northern wilds of Callidyrr beyond the Fairheight Mountains (now known as Gnarhelm). His entire 40 strong retinue was slain by what druids believe was a bear of enormous size and strength (capable of rending metal armour with ease). Following his death the name Arrelechys was deemed unsuitable (and overly complex) and so it was shortened to Alec, the confusion came when Alec II was crowned and nobody could recall an Alec I, history has since been changed to show Arrelechys I with his shortened name)

**HK Rowland "the Boy King":** Born 626 DR, Reigned 640/642, Son of Alec; died of illness.

**HK Samuel:** Born 601 DR, Reigned 642/651, Second son of Embro II; died of heartstop.

**HK Warren II:** Born 618 DR, Reigned 651/674, First son of Samuel; died of natural causes.

**HK Tobert:** Born 640 DR, Reigned 674/679, First son of Warren II; died in combat against firbolgs from the Black Mountains.

**HK Ernest:** Born 664 DR, Reigned 679/731, First son of Tobert; died of natural causes.

**HK Carthus:** Born 684 DR, Reigned 731, First son of Ernest; abdicates the throne to his brother Alec; died of natural causes in Tethyr in 745 DR.

**HK Alec II:** Born 685 DR, Reigned 731/738, Second son of Ernest; died of plague. Named Alec in honour of his great, great grandsire Arrelechys but shortened to Alec upon his accession because he felt the name was undesirable. Later sages changed Arrelechys I's name to Alec I to remove the confusion.

**HK Pendar:** Born 708 DR, Reigned 738/749, Son of Alec II; slain by wolves.

**HK Declan:** Born 725 DR, Reigned 749/762, First son of Pendar; poisoned by son Ciaran.

**HK Ciaran:** Born 744 DR, Reigned 762/773, Son of Declan; slain by angry mob during Festival of the Spring Equinox.

**HK Ardan:** Born 748 DR, Reigned 773/796, Nephew of Declan; died of natural causes.

**HK Byron I:** Born 770 DR, Reigned 796/826, Son of Ardan; died of natural causes.

**HK Kevan:** Born 789 DR, Reigned 826/850, First son of Byron I; died of natural causes; Kevan ruled briefly in 818 DR and 819 DR when High King Byron I fell into magical slumber.

**HK Dolan:** Born 821 DR, Reigned 850/852, Second son of Kevan; died in sea battle against northmen invaders.

**HK Conn:** Born 837 DR, Reigned 852/885, First son of Dolan; died in combat against northmen invaders.



**HK Byron II:** Born 855 DR, Reigned 885/902, First son of Conn; died of illness; original name Merrick.

**HK Tanner\*:** Born 879 DR, Reigned 902/944 Second son of Byron II; died in combat against firbolg chieftain. High King Tanner's death ends the Cymrych Dynasty of Callidyrr and the rule of the High Kings. His son Niall changes the family name to Carrathal and assumes the rule over the realm of Callidyrr only.

### Carrathal Dynasty of Callidyrr

Formed following the death of High King Tanner. The kingdoms of the ffolk presented their demands to Niall at his coronation (a declaration signed in blood) that the kingdoms of the ffolk would no longer be bound to the rule of the High King and that the title was ended with the death of High King Tanner). Niall changed his name to distance himself from his ancestors, and was crowned King of Callidyrr only.

The chaos of this situation, and the belief of impending invasions from ffolk and northmen, led many courtiers in Callidyrr to flee to other ffolk kingdoms.

**Niall:** Born 901 DR, Reigned 944/954, Son of Tanner Cymrych; died of illness.

**Erfle "the Venerable One":** Born 921 DR, Reigned 954/1012. First son of Niall; died of natural causes.

**Alec III:** Born 982 DR, Reigned 1012/1030, Grandson of Erfle; died in a fire.

**Bayle:** Born 1005, Reigned 1030/1052 Son and sole heir of Alec III; deposed following a failed attempt to annex the small island chain of Jannath's Tears.

**Yolanda:** Born 1029 DR, Reigned 1052/1089, Grandniece of Alec III; died of illness.

**Bertrand:** Born 1026 DR, Reigned 1089/1095, Husband of Yolanda; died of natural causes. A son of the lord of one of the holds of the Savage Frontier, Bertrand was an uncouth braggard that spent much of his time hunting in Dernall Forest. He created the King's Garden to give him a private hunting ground and resulted in Cantrev Callidyrr becoming primarily a trading settlement.

**Edwin I:** Born 1055 DR, Reigned 1095/1127, Third son of Yolanda and Bertrand; died of natural causes.

**Bethany:** Born 1084 DR, Reigned 1127/1133, First daughter of Edwin I; died of illness.

**Edwin II:** Born 1103 DR, Reigned 1133/1135, First son of Bethany; died while touring iron mine near Cantrev Whiterock.

**Adom Kimball:** [R] Born 1096 DR, Regent [1135/1141], King of Moray named regent by Queen Eleanor, wife of Edwin II.

**Adrian "the Twinblade":** Born 1125 DR, Reigned 1141/1207, Son and sole heir of Edwin II; died of natural causes. Secretly the bastard son of King Adom Kimball of Moray and Queen Eleanor of Callidyrr. Queen Eleanor surprised everyone by naming the King of Moray regent despite tradition naming the King of Snowdown or Corwell as regent. From his father Adrian inherited a smattering of Northmen blood and was much larger, stronger and more bloodthirsty than others of this line. Adrian only had a daughter and she died before she could become queen.

**Cedric:** Born 1176 DR, Reigned 1207/1243, Grandson of Adrian; died of natural causes.

**Vance:** Born 1193 DR, Reigned 1243/1266, First son of Cedric; died of natural causes.

**Teldin:** Born 1216 DR, Reigned 1266/1271, Son of Vance; died of heartstop.

**Rieger:** Born 1238 DR, Reigned 1271/1273, Second son of Teldin; mysteriously disappeared in 1273



DR; date of death unknown. Taken by the hag of Viledel.

**Benjamin:** Born 1257 DR, Reigned 1273/1296, First son of Rieger; assassinated by nobles from Cantrev Ogden.

**Alec IV:** Born 1274 DR, Reigned 1296/1332, First son of Benjamin; died of natural causes.

**Reginald:** Born 1312 DR, Reigned 1332/, Third son of Alec IV; current reigning monarch.

### Cyric Dynasty of the Korinn Archipelago

This dynasty is barely recognised by the history of the Moonshaes. It was not mentioned in any records of Callidyrr as a kingdom endorsed by the High Kings, nor is it included in the list of islands settled by the ffolk.

In 191 DR; when the other islands were opened up for colonisation, a distant cousin to the Hugh family from Cantrev Caervu sailed to the island of Ventris (named after him) on the Korinn Archipelago (named after his wife), with 20 members of his household and lay claim to the entire island chain in the name of Callidyrr Hugh.

His communications with King Callidyrr over the issue were approved and he was named king of the Korinn Archipelago, but the messenger could find no trace of Ventris Cyric or his household upon the island when he arrived. The single wooden plaque bearing the proof of this appointment was found in recent years in Snowdown apparently having been stolen by one of the courtiers in the chaos 944 DR.

**King Ventris Cyric:** Born 172 DR, Reigned 191. Disappeared from Ventris Isle in the Korinn Archipelago along with his entire household.

### Cambridge Dynasty of Westarlun

This short lived dynasty began in 195 DR shortly after Argus Cambro made contact with the fortress of Highhome and brought back lucrative trade agreements with the friendly dwarves that lived there. His reward was the newly settled island of Westarlun, a marriage into the Hugh family (one of Callidyrr's daughters) as well as having the Cambro Mountains named after him.

**King Argus Cambro:** Born 173 DR, Reigned 195/219. First king of Westarlun. A skilled diplomat, Argus established diplomatic relations with the dwarves of Highhome prior to becoming king. Upon becoming king of Westarlun he established peaceful relations with the firbolgs of Westarlun that had skirmished with the humans since their arrival in 191 DR. Following his marriage into the Cymrych dynasty and the House of Hugh, he changed the family name to Cambridge. Died of natural causes.

**King Baltayr:** Born 199 DR, Reigned 219/256. Son of Argus Cambro. Injured in battle with Kazgoroth in 201 DR. Died of heartstop when the northmen arrived in 256 DR.

**King Bryce:** Born 218 DR, Reigned 256/257. Son of Baltayr Cambridge. Led the fight against the northmen raiders in 256 DR, died months later from injuries sustained in battle.

**King Ayodh:** Born 237 DR, Reigned 257/275. Son of Bryce Cambridge. Last ffolk king of Westarlun. Found cowering in his fort when the northmen returned in 275 DR. Sacrificed by burning to the fire giant god Surtr.



## **Alternate Dimensions Presents: Moonshae Isles – The Heralds of the High King**

The Heralds of the High King serve not the current claimant to that title, nor the kings of Callidyrr, but rather the spirit of the office and hopefully one day the rightfully restored High King of the Moonshaes that they hope to help regain the throne.

### **History of the Heralds of the High King**

The Heralds of the High King have their origins in the past of the Moonshae Isles when the Ffolk kingdoms were united under the banner of the High Kingdom of the Moonshaes. Those bodyguards of the High King achieved glory, fame, and (usually) ultimately death protecting High King Cymrych Hugh in the battles with Kazgoroth and his drathak hordes. They gained a reputation as unyielding knights and became the heroes many young squires aspired to be.

The King of Callidyrr, and High King of the Moonshaes like most kings required an elite bodyguard to protect him in battle and during peace time, and as typical for most tribal and feudal societies, this bodyguard was made up of the scions of the nobility of the kingdoms and counties of his subjects. As time passed and the High Kingdom of the Moonshaes became more secure; suffering less raids from the firbolgs and the northmen, the role of these noble sons became more diplomatic and less military in nature; although in times of war they would still take to the field as the elite warriors of the High King. It is from these origins that the Heralds of the High King were born for these noble sons would act as heralds and ambassadors between the High King and his vassal kings in Moray, Corwell, Snowdown, and Oman's Isle.

In 944 DR the line of High Kings came to an end along with the High Kingdom of the Moonshaes when High King Tanner Hugh perished in battle against an incursion of firbolgs in the Myrloch Vale that threatened the elven realm of Synnoria and the kingdom of Corwell. On that fateful day the last of the royal regalia of the High Kingdom of Moonshaes was lost and many felt with it the legitimacy of the House of Hugh. As a result the kingdoms of the ffolk ceded from rule of the High King and the line of Callidyrr changed its name to Carrathal to distance itself from its failed forebears, although it still claimed the title of High King.

The heralds at that time (although there was no such organisation then, just noble scions that filled the roles of ambassador and bodyguard) also felt the House of Hugh had failed. They also felt that the Carrathal dynasty was not worthy to hold the title of High King and after a hurried meeting in the depths of Caer Callidyrr they resolved to find a worthy candidate and place him on the throne.

Taking the name Heralds of the High King, they used their influence with the ffolk kingdoms of the Moonshae Isles to place themselves at the disposal of the various courts in return for providing heraldic services to keep track of the various lineages of those at court and provide proof of nobility. Since that time they have used their considerable influence, access to resources, and riches, to create a secret society of knights that aspire to put the next High King on the throne and rule the High Kingdom of the Moonshaes.

### **Deeds of the Heralds of the High King**

Most of the deeds of the Heralds of the High King are unknown to the people of the Moonshaes. They work in the shadows of the courts of the kingdoms of the Moonshaes listening for prospects and trying to influence events without alerting others to their intentions.



Their most important deed is the recovery of Caer Allisynn from the depths of the Sea of Moonshae. Caer Allisynn was created by the elves as the resting place of Queen Allisynn; first wife of Cymrych Hugh, in honour of their service in defeating Kazgoroth. The queen was interred inside the magical castle with many treasures both magic and mundane and then it was sunk beneath the waves in the Sea of Moonshae.

The ring worn by Queen Allisynn was enchanted by the elves and returned to High King Cymrych Hugh. It had the power to recall the castle to the surface and control its movements. The king wore it always and it became part of the royal regalia of the High Kingdom of the Moonshaes; along with the sword and the crown of Cymrych Hugh.

The ring was the first of the regalia to be lost when High King Lann drowned off the coast of Snowdown in a shipwreck in 420 DR. From there it was found by the sea elves of Nindrol and it was gifted to Aeroth Silverhelm by his lover Verlunae (who would become Queen of Nindrol). The ring stayed within the kingdom of Vlun until its fall, whereupon Toluth Silverhelm liberated it from the treasure vaults and sold it to a trader in Callidyrr to begin his trading empire.

It was from this trader in 1023 DR that a member of the Heralds of the High King found the ring and used his entire fortune to acquire it immediately. The following summer the Heralds gathered on a deserted shore on the isle of Alaron and used the ring to call Caer Allisynn to the surface once more. This magnificent castle, preserved by ancient magic, serves as the base of operations of the Heralds of the High King. Within its confines they store the accumulated wealth and resources of all its members lending it to other members for missions they undertake in the name of the Heralds.

Other deeds that remain un-attributed but are surely the work of the Heralds include the sinking of the Wave Wizardess in 1107 DR as the impoverished (and secret gambling addict) sage Bhaernom Khreyt of Baldur's Gate was on his way to deliver the Tome of the Unicorn into the hands of King Brayze "The Blooded" Kincaid of Snowdown. The Heralds of the High King used Caer Allisynn to rise up beneath the ship and smash it to pieces with all hands lost.

The Heralds of the High King were the ones responsible for inviting Aeroth Silverhelm to Callidyrr after his disastrous love affair with Verlunae of Nindrol (and upon whom they spotted the Ring of Allisynn) and arranged his meeting with King Erfle Carrathal as well as helped him gather ffolk warriors from across the Moonshaes to establish the kingdom of Vlun. Unfortunately King Aeroth Silverhelm would not part with the gift from his beloved Verlunae, and so the Heralds kept track of it until Toluth sold it in 1023 DR.

The younger and more vigorous members of the Heralds of the High King have been present at many of the major and influential battles of the Moonshaes over the past few centuries, seeking to protect those whom the elder members have deemed worthy candidates for the office of High King. Their presence at the battles during the Witch Winters failed to save the sons of King Serdilln who may have proved worthy but they slew many scores of drathak.

## **Organisation**

This close knit organisation is separated into cells that operate within the individual Ffolk kingdoms of the Moonshae Isles. Each cell has a senior herald that forms part of the High King's Court which meets at Caer Allisynn at regular intervals.

**Members:** 1 Yorwyn (Master), 4 Alder (Elder), 16 Scyllae (Herald), 39 Rydder (Knight).

**Hierarchy:** Military cells



**Leader:** Yorwyn Allisynn Hugh

**Religions:** Any

**Alignment:** Any lawful

**Secrecy:** None. This group openly serves the Ffolk kingdoms of the Moonshae, however few realise their true goals.

**Symbol:** A great bear rearing on its back legs with paws outstretched (the great bear was once the symbol of the High Kingdom of the Moonshaes although it has long since fallen out of use)

### **Hierarchy**

The Heralds of the High King is an organisation split into cells, each serving one Ffolk kingdom of the Moonshaes. Each cell has a number of Scyllae that operate between the various courts and cantreves of the kingdoms recording births, mapping lineages, and tracking heraldic symbols of all the nobility of a kingdom. The kingdom of Callidyrr and Corwell each have 5 Scyllae operating there, Moray has 3, Snowdown has 2, and Flamsterd has 1. These Scyllae report and deliver all their findings to the Alder. There is one Alder per kingdom (Callidyrr, Corwell, Moray, and Snowdown – Flamsterd is considered part of Corwell for historical reasons) who usually resides at the court of the king and compiles all the records from his subordinate Scyllae. These Alder then report once a year; or more if events warrant it, to Caer Allisynn and the Yorwyn (grandmaster) of the order.

The Yorwyn is the deceased Queen Allisynn Hugh, first queen of the High Kingdom of the Moonshaes. She collects all the heraldic information from the Alders and orders it in the archives at Caer Allisynn. It is the Yorwyn that ultimately makes the decision on prospective candidates for the future High King that the order is trying to re-establish.

Finally as an extra to the hierarchy are a number of Rydders that act as the military arm of the order. These hereditary members of the Heralds of the High King are sworn to obey the commands of the Alders and can be called upon at any time to perform any mission. They are granted the full resources of Caer Allisynn as needed (although most maintain their own arms and armour) for these missions. Previous summons of the Rydders of the High King included the Battle of Serdilln's Folly wherein King Serdilln of Corwell and his sons as well as much of the strength of Corwell were massacred on the shores of the Corwell Firth surrounded by ever increasing numbers of drathak. The 16 Rydders of the High King formed a shield around the king and his sons (one of whom was a favoured candidate of the Yorwyn who they had been ordered to protect). The heavily armoured Rydders smashed and hewed skin and bone aplenty that day bringing down over 200 drathak over the course of 4 hours. Only when exhaustion finally took hold did the drathak claim the Rydders one by one followed by the King of Corwell and his sons.

**Yorwyn Allisynn Hugh (CG hf Bard 6):** This former High Queen of the Moonshaes perished over a millennia ago battling the beast known as Kazgoroth. The magic of the beast preserved her beyond death by causing her to rise again as a ghostly apparition. Queen Allisynn is not a true undead like most ghosts, instead her soul has torn from her body and through Kazgoroth's touch now remains stuck halfway between the Material Plane and the Plane of Faerie, making Allisynn a fey spirit of sorts.

Allisynn believes she is unable to rest until Kazgoroth has been destroyed, and since her



rediscovery by the Heralds of the High King in 1023 DR she has devoted herself to preparing for the day when Kazgoroth will return. Her interests in the genealogy of her ancestors has proved most useful in maintaining the cover of the organisation and she is constantly on the lookout for any ancestors of the Hugh line that possess the traits of herself and her husband that she believes would make them a successful High King.

What Allisynn does not realise is that her life is tied both to the Selamtime Harp which plays a mournful and stilted tune through its broken strings and spine that echoes around the halls of Caer Allisynn 24 hours a day. Kazgoroth's attack on Allisynn merged her soul with the harp and transformed her into a fey with one swipe of his claws that rent both the harp and Allisynn.

The harp must either be repaired (requiring a powerful elf or LeShay enchanter) or destroyed (by feeding it to Kazgoroth) in order for Allisynn to be released.

### **Motivation and Goals**

The goals of the Heralds of the High King are simple, find a suitable candidate to become High King, then use all available resources to ensure this candidate assumes control over the other Moonshae Isles (diplomatically if possible but militarily is just as viable) and re-establishes the High Kingdom of the Moonshaes.

The motivation for this goal springs from the history of the organisation and its noble tradition inspires the members of the order to achieve it.

Currently Yorwyn Allisynn Hugh has identified a number of prospective candidates from among the Lairds and Kings of the Moonshaes; Prince Tristan Kendrick of Corwell is one possibility as is King Dynnegall of Moray, there are a few less suitable candidates among the Lairds of Corwell, but one outside possibility that the Alder of Moray proposed (it is firmly opposed by all other members of the High King's Court) is Konungr Thelgaar Ironhand of Oman who has the power and ability to conquer all the Moonshae Isles, Yorwyn Allisynn is considering sending a Scyllae to Oman to see how receptive the northmen are.

On a daily basis the Scyllae and Alders spend their time collecting and reviewing the lineages and heraldic symbols of the various nobles of the ffolk kingdoms. The Rydders carry on their normal lives doing whatever it is they normally do; most are usually nobility or sons of nobility, and those that join the order are quickly elevated to nobility thanks to the influence of the order's members. When the Rydders are called upon these warriors don their best weapons and armour and ride out on their magnificent horses to the aid of whoever they have been charged to protect. This impressive fighting force is easily the match of any unit in the Moonshaes and every single member would give their lives for the mission they have been assigned.

### **Recruiting**

The main way to join the Heralds of the High King is to be born the son of a member. All children of a member have the right to request a place among the order. Such a request is made in writing to the local Scyllae who then researches the background of the individual before arranging a meeting with the Alder of the kingdom in which the prospective member resides.

The Alder questions the candidate in detail about their deeds; good and bad, looking for their motivations and watching how they analyse their own performance. If the Alder approves then the member is taken in secret (and blindfolded) to Caer Allisynn where the Yorwyn has the final say on



admission.

That of course means entry into the order is quite restrictive, however there is another way to gain admission to the order. Anyone saving the life of a member or saving the life of a candidate for the High King may be admitted with a majority vote of the High King's Court (the Yorwyn gets final veto but usually concurs with the majority vote).

### **Resources**

The Heralds of the High King have the collective resources of over 400 years of membership in the order. This amounts to a not inconsiderable stash of gold and equipment of various kinds all stored away in Caer Allisynn or at the households of various Rydders across the Moonshae Isles.

This however is nothing compared to the resources the Heralds of the High King discovered in Caer Allisynn when it surfaced in 1023 DR in answer to their call.

**Caer Allisynn:** The elves originally created Caer Allisynn to inter the queen within and they did not skimp on the treasures to be buried with her. Exquisitely crafted elven arms and armour line the armouries, including light weight but fully protective plate mail which is so far a technology unavailable to the Ffolk except through purchasing from the mainland. Swords, spears, composite bows, steel shields, and all manner of other weapons are present, attached to the standing suits of armour to create a sort of ornamental honour guard (originally it lined the entrance corridor but the weapons and armour have since been moved to a room in the base of the castle which is now the armoury).

Books and scrolls aplenty fill the library on various subjects of importance to the elves, most of these are about the nature of the Moonshae Isles and treatises on the natural world but there are more than a few books on magical study as well as studies of the ancient Ffolk.

The building itself takes the form of a three storied stately home that contains around 30 bedrooms, kitchens, stores, a library, and other miscellaneous rooms. It is crafted of granite and sits atop of natural rock base that makes the building look like it was hacked from the top of a cliff. A single ramp leads up the base towards the gatehouse that enters on the second story. The building has been enchanted to obey the verbal and mental commands of whomever wears the Ring of Alison, and a constantly renewed bubble of air keeps the building safe when it is submerged beneath the waves. Otherwise the building bears no other defensive or offensive enchantments; it was built as a tomb, not a weapon of war.

**Ring of Alison:** This emerald ring was given to Allisynn Hugh by her husband Cymrych Hugh upon their marriage. It remained on her finger until her death in 201 DR as the diseased wounds inflicted by Kazgoroth ravaged her body.

The elves did their best to cure the infections surging through her body, and she spent her last moments in their care. Her body was interred in a magical mausoleum (named Caer Allisynn by Cymrych Hugh) that was sunk amid a sombre ceremony off the shores of northern Callidyrr. The ring was then presented to Cymrych Hugh with the instruction that he could use it to visit his wife whenever he wished.

The ring entered into the history of the Moonshae Isles as part of the royal regalia of the High Kingdom of Moonshae and it remained so until it was lost in 420 DR when High King Lann drowned off the coast of Snowdown. The ring was finally recovered by the Heralds of the High King at great expense and now sits once more upon the ring of the ghostly Allisynn Hugh.

The ring's sole power is to control the movements of Caer Allisynn. With the power of thought, the



bearer of the ring can make the magical castle move in any direction atop or beneath the waves, and can compel the castle to reach speeds comparable with northmen dragonships.



## Deities With a Difference: Grond Peaksmasher

*Grond Peaksmasher, Grond, King of the Firbolgs, Peaksmasher*

Demi Power/Primordial of the Material Plane (N)

**Portfolio:** Firbolgs

Grond Peaksmasher is the primordial son of Ulutiu and Othea, and father of the Firbolg race of giantkin. It is unknown if he ever achieved true godhood, but what is certain is that he travelled to the Moonshae Isles and was imprisoned beneath Icepeak on Oman's Isle for millennia.

### **History**

Grond's story began like many of the other giant primordials (who were known as Titans; not to be confused with the race of titans who are the giant children of Lanaxis that fled to the Outer Planes and became titans) in the distant past of Toril. Born sometime around -25500 to the beings Ulutiu and Othea, Grond was like the other giantkin something of an outsider among the giants of Ostonia. Annam paid the giantkin no heed for they were not his sons (although his anger punished the first children of Othea's other affairs horribly cursing them with degenerate forms known today as trolls and ogres).

Grond, like the other Titans founded a race of giants in his own image known as the firbolgs and together with the verbeegs and fomorians (true fomorians not those of the Moonshae Isles) these giantkin scabbled an existence living on the edges of the Colossal Kingdom.

As the Thousand Year War with the dragons progressed the kingdoms of Ostonia fell one by one. Grolantor's (father of the hill giants) kingdom fell first (Gro-Lan-Tor can be spelled using giantish runes that resemble R-U-K in common and so today he is called Ruk) and he and his brother Karontor wandered the forests east of Ostonia to try and find a way to remove their shame and failure.

Karontor acted first and consorting with evil fey like beings in the depths of the earth he performed a powerful ritual designed to curse the giantkin, as his father Annam had done so long ago to the ogres and trolls. This act he hoped would restore his position among the sons of Annam and allow his return to Ostonia.

The entire verbeeg and fomorian race were twisted as expected, but the firbolgs were saved by their noble progenitor the Titan Grond Peaksmasher who took the curse upon himself which dulled his wits, twisted his features, and caused him great pain.

Karontor's actions did not achieve the desired reaction he expected from the Titans. Instead the sons of Annam cursed Karontor in turn for his evil actions and polluting the giant race (even half giants as the giantkin were), so they twisted his form to match his evil heart and then struck his name from all records of the Colossal Kingdom. The Titan Hiatea set off on his trail to bring him to justice and she took Grond with her under her wing to try and help him back to the noble being he once was.

Hiatea became a mother figure to the dull witted Grond, and following the collapse of Ostonia and ascension of the other Titans, she guided him to what she hoped would be his redemption and his own ascension to godhood over the firbolg race.

Grond was tasked with finding a kingdom for his firbolg children and so he wandered the lands of shattered Ostonia looking for a home. What he found were dead or dying kingdoms occupied by other races such as dragons, elves, even dwarves. Eventually after wandering Faerûn for many thousands of years he came to the sea and crossed over it coming to the land known as the Moonshae Isles.



There on the islands he found mountain ranges unspoiled by the other races except for the surprisingly friendly surface holds of a few dwarves that occupied a large empire deep beneath the surface of the island chain.

Together the firbolgs with their dwarven allies established spectacular and secure holdings for both races across the mountains of the islands. To cement the alliance between the two races the dwarves fashioned a gigantic two handed axe for Grond from Living Metal that glittered in many colours except for its gleaming mithril shaft.

Grond established fortresses on Norland, Moray, Norheim, Callidyrr, and Oman's Isle (as they are known today) the greatest was at the site of Caer Callidyrr, and contained more than a little Living Metal to reinforce its construction. The most recent and most ambitious of these was to be a huge fortress built around the sides of Icepeak on Oman's Isle. This would serve as Grond's capital and sat above (although separate by many miles in height) the capital of Dwarvenhome.

Unfortunately an evil entity known as Kazgoroth lurked in the depths of the earth beneath Oman's Isle. It could not influence the resilient dwarves but found a fully receptive ear in the slow witted and weak willed Grond. It poisoned him against his allies and eventually Grond and the firbolgs went to war with the dwarves. Grond even had his gigantic axe enchanted (an unwise act given the nature of its construction) and used it to cleave apart many dwarf holds so his firbolgs could lay waste to those inside.

Ultimately the conflict between dwarf and firbolg drew the attention of one of the Children of the Earthmother and in a final battle atop Icepeak, Rendar the Bear had grown so large that his powerful stomp rent the mountain asunder causing Grond Peaksmasher, the firbolg fortress, and much of the mountain to fall into a deep chasm that even shattered the capital of Dwarvenhome many miles below. There Grond lays in perpetual stupor trapped by tons of rock and the icy cap that covered it over the next few hundred years.

### **Relationships**

Grond's relationships with other gods are going to be almost non-existent after a 6000 year long slumber deep beneath a fairly isolated part of Toril. As one of the Titan children of Othea it is likely that he will have a place among the giant pantheon should he awaken and ascend to godhood (if he is not already a god). However the giant gods are a proud group and are likely waiting for Grond to perform some great task before he is admitted to the halls of Gudheim (even more so because he is only their half sibling).

Grond always had an excellent relationship with Hiatea who he looked upon as his mother following the death of Othea and his curse. It is likely Hiatea would be the first to sponsor his admittance to Gudheim following any deed of sufficient valour to allow his entry.

### **Avatar**

Grond appears as a huge humanoid over 20 ft tall with a deformed face that causes him to be slow of speech and thought. He wears simple apparel, usually a leather jerkin and some metal bracers. His weapon is called the Silver Hafted Axe; it is a huge two handed axe with a single large blade on one side and a spike protruding from the other.

Grond has grey, almost rock like skin and a long unkempt beard that falls around his knees. His nose is long and wide, his teeth are jagged and rotten, and his eyes are uneven in setting but coloured a bright



sparkling blue.

Grond lacks any spellcasting ability himself, but he is able to suffer all but the deadliest of wounds with little apparent injury, and his strength is unmatched by any but the largest of dragons.

### **Relics**

**The Silver Hafted Axe:** The only item that could be considered a relic is the axe for which Grond is famous for. Fashioned for him by the dwarves, this axe bears a single axe blade on one side with a long spike on the other side and is mounted atop a gleaming silver coloured shaft. The blade and spike glitter in a myriad of colours depending upon the magical effect in use but at rest the axe appears as to be silvery blue with streaks of green flowing through it like waves.

Grond had this axe enchanted for battle use just prior to his war with the dwarves of Dwarvenhome. The axe was supposed to be enhanced to rend weapons, armour, and even walls with ease.

Unfortunately Living Metal does not react predictably to enchantments and Grond's firbolg followers lacked the skill necessary to properly enchant the item. Whenever Grond swings his axe a random magical effect takes place, usually this is beneficial such that the axe has been seen to drip with fire or acid or sever heads in a single blow. Occasionally however the axe emits a fireball centred on the target which engulfs the wielder of the axe, it has been known to turn invisible, and even incorporeal, and sometimes teleport the target or Grond somewhere random nearby.

Grond; despite the axe's shortcomings, used it to great effect in his war with the dwarves. He ignored the magics it spewed forth and with the blade cut down the surface holds of the dwarves and slaughtered the inhabitants inside.

It is for this act; and the firbolgs incorrect belief that he collapsed Icepeak, that earned him the name Peaksmasher.

### **The Church of Grond Peaksmasher**

Grond Peaksmasher has no formal church as yet. His imprisonment beneath Icepeak since -5000 DR has forced his firbolg followers to act on their own. Many of them have been tempted towards evil and now serve Kazgoroth. Those that still revere Grond Peaksmasher follow his teachings as best they can, but millennia without guidance and the corrupting nature of time has meant that few firbolg tribes can agree on how Grond would have behaved.

The few shamans that claim to worship Grond directly are little better than novice priests and few have advanced beyond the 2<sup>nd</sup> level of priesthood (those that have are in truth unwittingly serving another god that provides their spells and advancement for its own nefarious reasons).

Should Grond awaken and show himself to be a true deity, then he will undoubtedly try to form a church out of his loyal firbolg followers in the Moonshae Isles. Such an act could unite the firbolgs into a powerful entity that becomes a force for good in the isles.

### **Allies**

The firbolg that follow Grond have only themselves as allies. The other races of the Moonshae Isles consider the firbolgs to be a menace and an evil race little better than orcs or trolls. This is primarily due to the actions of those degenerate firbolgs whose blood has mixed with the Moonshae fomorians (not true fomorians) over the years and who serve the will of Kazgoroth. These evil and deformed firbolgs have raided the other races of the Moonshae Isles and every hundred years or so swarm into



the Myrloch Vale in a large destructive horde. Thus the firbolgs have a reputation as a pest to be expunged more than anything else.

However the dwarves still bear a grudge against all firbolgs for their part in the destruction of Dwarvenhome. Dwarven memories are incredibly long and it will take much hardship and toil to convince the dwarves that not all firbolgs are bad.



## Alternate Dimensions Presents: Moonshae Isles – An Alternate History

- **c. -31000 DR: The Tearfall:** An unimaginable catastrophe strikes Abeir-Toril. Whole continents vanish in earthquakes, fires, and windstorms, and the seas are rearranged. Ancient sarrukh accounts remark on the “changing of the stars,” but no one now knows what this might mean.
- Most scholars now speculate that at about this date a comet or ice moon fell from the sky, devastating much of Abeir-Toril, and refer to this event as the Tearfall. The four Inner Seas merge together to form the body of water known today as the Sea of Fallen Stars. Tens of thousands of dragon eggs soon hatch across Toril. The dramatic climate change that followed quickly brought an end to the Batrachi civilization.
- **c. -17600 DR: The Sundering:** Hundreds of High Mages assemble in the heartland of Faerûn at the Gathering Place. Ignoring the lesson learned from the destruction of Tintageer centuries earlier, they cast a spell of elven High Magic designed to create a glorious elf homeland. On the Day of Birthing, the magic reaches its apex as the spell extends both back and forward in the mists of time. Faerûn, the one land, is sundered apart by the unbridled force of the Sundering. As a result, hundreds of cities are washed away, the unchecked energy of the Sundering fractures the super continent of Merrouroboros, driving one continental plate westward and forming the Moonshae Islands in its wake. In this age, the Moonshaes consisted of hundreds of little islands, little more than volcanic peaks rising up abruptly out of the turbulent sea.
- Most undersea inhabitants of Claarteeros (Black Sea) are slain during the Sundering. Ongoing seismic activity following the cataclysm leads to millennia of earthquakes, maelstroms, and other deadly sea hazards, limiting travel and colonization both above and beneath the waves.
- **c. -15000 DR:** Fey take a greater interest in the great archipelago off Faerûn's western shore. Using their mysterious crossroads, fey begin settling the Moonshae Isles.
- **c. -11000 DR:** Leviathan is born.
- Over the next several centuries the seas calm, the earthquakes subside, and the volcanoes become dormant. It is thought that the LeShay or their gods are responsible.
- **-10500 DR:** By this time, the Moonshae Islands appear much as they do in the present day, consisting of a few large islands and the Korinn Archipelago.
- The LeShay establish the kingdom of Sarifal; its capitol the shining city of Karador built upon a small island at the centre of the shimmering blue waters of Myrloch, a large lake nestled within a great vale on the Moonshae's central island.
- **-10000 DR:** The elder unicorn Kamerynn arrives on the Moonshaes, to defend the fields and glens of the great islands. Kamerynn bewitches all he encounters making them ignorant to any but their most basic of needs and so those affected spend their lives tending to nature.
- **-9800 DR:** The LeShay welcome Llewyr refugees from the oppressive mainland, allowing them to settle in isolation and safety among the mountains and forests of the Moonshae Islands. The Llewyr name their new kingdom Synnoria, after the elf queen who led them to this island sanctuary.
- **-9000 DR:** The Pack appears on the Moonshae Isles attracted by the scent of death, a congregation of savage and bloodthirsty wolves meant to scour the land clean of the humanoid infestation
- **-8000 DR:** Dwarven refugees cut off from Shanatar as a result of the Mindstalker Wars begin exploring remote subterranean passages beneath the Sea of Swords. The dwarves later establish Dwarvenhome in the natural caverns under the Moonshae Islands.
- **c. -7000 DR:** Dwarven settlers establish Highhome in the Cambro Mountains east of Myrloch Vale.
- **c. -6000 DR:** Grond Peaksmasher leads a tribe of giants to the Moonshae Isles, primarily



settling on the island of Norland in the Jotunhammer Mountains. The dwarves name the giant tribe "Fir-Bolg," or large men with spears.

- **c. -5000 DR:** During a great conflict between the dwarves and firbolgs of the Moonshaes, Grond Peaksmasher is imprisoned on Oman's Isle beneath the great Icepeak. Without Grond's guidance, the firbolgs degenerate into brutes no more civilized than hill giants.
- **c. -4000 DR:** Imaskari artificers are common visitors to the Royal Court of Sarifal. It is thought that the LeShay establish an alliance of sorts with the human empire during this time.
- **c. -3100 DR:** Human seafarers from the west; known today as the Illuskan or Northmen, name and settle the island of Ruathym in the Sea of Swords.
- **c. -3000 DR:** Illuskan humans of Ruathym found the settlement of Illusk at the mouth of the River Mirar and displace local Ice Hunter tribes.
- **c. -2000 DR:** The Beast Kazgoroth claws his way out of his earthbound prison and stalks the Moonshae Isles. The Llewyr unite with the LeShay, the dwarves and the Firbolg to confront the Beast. The Beast and his frenzied minions fight for decades before Kazgoroth is trapped on Nomans Isle by the magic of the Moonwells.
- **c. -1800 DR:** The dwarven kingdom of Dwarvenhome is shattered after constant attacks from the Duergar in the Underdark that travelled from mainland Faerûn seeking remnants of Shanatar. The dwarves had never quite recovered from the war with the firbolgs and could not withstand the might of the duergar armies. The scattered surface holdings of the dwarves survive, some of them persist to the present day.
- **c. -1000 DR:** For the next several centuries, the Illuskans of Ruathym colonize the Gull Rocks, Gundarlun, Mintarn, the Purple Rocks, the Teeth, Tuern (a.k.a., Uttersea), Umukek, the Wave Rocks, and the Whalebones. In time these Illuskan seafarers become known as the northmen. Thinking them cursed, the northmen initially stay clear of the Moonshae Isles and its mischievous fey inhabitants.
- **c. -500 DR:** The LeShay retreat to the Plane of Faerie, abandoning the kingdom of Sarifal and their claim to the Moonshae Isles.
- Wizards from Calimshan establish a series of towers on the present day site of Caer Callidyrr and name them the Towers of Arpshang after the most powerful of their order.
- **-334 DR Year of the Three Seas' Rage:** A group of Netherese arcanists establish the city of Helbrester in the Nelanther Isles.
- **-333 DR Year of the Humbling Havens:** Arcanists from fallen Netheril arrive at the Towers of Arpshang seeking refuge. Initially they are allowed entry by the Calishite wizards to exchange ideas. Relations soon break down and a magical battle destroys both groups of wizards in a huge conflagration.
- **-65 DR Year of Monstrous Appetites:** The Red Terror of Mintarn (an ancient red dragon known as Skadaurak) emerges from the island of Skadaurak after one of his long slumbers and scours the island of Mintarn clean of humanoid life to sate his hunger. Little more than a score of northmen escape the dragon and are discovered months later by ships from Ruathym.
- **-64 DR Year of Gleaming Frost:** Several dragonships of Ruathym get lost in a storm heading for Mintarn and are wrecked in the Korinn Archipelago of the Moonshae Isles. Avoiding the larger and already inhabited isles of the Moonshaes, these Illuskans become pirates and raiders of the Sword Coast hiding out in the deserted islets that become their homes.
- **-60 DR:** The first flight of dragons from Dragonhome strikes the northmen of the Korinn Archipelago. 5 young white dragons assail the islanders in monthly raids, destroying ships and homes and carrying away livestock. The northmen spend the next few centuries expending much of their energy battling the terrible wyrms for whenever they kill a dragon another takes its place within a few years.



## The Unification

The Talfir of Ebenfar arrived on Gwynneth fleeing persecution from the Shadowking. The Talfir tribes (first the Shyffolk then the Tallffolk) spread across the southern shores of the island establishing a number of small Cantreves. Various minor nobles from Ebenfar established themselves as Lairds of the Cantreves and set about expanding their influence and petty kingdoms.

The lairds are ruled in name by the chieftain of the tribe but in reality the chief exerts little authority beyond the reach of his sword. Each laird by tradition was the ruler of a clan or other noble grouping and to this day, most folk find their clan and cantrev of origin to be one and the same.

Early events by petty grasping lairds result in the people of Gwynneth coming into conflict with the elves and each other. The result was a brief unification of the kingdom of Corwell in southern Gwynneth by King Deric (formerly Chief Deric) until his death without issue in 171 DR whereupon the fledgling kingdom was plunged once again into civil war.

The civil war was ended by one Callidyrr Hugh, son of Corlden Hugh, son of Llorrlden Hugh who was a minor noble of Ebenfar and brother of the chief (one Alaron Hugh) of the second tribe (the Tallffolk) leaving Ebenfar that landed on Alaron in 146 DR.

Llorrlden Hugh established a good relation with the elves of Gwynneth, and when civil war erupted in 171 DR; his lands were kept free from the fighting because of their location so far north and because of the elves of Winterglen Forest.

In 175 DR the chief of Alaron was murdered by rivals and the lairds elected Callidyrr Hugh to take his place. With his elven allies and the tribes of Alaron behind him, Callidyrr Hugh had little trouble in ending the civil war in Gwynneth and establishing the title of King of the Moonshaes at his newly constructed castle of Caer Callidyrr. The title was changed to High King following Callidyrr's death. However, the title of High King and indeed the other kingdoms of the Moonshaes were still tribal titles elected by the lairds of the tribe (although those tribes generally elected individuals from within the same bloodline out of respect). It wasn't until the rule of King Cameron The Wise in 361 DR (Year of the Fearless Kings) that the institution of monarchy was formally established and the title of High King and King could be passed from father to son.

- **140 DR Year of the Executioner:** Fleeing persecution under the Shadowking of Ebenfar, tribes of lost Talfir cross the Sea of Swords and settle along the southern shores of the island they name Gwynneth. They settle in the land cleared by Kazgoroth's last appearance millennia ago.
- **142 DR Year of the Smiling Princess:** Laird Melvair Darkhorn builds Darkhorn Castle at the northern edge of Corwell just outside the boughs of Winterglen Forest (which stretched south past the Cambrent Gap in those days). Laird Darkhorn immediately orders his subjects to begin logging Winterglen Forest despite protests from the settlers who fear the trees are watching them.
- **144 DR Year of the Fear and Flame:** Human settlers of Gwynneth come into conflict with the Llewyr. The Llewyr raise Darkhorn Castle, causing the forest to erupt inside the castle and pull it apart after warning Laird Melvair Darkhorn to leave the forest alone (warnings he ignored). The chieftain Taylor, consort of Gwynneth "the First Mother," dies in combat with the elves in a retaliatory strike.
- Taylor's death brings about infighting amongst the various lords who refuse to follow the rule of a minor. The Llewyr are ignored and the humans of Gwynneth begin petty feuding and settling old scores without a strong leader to enforce the peace.
- **146 DR Year of the Risen Towers:** Another wave of settlers; known as the Tallffolk tribe,



also fleeing Ebenfar arrives in the Moonshae Isles on the Isles of Alaron and Snowdown. Llorlden Hugh, a minor noble of Ebenfar lands at Caervu in Gwynneth and quickly becomes friendly with the Llewyr.

- **149 DR Year of the Dwarf:** Victorious in battle, Deric of the ffolk unites the cantrevs of southern Gwynneth into a fledgling kingdom.
- **154 DR Year of the Jealous Hag:** King Kaminas of Synnoria and King Deric establish peace between their two peoples at the elven capital of Chysalis.
- King Kaminas calls all the Llewyr of the Moonshaes to retreat back to Synnoria, a process taking many years before its completion.
- **171 DR Year of Unkind Weapons:** King Deric of Corwell dies without an heir; civil war erupts throughout Gwynneth as the Cantrev Lairds attempt to claim the throne for themselves.
- **175 DR Year of the Black Boats:** Chief Alaron Hugh of the Tallffolk is murdered. The Lairds of Alaron appoint a distant cousin of Alaron's, a Laird of Gwynneth; Callidyrr Hugh, to become King of the Tallffolk. Callidyrr declares the "Kingdom of Callidyrr".
- **176 DR:** Kazgoroth escapes Nomans Isle after exterminating the newly arrived Druids of Moonshae.
- **177 DR Year of the Troublesome Vixen:** Following years of civil war, Callidyrr Hugh, son of Corden Hugh of Ebenfar nobility, unites the warring factions of Corwell.
- Laird Christopher Riker of Cantrev Koart is named Regent of Corwell by King Callidyrr Hugh
- Laird Gwyloch Kincaid is crowned King of Snowdown by King Callidyrr Hugh.
- **183 DR Year of the Murmuring Dead:** The Cauldron of Dhuum is finally finished under the watchful gaze of Kazgoroth
- **191 DR Year of the Broken Lands:** To celebrate the 20<sup>th</sup> birthday of Prince Cymrych Hugh, the islands of Moray, Westarlun (Modern: Norland), and Nomans Isle (Modern: Oman's Isle) are settled by the ffolk launched from the newly opened Hugh's Loch in the north of Alaron (which was gradually being tamed by the ffolk of Callidyrr).
- **201 DR Year of the Student:** Kazgoroth begins sending his drathak hordes against the Moonshae Isles. The legendary warrior chieftain Cymrych Hugh defeats Kazgoroth and is crowned High King of the Moonshae Isles. He later marries a daughter of Gwynneth from Corwell and has a number of children that marry into the various noble houses of the Moonshaes.
- Later the same year Queen Allisynn succumbs to wounds suffered during the war against Kazgoroth. Cymrych Hugh commissions the construction of a palace to house his wife's body and fills it with vast treasures. Druids then send Caer Allisynn to a watery grave beneath the Strait of Alaron.
- Year 1 of the Moonshae Reckoning (MR) calendar.
- **202 DR Year of the Fanged Gauntlet:** With Cymrych Hugh's approval, the half elven Great Bard Falataer Ap Morwellian creates Falataer's Academy in Cantrev Callidyrr, bringing bardic traditions to the ffolk. For the next 6 centuries, nearly every Great Bard of the Moonshae Isles is trained at Falataer's Academy.
- **218 DR Year of the Dancing Lights:** The settlement of Horst on Moray is attacked by a fomorian from the nearby Orskull Mountains who carries off King Dyllan Kimball's aunt. Her four sons and accompanying men-at-arms sent by the king, track the giant to its lair; a ruined dwarfhold, and slay the beast. In the mines they discover a malfunctioning portal that deposits them and their men-at-arms on mainland Faerûn. The four sons become embroiled in many wars along the Delimbiyr Valley. After many years only one son remains to return home, his ship is lost in ice during an early and harsh winter. Their mother spends the rest of her days haunting the dwarf hold awaiting their return.



- **230 DR Year of the Wailing Dryads:** In this year the Dernall Forest is separated from Torriage Wood by the logging activities of the Tallffolk.
- **250 DR Year of the Storm Crown:** Upon his death, High King Cymrych Hugh is entombed beneath a barrow mound in the foothills north of Cantrev Blackstone by the Druids of Moonshae.
- **256 DR Year of the Thousand Snows:** Northmen sailors from the island nations of Tuern and Gundarlun make landfall on the Moonshae Islands, finding a collection of squabbling kingdoms. Over the next couple of centuries, ffolk settlements throughout the Moonshaes suffer seasonal attacks from the barbaric northmen. The ffolk of the Moonshaes eventually concede the northern isles to Illuskan invaders from the island nations of Tuern and Gundarlun.
- Jarl Ingvurt “The Hammer” Graskson, of Gundarlun, lands on the isle of Greygruun in what will later become part of Norheim. Jarl Ingvurt subdues the few Northmen raiders of the Korinn Archipelago behind his banner.
- Jarl Snorri Svalvart, under orders from Thane Rurik, the fire giant king of Tuern, lands at Westarlun on the western shore between the Jotunhammer Mountain ranges. There the 60 strong raiding party (plus 12 giants from Tuern) rampage across the isle, burning homes and forts to the ground. Upon returning to the ships they find them filled with holes and unusable. The giants flee into the Northern Jotunhammer Mountains, the northmen disperse into the wilderness.
- **260 DR Year of the Sunless Stones:** After a few years respite the northmen of the Korinn Archipelago and the newly arrived Northmen of Greygruun suffer another attack from a flight of white dragons. Jarl Ingvurt Graskson personally slays one of the beasts and the other 3 retreat home after carrying off a dragonship filled with frozen Northmen. Jarl Graskson orders the capturing of Ffolk smiths to fashion weapons of war to fight the dragon menace.  
**263 DR:** The northmen of Greygruun fortify their island homes with large mounted crossbow platforms (built by captured ffolk and dwarves) to beat off the attacking dragons. Subsequent dragon attacks rapidly reduce in frequency as several dragons are killed during each raid.
- **270 DR Year of the Unheeded Warning:** The largest flight of dragons, numbering 20 or more, assaults the isle of Greygruun. The starving and dishevelled beasts are eventually dispatched by the northmen and their crossbow towers, with none leaving the shores of Greygruun alive.
- **271 DR Year of the Port Stormed:** The old white dragon Auramathralis emerges from Dragonhome searching for the slayers of her children. Her terrible breath freezes almost the entire island and everyone on it. Sigurd Ingvurson leads the 7 remaining dragonships west where they meet up with Jarl Snorri Svalvart in the northern reaches of Westarlun. All northmen settlements on Norheim and the Korinn Archipelago are abandoned within a few months (those not killed by the dragon fall to other menaces such as goblins or worse).
- **275 DR Year of the Wrath Sword:** The northmen of Westarlun and fire giants of the Jotunhammer Mountains; with extra dragonships from Tuern, succeed in taking land east and west of Jotunhammer Gap. In return for the aid provided by Sigurd Ingvurson, a number of fire giants travel with Sigurd back to Greygruun. On the island of Llorgh, the giants fashion the Axe “Moltenheart” in the volcanic depths of Surtr’s Maw.
- **285 DR Year of Wasteful Pride:** Jarl Sigurd Ingvurson and 30 of his strongest warriors locate the lair of Auramathralis; on the isle of Dragonhome, while she is sleeping off her latest exertion. Using the ballistae recovered from Greygruun the warriors pin the mighty dragon’s wings to the cavern walls using steel bolts with ropes attached that are fired through her unfurling wings and then hammered into the walls with great hammers. Jarl Sigurd Ingvurson



- himself manages to hack off one of her wings with his mighty axe as “Aura” slays a score of his warriors using her breath weapon. The injured dragon and Sigurd come face to face as the pair are surrounded by his remaining warriors. “Aura” finally falls dead as Sigurd severs her neck and he emerges the only survivor from Dragonhome with a horde of riches.
- **287 DR:** The kingdom of Callidyr under High King Carrig I launches an attack against the northmen of Norheim. The result is a stalemate as both High King Carrig and Jarl Sigurd “The Axe” Ingvurson are slain during the fighting (although the northmen lose proportionally more of their men).
  - **288 DR Year of the Xorn’s Yearning:** High King Gwylloch returns to the islands of Norheim to claim his revenge against the Northmen. Despite reinforcements from Norland, the northmen are unable to stop the ffolk from burning the settlement of Greystaad to the ground. The surviving northmen spread out across the island chain, including landing on the firbolg infested island of Jotunspine.
  - High King Gwylloch recovers the Cauldron of Dhuum from the halls of Greystaad and takes it back to Callidyr with him.
  - **289 DR Year of the Walking Dreams:** High King Gwylloch has the skulls of his enemies fashioned into the Castle of Skulls. The High King then moves his court to the mighty palace hidden in the depths of Llyrath Forest. Gwylloch leads several expeditions against the lands of the northmen over the next several years. Captives were taken to High King's palace where they were slain in a grim arena called the Circus Bizarre.
  - The northmen of Jotunspine discover after defeating the firbolgs that they were in service to Ualintharghar “the devouring flame”. The red dragon chooses the northmen to replace his firbolg providers. Ualintharghar is seen for the first time over the Moonshae Isles preying on isolated ffolk settlements and devouring young women before incinerating their families.
  - **291 DR:** High King Gwylloch mounts a 2 year campaign against the northmen occupying Westarlun. Eventually believing them forced from the island he withdraws his forces leaving only a token number of settlers and soldiers to rebuild Westarlun.
  - **295 DR Year of the Wrathful Revenant:** Prince Ketheryll, son of High King Gwylloch, captures King Durnhal and Queen Morgan of Corwell and puts them to death for treason against the High King.
  - **299 DR Year of the Vaasan Knot:** High King Gwylloch, Prince Ketheryll, and all of their retainers slowly go mad. On the evening of the summer solstice, the inhabitants of the Castle of Skulls slaughter each other in a suicidal orgy of combat within the castle's gruesome walls. It is suspected that the mage Flamsterd was somehow involved in the High King's downfall.
  - Northmen on the south coast of Westarlun, with fire giants from Jothun in the Northern Jotunhammer Mountains conquer the few settlements resettled following High King Gwylloch’s campaign a few years earlier. The island is claimed for the northmen and named Norland.
  - **323 DR Year of the Miscast Shadows:** Following the coronation after the defeat of his brother, High King Markus Cymrych exiles the wizard Flamsterd from the Moonshae Islands for high treason and his involvement in the madness and death of High King Gwylloch. Many suspect the evidence has been fabricated by Markus; son of Gwylloch, who fears reprisal from the wizard for the slaying of High King Gorham who was a fast friend of the court mage (like his father before him). It is many centuries before a court mage is appointed to the ffolk kingdoms of the Moonshae isles.

### The Arrival

This period begins with a few thousand Tethyrians emigrating to the Moonshaes from Tethyr following troubles with the Shoon and forest fires and other dangers in their homeland of Tethyr. These



immigrants bring with them knowledge of stone fortifications that makes them immediately popular (and rich) with the native ffolk who lack a sure means of defence against the seasonal northmen raids. The Tethyrians spread out among the islands (although the majority remain in Callidyrr), building round stone watchtowers (called Gorwyr by the ffolk) in every cantrev in the Moonshaes, and replacing the wooden forts of the isles with sturdier stone designs.

The Tethyrians are initially accepted into society and the bloodlines soon mix. Later events cause relations to sour between the ffolk and Tethyrians, particularly in the kingdom of Callidyrr, but within a few centuries there is no such thing as pure ffolk or Tethyrian and by 1,000 DR the bloodlines of both people have become so intermingled as to make them one racial group.

Following the arrival of the Tethyrians the number of successful raids and the frequency of those raids by the northmen drops off considerably until later events spark a growing hostility between the two groups once again (the disappearance of Princess Bridget and the arrival of Illuskans from Stornanter).

- **467 DR (Year of Four Winds):** A large migrant group of Tethyrians (with more than a few Calishites and Shoon supports among them) emigrate to the Moonshae Isles and settle among the ffolk. The outlanders bring with them the faiths of the mainland, but most ffolk continue to worship the Earthmother exclusively. Among the settlers are architects and engineers who teach the ffolk how to build strong defensive fortifications such as city walls and stone keeps. Northmen incursions drop off precipitously over the following decades.
- **519 DR Year of the Phoenix:** The newly appointed Laird Kell Brentox (of Tethyrian origin) ruler of Cantrev Conaych (a now vanished cantrev between Aithelar and Codfin) shoots one of the swans on Swanmay River. The injured creature flees into the forest. Over the next few years the section of Dernall Forest now known as the Drowned Forest begins to become water logged, gradually turning into a swamp. The number of Swan Maidens seen on the Swanmay River declines to zero over the next few decades.
- **531 DR Year of the Lily:** The kingdom of Corwell opens settlement of the Isle of Shaina (Modern: Flamsterd Isle)
- **562 DR Year of the Waking Feyr:** Anhaern Rhyllgallohyr, Captain of the Sisters of Synnoria, loses her life while investigating a disturbance in the Fens of the Fallen. Restored to life by some fell magic, Anhaern is seen a ten-day later galloping across Myrloch Vale on her ghostly steed. Ffolk skalds name her the Shee, or "Banshee Rider."
- **620 DR Year of the Mountain Crypts:** Konungr Stromm Breggsson declares the kingdom of Norland after uniting the Jarls of Norland behind his banner. Diplomatic envoys are sent from High King Embro II to establish a marriage alliance between the kingdoms of Callidyrr and Norland.
- **621 DR Year of Nineteen Swords:** Princess Bridget of Callidyrr and her royal entourage disappear en route to Norland, where she was to be wed to Prince Scothgar of Rogarsheim. Both sides blame each other for the Princess' disappearance, further straining relations between the two peoples.
- Settlers from the Moonshae Isles colonize the lands of the Utter East and subjugate the indigenous Mar tribes.
- **630 DR Year of the Winking Jester:** Norland sends 10 ships to Corwell landing over 200 raiders west of Cantrev Pontswain. Despite action by Corwell to drive the raiders away, King Diffayn Kendrick is slain and the raiders establish a number of bases on the west coast.
- **634 DR Year of the Dark Spawn:** The sahuagin nation of Kressilacc is created by the sahuagin "Red Back", named for his distinctive red hide, who scours the area of Scrags or subjugates them to his will, and then defeats the other warring sahuagin tribes to declare himself king.



- **728 DR Year of the Sleeping Princess:** Plague strikes the Moonshae Isles as the ever increasing number of inhabitants of the Moonshae Isles becomes too much for the islands to bear. The plague causes rapid bleeding that results in the deaths of 20% of the population of Callidyrr over the next 10 years, many of the deaths are in those of Tethyrian stock as the plague seems to prefer the warmer climes of Callidyrr where the Tethyrians are most concentrated.
- **740 DR:** Omar MacDauphin purchases the title; King of Omar's Isle from High King Pendar Hugh after the death of the previous king from the plague.
- **747 DR Year of Stagnant Water:** Beginning in this year sahuagin raiding parties in service of one of the princes of Kressilacc plague the coast of northern Alaron and Omar's Isle searching for artefacts stolen from them several years earlier. A resident wizard in one of the cantreves of northern Callidyrr destroys one such raiding party including the prince of Kressilacc. The nation of Kressilacc then pursues a campaign of terror against the wizard; named Angus MacOdrum. Angus flees across the Moonshaes for many years eventually becoming a hermit around Sirens Grotto in southern Gwynneth where he spends many years listening to the music of the elves of Tir Faol Thoinn.
- **761 DR Year of Laughter:** After more than a century of conflict between the northmen and the folk, the forces of Norland and Norheim manage to breach the defences of Omar's Isle. King Omar MacDauphin, and the entire castle of Caer Windlaur; that King Omar occupied at the time, simply vanish as the 18 dragonships from Norland make preparations to land. With one of two major bays on Omar's Isle suddenly undefended the northmen quickly overrun Omar's Isle and Caer Aaraun. Trondheim is established at the site of Omar's Keep and Caer Aaraun is renamed Iron Keep. Over time the names of Nomans Isle and Omar's Isle merge to become Oman's Isle
- **764 DR: Battle of Four Prows:** The combined navies of Moray, Corwell, and Callidyrr; led by King Torkwyl Kendrick of Corwell attempt to invade Oman's Isle and take it from the northmen. They are met in the Sea of Moonshae by a fleet of 40 dragonships from Norland (and Oman's Isle which is at the time part of Norland). The navy of Callidyrr arrives late and the navy of Corwell backed by coracles from Moray is smashed by the northmen.
- **775 DR Year of the Bloody Stone:** Continued logging of the Old Stone Forest causes an explosion of malevolent earth elemental creatures across the unforested eastern half of Oman's Isle, named Vor Thomil as a result. The northmen are kept busy for several decades dealing with the rocky invaders.
- **820 DR Year of the Roving Tyrant:** The frost giants of Jothun cast off the rule of their fire giant elders and break down the gold doors of Jothun to let in the cold winds.
- **826 DR Year of the Wolfpacks:** Shaella MacDauphin and the Darkmoon find out how to return to the Material Plane and the Moonshae Isles using fey crossroads.
- **837 DR:** The dragon Skeiralachace and her brood attack the capital of Jothun and force the frost giants to flee into the surrounding mountains.
- **841 DR Year of the Hunted Elk:** The displaced frost giants of Jothun attempt to invade the Southern Jotunhammer Mountains and take them from the firbolgs living there. The battle for Hjalmar is bloody and the firbolgs emerge victorious, the frost giants return to the northern mountain range.
- **852 DR Year of the False Smile:** A massive fleet of Illuskan longships from the Sword Coast arrive in the Moonshae Islands, ready for conquest. High King Dolan Cymrych is drowned when his coracle flotilla is destroyed crossing Whitefish Bay in a futile attempt to turn back the illuskan fleet. The *Crown of the High King* is lost to the watery depths. Dolan's son Conn assumes the High Throne, but the loss of the crown becomes a severe blow to his position.
- **853 DR Year of the Hungry Box:** An army mustered from Callidyrr, Corwell, Moray, and



Snowdown succeeds in taking much of western Gnarhelm from the northmen and occupying it for almost a year.

- **854 DR:** Northmen from Oman's Isle send 13 dragonships to western Gnarhelm and defeat the ffolk defending Olafstaad. At the same time warriors from Gnarhelm push the armies of the ffolk as far back as the defences of Cantrev Blackstone before the ffolk route and flee.
- **855 DR Year of the Cornerstone:** Illuskan raiders from Gnarhelm penetrate Callidyrr through Blackstone Pass in their annual excursion. Making it as far south as Cantrev Callidyrr, they burn Falataer's Academy to the ground. Seeking opportunities abroad the surviving Academy masters; Emmert Fochlucan, Collwyn Mac-Fuirmidh, Merrvyn Olamn, Serrv Cli Dorrane, Sllara Anstruth, and Olvan Doss gradually emigrate to mainland Faerûn.
- **888 DR Year of the Twelve Teeth:** High King Byron II is attacked by a great black wolf which devours the king's guards in the Great Hall of Caer Callidyrr. King Byron II is saved only by a quick thinking page-boy who snatched up the sword of Cymrych Hugh from its mounting above the throne and wounded the beast terribly, causing it to retreat. From this date onwards King Byron II is plagued by ill health and spends several days a month in seclusion due to the wounds suffered by the wolf attack.
- **944 DR Year of the Animated Armour:** High King Tanner Cymrych leads his men into Myrloch Vale to quell a giant incursion. Ambushed, the High King loses his life though the ffolk win the day. The *Sword of Cymrych Hugh* is lost, apparently carried away by giant survivors.
- Torgred "The Gnarled" Helmudsson, Konungr of Gnarhelm and leading figure of the northmen islands forces the Ffolk kings of the Moonshaes into signing the Treaty of Lillemaron on Oman's Isle following the death of High King Tanner.
- The Ffolk of the Moonshaes concede the northern isles of the Moonshaes to the northmen.

### The Dissolution

The Year 944 DR marked the end of the Cymrych Dynasty. The death of High King Tanner and the loss of the remaining royal regalia of the High Kingdom of the Moonshaes resulted in a significant loss of respect for the position of High King (slowly eroded away to nothing after centuries of difficult conditions for the High Kings).

The various Kings of the Isles turned up to the crowning ceremony of King Niall and presented him with their demands (signed in blood by each) that they would no longer be bound to the rule of High King (not that many had done so for centuries anyway) and would rule their own lands independently. The crowning ceremony was ended amid much ignominy for the king and the title of High King remained vacant (although it was still attributed to Niall as a ceremonial title by the people of Callidyrr and later regained its usefulness to the other kingdoms as a means to decide title disputes without resorting to civil war).

King Niall of Callidyrr changed his family name to Carrathal and thus began the Carrathal Dynasty of Callidyrr.

- **946 DR Year of the Blazing Call:** Laird Greystone, the former page of High King Byron and Armsmaster to High King Tanner, becomes laird of Cantrev Westmoor (later renamed Cantrev Greystone). Encountering troubles with the Grimmulf pack of Kimball Moor, laird Greystone leads the townsfolk into battle and defeats the menace. In the process Laird Greystone contracts lycanthropy and becomes the first weredog on the Moonshaes.
- **964 DR Year of the Pickled Privateer:** Belshareen, a maiden of the Ffolk, marries Ridinlahr, a lord of the Llewyr. Lord Ridinlahr crafts a magic harp for his new bride, which in time will become known as the *Lost Harp of Belshareen*.
- **982 DR Year of the Scythe:** Aeroth Silverhelm; champion of Silverymoon and former War Captain of Waterdeep, arrives from Waterdeep with his sons at Toaridge-at-the-Sun's-Setting.



There Aeroth falls in love with a sea elf princess of Nindrol.

- **987 DR Year of the Flaming Dwarf:** The sea elf realms of the Moonshae suffer greatly when earthquakes rock the region and gouts of super heated steam erupt from the sea bed. Almost the entire royal family of Nindrol is killed by an erupting steam vent. Aeroth's love, a second cousin to the now dead king is crowned Queen of Nindrol and a marriage is swiftly arranged.
- **989 DR Year of Dark Stalking:** Aeroth Silverhelm, his six sons, and his ever growing band of dissidents and outcasts are forced to leave Toaridge-at-the-Sun's-Setting by the king of Nindrol. Aeroth leads his group north to Callidyrr and approaches King Erfle Carrathal for permission to recruit an army on his lands to carve out a kingdom from Gnarhelm to the north.
- **990 DR Year of the Muster:** Aeroth Silverhelm leads a host against Gnarhelm and succeeds in conquering the western half of Gnarhelm, he founds the city of Vlun (named after his lost love Verlunae) around Lake Vlun (now Lake Otta).
- **992 DR Year of the Watching Helm:** Aeroth Silverhelm dies in his sleep and is succeeded by a council of six elders (Aeroth's sons). Within 5 years, one son and his family leave to found the Silverhelm trading company based in Corwell, one lies dead from an "accident", one retreats into hiding in Snowdown, and another is outcast and flees to the Korinn Archipelago. The final two Raurlor Silverhelm, and Toluth Silverhelm remain at loggerheads unless united by northmen incursions.
- **1018 DR Year of the Dracorage:** Nymmurh attacks settlements across Gnarhelm, including the city of Vlun before being engaged and driven off by the dragon Ualintharghar "The Devouring Flame".
- **1023 DR Year of the Pirates Trove:** Gnarhelm, with aid from northmen holdings across the Moonshae Isles, mount an incursion into Vlun and conquer the kingdom. Raurlor and his household lead a fighting retreat across Vlun to the ports and then on to the mainland of Faerûn, rescuing many of the beleaguered peasants on the way. Toluth abandons Vlun early in the conflict and flees south to Callidyrr with his retinue and much of Vlun's riches.
- **1050 DR Year of the Keening Gale:** Northmen raiders sack Cantrev Greystone. Laird Greystone and much of his household move to Moray.
- **1052 DR Year of the Frozen Kingdoms:** King Bayle Carrathal of the Moonshaes seeks to annex the islands of Jannath's Tears into his kingdom. Baldur's Gate comes to the defence of the Tears, sinking Carrathal's small fleet.
- **1089 DR:** King Bertrand of Callidyrr establishes the King's Garden in and around Dernal Forest near Cantrev Callidyrr. Unable to sustain themselves through hunting and subsistence farming the settlement of Cantrev Callidyrr turns towards trade with mainland Faerûn to make a living.
- **1107 DR Year of the Skulk:** The sage and historian Bhaernom Khreyt of Baldur's Gate, possessor of the *Tome of the Unicorn*, loses the book when the ship carrying it to the Moonshae Isles sinks with the loss of all hands.
- **1108 DR – 1116 DR: The Witch Winters:** During this time increasing numbers of drathak plague the folk of Corwell.
- **1108 DR Year of the Open Chest:** The three witches of Kimball Moor discover the location of Caer Cymrych in the depths of Llyrath forest. Inside the dark practitioners bend the spirits of the Castle of Skulls to their will and find the Cauldron of Dhuum. Pushing her mother into the cauldron, Cymbre fashions the first drathak seen on the Moonshae in nearly a millennia.
- Meeting with Dyllerv Llimbael Laird of Pontswain in his hall Gorwyr Pontswain, the two remaining witches of Kimball Moor strike a deal with the laird. Following that day the people of Pontswain and further west on Gwynneth begin disappearing. Ever greater numbers of drathak are seen wandering the moors and in Llyrath Forest.



- **1109 DR:** King Serdilln Kendrick of Corwell; responding to the pleas of Laird Martellth Candrrt of Cantrev Dynnett and Laird Dyllerv Llimbael of Cantrev Pontswain, hires a cabal of mages from the Western Heartlands to research and combat the disappearances plaguing the west of Corwell.
- The Corwell Cabal traces the cause of the troubles to the Castle of Skulls. Flashes of colour and loud explosions are heard for days around Llyrath Forest. The Corwell Cabal are spotted by Corwell's scouts retreating hurriedly from the castle before disappearing amid much confusion and a throng of undead creatures.
- Winterglen forest is scoured of Llewyr by several mages that appear in their midst and conjure all manner of creatures from other planes to eliminate the elves.
- **1110 DR Year of the Bloody Fields:** The forces of Corwell and the Witches of Kimball Moor meet west of Cantrev Dynnett. The result is a loss for Corwell and the remains of the army is forced to pull back to Caer Corwell. Undead drathak roam the lands of Corwell for several years as far east as Cantrev Kingsbay, kidnapping citizens and taking them into Llyrath Forest. Armed forays by troops from Moray and Callidyrr are unable to remove the drathak infestation which congregates into hordes whenever faced by large numbers of living opponents.
- **1116 DR Year of the Empty Scabbard:** The hoards of drathak reach their peak in this year and the people of Corwell are practically imprisoned within their towns and homes. Suddenly the hordes of drathak retreat in a confused state into Llyrath forest. Scouts sent to investigate report the forest came alive and tore the confused drathak to pieces.
- **1118 DR to 1151 DR: The Moonshae Trade Wars:** Lorndin, the secret son of Aeroth Silverhelm, incites a trade war between trading companies founded by the sons of Aeroth. The result is the near entire destruction of the Silverhelm dynasty and much loss of life in both Corwell and Callidyrr through treachery.
- **1123 DR Year of the Shattered Chains:** Silverhelm Trading Company purchases the docks at Cantrev Kingsbay.
- **1126 DR Year of Azure Blood:** The royal family of Ruathym obtains the fabled *Tome of the Unicorn* and places this treasure in the Green Rooms on that island.
- **1128 DR Year of the Peryton:** The ancient red wyrm Gotha is deceived by Talos and led to his demise trapped within the cold earth of the icy north. Instead of death, the corrupting influence of Talos transforms Gotha into a dracolich and for centuries he lay there frozen and crushed beneath the mountain waiting for Talos to free him.
- **1137 DR Year of the Falling Menhirs:** Mac-Fuirmidh College, situated east of Cantrev Callidyrr on the eastern coast, closes its doors for the final time as the Moonshae Trade Wars cause its noble backers to withdraw funding.
- **1139 DR:** The docks at Cantrev Kingsbay are burned to the ground and the foundations dug up during a surprise winter attack by Nelanther Reavers.
- **1148 DR Year of the Angry Sea:** The first surface-dwelling agents of the Kraken Society begin to operate in the coastal lands of the North.
- **1149 DR:** The monarchy of the island of Snowdown is dissolved with the death of Queen Arrasynd Kincaid. The Lairds of Snowdown now elect a "king" from among their number that serves for the remainder of his life.
- **1159 DR Year of the Cloven Stones:** Amye/Kazgoroth attempts to travel using a fey crossroad at one of the Moonwells at the same time as a member of the Darkmoon is also attempting to do so from the Plane of Faerie. The result is a merging of the two bodies, giving Kazgoroth many of the powers of a member of the Darkmoon Clan.
- **1228 DR Year of the Tattered Banners:** The many small islands of the Korinn Archipelago are tamed by a northmen chieftain named Viledel "the Sea King."



- **1232 DR Year of the Weeping Wives:** As part of plans to expand the Kraken Society across the north, a number of northmen raiders from Ruathym, Gundarlun, and Tuern are sent against the various isles of the Moonshaes (with a number of ships deliberately sunk and survivors washed on shore, with others ordered to surrender to the Ffolk). King Dendrell Kimball of Moray leads the charge against the northmen and captures a number of men and women. One particular captive manages to secure her freedom by acting as personal “servant” to King Dendrell. Her half ffolk, half northmen children found House Caracal that eventually unseats King Martoil Kimball.
- **1235 DR Year of the Black Horde:** A marauding group of orcs some 50 strong appear inside the mines of a long abandoned and ruined dwarf hold in the Orcskull Mountains (which is later named for them) through a malfunctioning portal.
- **1236 DR Year of the Struck Gong:** A number of refugees from a variety of settlements on the Sword Coast seek refuge in the Moonshae Isles. Many of their number are priests of various faiths from mainland Faerûn.
- **1266 Year of the Leaping Frog:** Using the profits gained from selling the secrets of the Wizard’s Workbook, Flamsterd purchases the island that will soon bear his name from King Cerestann Kendrick of Corwell. Despite Flamsterd’s former banishment from the Moonshaes nearly a millennia ago, the King approves the purchase in order to enrich his coffers.
- **1275 DR Year of the Blade:** Viledel the Sea King and his island realm are destroyed after repeated raids by pirates.
- **1282 DR Year of the Many Mists:** The first sighting of a Nishruu on the isles. Magic items and spells begin to suddenly cease at various points around the Moonshae Isles.
- **1285 DR Year of the Blacksnake:** The Skin of Kazgoroth washes up on the shore of Flamsterd Isle.
- **1286 DR Year of the Rock:** Thelgaar Rolgarsson becomes Jarl of Ironkeep after his father Jarl Rolgar dies while away on a raid of Moray. Despite sightings of the Grimmulf on Oman’s Isle, Jarl Rolgar still insisted on leading the raid personally, dismissing the Grimmulf as an old wives tale of the cowardly Ffolk.
- **1291 DR Year of the Hooded Falcon:** Flamsterd tower explodes in a great cacophony, dropping it and half the island of the same name into the sea. There is no word of Flamsterd or his apprentices.
- **1303 DR Year of the Evening Sun:** The King of Moray disappears on a hunt in the forest of Moray, spotters report sightings of the Grimmulf in the trees. The king is presumed dead and is without legitimate issue (heir). Second cousins of the king emerge as contenders, Swagdar Caracal and Martoil Kimball. Unwilling to have a northman (even part northman) on the throne, King Alec Carrathal IV of Callidyrr crowns King Martoil Kimball of Moray. Swagdar Caracal and his newfound allies seize the throne within 3 weeks before word can even get out about the rebellion.
- **1304 DR Year of the Stag:** Martoil Kimball, former King of Moray refounds Cantrev Greystone with permission from the King of Corwell (choosing to dwell there because of nearby family connections with the Laird of Pontswain). Kimball Moor is named after him, some say as an insult for his spectacular fall from power.
- **1310 DR Year of Storms:** Alec Carrathal IV, King of Callidyrr creates the Council Sorcere out of a fear of future assassination attempts. 6 visiting magic users from mainland Faerûn are given position on the council under leadership of the newly appointed Sorcere Majir Curmanvyss, a former pupil of Flamsterd that escaped the island’s destruction decades earlier.
- **1324 DR Year of the Grimoire:** Cantrev Moray is occupied by a large raiding party from Oman that remains until spring of the next year.



- **1325 DR Year of the Great Harvests:** King Dagdar with aid from King Bryon Kendrick of Corwell drives the northmen from Moray. He swears vengeance against Oman.
- **1326 DR Year of the Striking Hawk:** Prince Tristan, son of King Bryon Kendrick of Corwell, is born.
- **1330 DR Year of the Marching Moon:** Brianna Moonsinger, Great Druid of the Ring of Gwynneth, is slain. Her sister Genna takes up the mantle of Great Druid of the Ring of Gwynneth.
- Queen Addee of Corwell dies; succumbing to an illness sustained in childbirth with Tristan. King Bryon Kendrick spends the next ten years in mourning.
- **1335 DR Year of the Snow Winds:** King Dagdar of Moray leads an assault against the northmen village of Trondhelm and is slain. His son Dynnegall is later crowned king.
- **1336 DR Year of the Blazing Brand:** Elminster "the Sage" visits the Moonshae Isles.
- **1338 DR Year of the Wanderer:** Several Cults of the Dark Gods are established in the Moonshae Isles.
- **1341 DR Year of the Gate:** Jarl Sigurd Helmudson of Gnarhelm dies suddenly without any sons. The remaining Jarls of Sunderstaad and Olafstaad duel for control of the north of Alaron. Rolf Olafsson kills his rival and becomes Konungr Rolf Olafsson of Gnarhelm; uniting the jarldoms of Gnarhelm, Sunderstaad, and Olafstaad under his banner.
- **1345 DR Year of the Saddle:** The northmen kingdoms of the Moonshae Isles unite to attack the weakened Ffolk kingdoms. Leviathan appears and devastates half of Konungr Thelgaar Ironhand's fleet.
- **1346 DR Year of the Bloodbird:** King Dynnegall of Moray and King Bryon Kendrick of Corwell are assassinated.
- **1358 DR Year of Shadows:** The northmen kingdoms of the Moonshae Isles join the Captain's Confederation of Luskan.
- **1359 DR Year of the Serpent:** Gauntather "the Dark Druid" assumes control of the Risen Cult of Bane and begins targeting the Druids of Moonshae.
- **1360 DR Year of the Helm:** The Gods of Fury send their agents to the Moonshae Isles.
- **1365 DR Year of the Sword:** Gotha and the Cult of Talos begin melting the glacier atop Icepeak in an attempt to release Grond Peaksmasher from his imprisonment.
- **1366 DR Year of the Staff:** Konungr Rolf Olafsson of Gnarhelm dies suddenly, his son Brandon Rolfsson is embroiled in a civil war as the Jarls of Sunderstaad and Olafstaad challenge his authority.
- **1368 DR Year of the Gauntlet:** The remaining Druids of Moonshae call upon the Earthmother to unleash the Children to combat the threat of Kazgoroth.
- **1370 DR Year of the Tankard:** The LeShay secretly return the city of Karador to its Material Plane home in Myrloch.



## Alternate Dimensions Presents: Moonshae Isles – The Cults of Fury

As ties with the mainland become increasingly close with the Moonshae Isles it is not unsurprising that a number of worshippers of the more evil minded gods of Faerûn take an interest in this largely unspoiled land.

### **History of the Cults of Fury**

Since the beginning of the 14<sup>th</sup> century Dalereckoning, the Moonshae Isles enjoyed ever greater connections to the mainland of Faerûn, these connections brought more wealth and prosperity to the ffolk but it also attracted some undesirable elements such as the Broken Ring, the Cult of the Dragon, and even greater attention of the northmen raiders of the northern isles.

In 1345 DR the northmen of the Moonshae Isles cooperated to attack the ffolk kingdoms. Large fleets totalling 200 dragonships drawn from across the northmen kingdoms were assembled to attack the kingdoms of Moray, Callidyrr, and Corwell in an effort to take what the northmen felt was rightfully theirs (land, gold, food, women, everything).

Thankfully much of the fleet attacking Corwell was devastated by the emergence of the Leviathan. Callidyrr was saved by the strength of the Council Sorcere and the riches flowing into that kingdom, and Moray stood fast against the northmen invaders as it always had done thanks to help from its allies. The massive troop movements attracted some attention from the mainland (where mercenaries and adventurers were quickly hired to help in the fighting) and the name “Moonshae Isles” began to be whispered up and down the Sword Coast once more.

When the northmen kingdoms of the Moonshae Isles joined the Captain’s Confederation in 1358 DR they exposed themselves to dangerous people that were quite happy to exploit the growing unease in the Moonshae Isles to their advantage.

The Gods of Fury, while never a group of religions that can be said to cooperate, came up with a joint plan to blackmail the kingdoms of the Moonshae Isles into allowing their gods to be openly worshipped. At the time the Moonshae Isles were seemingly monotheistic in that everyone worshipped the Earthmother (although the northmen in truth worshipped nobody or loosely paid lip service to Tempus and Umberlee depending upon the circumstances) and so they were ripe for exploitation. The various churches would establish cults on the islands and through them cause as much chaos and destruction as possible. When the kingdoms were on their knees begging for respite, then the churches of the various gods would approach the kings and offer their “assistance” in ending the troubles in return for establishing churches in all the major cities.

Talos would send the Cult of the Dracolich to Corwell, Umberlee would send the Cult of the Storm Maiden to Norheim, Malar would send the Cult of the Black Blood to Moray, and Auril would send the Cult of the Winterborn. So beginning in 1360 DR, agents of the Gods of Fury began making their way to the Moonshae Isles to establish the various Cults.

### **Deeds of the Cults of Fury**

The deeds of the various cults are of course death and destruction on varying scales.

**Cult of the Storm Maiden:** In 1360 DR, Hergatha the Storm Maiden arrived in the halls of Seawolf with her 8 Stormmaidens in tow. Requesting an audience with Jorgen “the Seawolf” they were admitted by the hall’s guards (although they do not recall why they obeyed her orders) and she challenged Jorgen



to the "Right of Equal Share". Jorgen laughed off her claim initially, but when the 6 ft tall beauty took up her javelin and axe and revealed her chain shirt, he soon stood ready for the challenge.

The huge 6 ft 5 inch jarl was no match for the muscular Storm Maiden. She shattered his shield by piercing the metal boss in the centre of his shield with her javelin and twisting it sideways in a single move. Her next blow with her axe flung his axe across the hall where it buried itself in the log wall. Finally she skewered Jorgen upon the other end of her javelin and lifted him up with one arm while he was still impaled upon the shaft.

That day she won the admiration and respect of every northman raider in Seawolf. Following a few challenges she claimed the title of Jarl for herself and now nominally serves Konungr Raag Hammerstaad.

Violent lightning storms rock the seas around Jotunspine Island and Hergatha the Storm Maiden insists on riding the waves aboard her dragonship while holding her javelin above her head to catch the lightning and wearing her dark chain mail armour that glows electric blue when lightning strikes her. The northmen are both awed and terrified of Hergatha and her stormmaidens. While one of the stormmaidens rides with them they are seemingly immune to the storms that should by rights shatter their dragonships like twigs. They are sure it is magic that keeps them safe but Hergatha's control over them is complete.

Hergatha commands two dragonships and over 50 Northmen raiders with which she plies the Sea of Moonshae and raids ships in the Sea of Swords east of the Moonshae Isles. Together, the storms, and increased piracy of Hergatha is severely disrupting trade in the region, but the biggest danger Hergatha poses is to Konungr Raag Hammerstaad himself.

The Storm Maiden's charisma and ability are causing more followers to flock to her banner each day, and it won't be long before she personally delivers her commands to the king of Norheim.

**Cult of the Dracolich:** This cult is formed around one person like the Cult of the Storm Maiden.

However it is not a cult of personality to lead men, instead it is a cult of pure destruction, for the leader is an ancient and powerful dracolich named Gotha which Talos has been preparing to unleash upon the world for many centuries.

Gotha initially arrived to plague the cantreves of Corwell in 1363 DR. After causing much destruction in Cantrev Dynnett and Koart, Gotha found himself under attack at first by a green dragon

(Acuakvacaesin), whom he easily defeated and drove off. Then came attacks by a bronze dragon and three green dracoliches which in concert managed to force him to flee from Corwell in defeat.

Gotha and his attending cultists then set up base on Oman's Isle in 1364 DR in the Grampalt Highlands and there began melting the glacier of Icepeak for reasons unknown, but presumably they were aware of the slumbering primordial deep beneath the mountain glacier.

Thankfully Grond did not side with Gotha and his cult and instead the awakened primordial battled the great dracolich for 3 days atop Icepeak before shattering the undead dragon's body with his recently reacquired Silver Hafted Axe.

**Cult of the Grimmulf:** The Cult of the Black Blood is spread across much of the North. Each cell operates entirely independently of the others and so when the Cults of Fury were sent to establish a presence on the Moonshae Isles it is unsurprising that Malar's worshippers chose to send these lycanthropic cultists into the wilderness of the Isles.

Members from a variety of cults across the North were dispatched to the Isle of Moray where they set up a base deep within Breasal Marsh on Moray Isle. After becoming involved in the dispute between



the lizardmen and the orcs the Cult of the Grimmulf managed to acquire members from both sides of the conflict and expand their numbers.

The isolated settlement of Cantrev Farview has become a target for the lycanthropes of the Black Blood and at least 3 members of the population are now infected with lycanthropy (although only 2 have chosen to side with the cult, the other is trying to conceal his condition despite the Cult of the Grimmulf threatening to expose him).

The Cult intends to focus on Cantrev Horst next before drawing the attention of the King of Moray and his armed forces; so they can infect them in guerrilla strikes and raid the cantrevs of Moray and Dynnegall while they are lightly defended.

**Cult of the Winterborn:** Auril's clergy are less obvious with their methods and have chosen to send a few clerics of Auril to Callidyrr (where they pose as artists and sculptures). Here the priests secretly summon creatures of ice and snow and release them into the wilds to wreak havoc.

From 1362 onwards an increasing number of ice sprites, elementals, frost salamanders, and all other manner of cold related creatures are found in the wilderness of Alaron. These creatures cause damage to the crops which leads to diminished trade and starvation (on top of troubles caused by the Dark Druid and the Risen Cult of Bane).

The temperature in Callidyrr drops with every month causing the once temperate climate to approach the more sub arctic climate of Norland. This in turn has a knock on effect on the other islands of the Moonshae Isles and both Snowdown and Corwell experience further drops in temperature.

## **Organisation**

The Cults of Fury operate as individual cells that have no connection between each other. Some cults such as the Cult of the Storm Maiden and the Cult of the Dracolich have a central leader to which all other cultists report. Others such as the Cult of the Black Blood has a fluctuating hierarchy wherein the strongest member issues orders to their subordinates in a manner similar to more traditional organisations (although the strongest member can change on a daily basis thanks to the animal like natures of the cultists). Finally the Cult of the Winterborn has no central leader or hierarchy and each member is sent to an individual area and simply ordered to cause as much havoc as possible, there is a chance they might travel around and establish connections with other members of the cult but otherwise they remain independent.

**Hergatha the Storm Maiden (CN hf Ftr 8):** The force behind the cult of personality that is the Cult of the Storm Maiden, Hergatha is a unique being in every sense of the word. Rescued as a babe from the waves around Ruathym as she clung to an axe that floated on the water, the clergy of Umberlee took it as a sign that this child was special. Cared for in the Hall of the Black Wave on the coast and suckled on the Great Tree of Ruathym, Hergatha grew up to be a magnificent physical specimen. Strong, fast, enduring, charismatic, and with a deep love of the sea, many believe Hergatha to be the daughter of Umberlee herself.

In truth Hergatha shares an ancestry with Viledel the Sea King and so has inherited his Illuskan and fey bloodlines. The axe she bears is the same axe she was found clinging/tethered to off the coast of Ruathym by the clerics of Umberlee. This axe is an heirloom of Viledel taken by the defeated Sea King as he fled north to Ruathym where he wrenched his way through a sizable proportion of wives in Ruathym before dying in a bar brawl with an angry husband who stabbed him in the back with an iron spike.



## Recruiting

Recruitment into the Cults of Fury may happen in a number of different ways depending upon the cult.

**Cult of the Storm Maiden:** Entrance into the Cult of the Storm Maiden simply requires an oath of fealty to Hergatha at Seawolf Hall. Such an oath requires the applicant be branded with the mark of a trident (Umberlee's weapon although most northmen would not know or care). Admittance into the cult is not very restrictive, but false members usually find themselves in a watery grave very quickly.

**Cult of the Dracolich:** Only the devout followers of Talos will find admittance into the Cult of the Dracolich. First you must worship Talos, then you must find Gotha, then you must survive long enough to explain to Gotha your desire to join the cult. Consequently this cult has a very small membership (5 cultists and Gotha).

**Cult of the Black Blood:** Like other cells of the Cult of the Black Blood, any worshipper of Malar or any lycanthrope can join the cult. Since the Ffolk of the Moonshae Isles venerate the Earthmother it is only after they are infected by an existing member that they are "welcomed" into the fellowship of the cult. What this means is that those victims who acquire lycanthropy are informed by members of the cult that they will fall victim to the curse of lycanthropy and will kill all their friends and family then they will be hunted and destroyed by everyone for being a servant of evil, only in the Cult of the Black Blood will they find a family that will not reject or hunt them. Most join immediately, those that do not find themselves exposed by cult members.

**Cult of the Winterborn:** This cult is not one that you can join. Members of Auril's clergy are sent here specifically from temples on the Sword Coast to wreak havoc in Callidyrr.

## Resources

The Cults of Fury generally have whatever resources they can take for themselves from the surrounding populace. While some of the cults enjoy links with their mainland church, few can rely on any concrete support from those churches in pursuing their agenda. As is true for most cults, they are given what is deemed enough to start the cult and from there they are on their own.

**Axe of the Sea Reaver:** Viledel the Sea King was something of an enigma in the Moonshae Isles. Arising, seemingly from out of nowhere, he united the remnants of the people of Vlun in the Korinn Archipelago before embarking on a campaign of conquest across a series of tiny islands that held virtually nothing of interest except for tiny pirate shanty towns.

Once he carved his kingdom he then set about enforcing law and order on the isles and stopping all pirate activity in the area (which really annoyed the northmen raiders).

The most curious aspect to Viledel was his relationship with the sea for he appears to have had a love-hate relationship with it, he was drawn to its beauty and yet fearful of it as well. His obvious northmen heritage explains his love of the sea, but his fear may have come from the other half of his parentage; the half that made him exceptionally strong, able to control the wind and waves, and able to ignore weapons like they were made of paper.

He never went anywhere without his axe, and when he disappeared following the collapse of his kingdom the axe went with him. Whoever created the axe and for what purpose, it is said that the axe protected him from the sea and allowed him to walk on water as though it were solid.



## Alternate Dimensions Presents: Moonshae Isles – The Greystone Pack

The Greystone Pack are known to the rest of the world as Greystone Trading, a seemingly minor trading company that operates sea trade between the kingdoms of Corwell, Gnarhelm, Moray, Norland, Norheim, and Oman.

Secretly the Greystone Pack are a pack of lycanthropic weredogs, possibly the first weredogs on Faerûn.

### **History of the Greystone Pack**

Tristram Greystone was the son of a minor noble family from Callidyrr that once held lands in what is now northmen occupied Gnarhelm. He was born in 878 DR and was sent to the High King's court to train (as many noble sons did at the time) in courtly life. At the age of ten, Tristram the page boy was polishing High King Byron II's sword when one of the servants changed into a great black wolf and attacked the High King.

The king's bodyguards rushed to the defence and the wolf tore their chain armour open as though it were made of parchment, before advancing on the king. The wolf must have been nearly 5 ft tall at the shoulder and his jaws were almost at the king's throat when it squealed in agony as its skin started to boil.

Thinking quickly Tristram Greystone took the sword he was polishing and plunged it into the wolf's side. The blade sliced through the creature's thick hide with ease, the fur around it started to char and burn as smoke issued from inside and the wolf's skin bubbled and boiled as it writhed in agony.

The wolf fled the hall and for his bravery and quick thinking Tristram Greystone was made a knight by High King Byron II.

Tristram's service to the High King didn't end there, he became the king's personal bodyguard for many years and later when he revealed his skills in tactics and warfare was named Armsmaster (general) of the High King's armies during the firbolg incursions in Gwynneth.

Unfortunately for Tristram in 944 DR his true test came and he was too old to meet the challenge. Evil firbolg raiders that were long ago tainted by Kazgoroth had grown increasingly bold and in the spring of that year began attacking the northern cantreys of Corwell, targeting Cantreys Caervu, Thorndike and Dultann.

The forces of Corwell and Callidyrr were mustered and the aging High King Tanner decided to lead his men into the field to achieve glory long thought unattainable. The firbolg had rampaged through Cantreys Myrddale and MacSheehan and were turning west towards Cantrev Corwell with the Corwell army blocking its advance.

Callidyrr's armies arrived in Cantrev Kingsbay and marched on the flanks of the firbolgs in what Armsmaster Tristram Greystone hoped would be a surprise attack on the rear of the firbolgs and a glorious victory for Callidyrr and Corwell.

Unfortunately the Corwell army broke ranks as firbolgs came down from the Highlands and charged their flank, and then the firbolgs turned to face Callidyrr's armies. The fighting was fierce and bloody, and the High King became separated from his bodyguards during the battle as he led from the front. He was last seen being held aloft above the head of a grotesque firbolg, his body was shattered and mutilated as he disappeared from sight.

Finally the army of Corwell rallied and the firbolgs retreated over the mountains back to the Myrloch Vale and beyond, but they took the body of High King Tanner and the Sword of Cymrych Hugh with



them.

Tristram Greystone was disgraced and resigned his position as Armsmaster. The court of Callidyrr was in complete disarray as the kingdoms of the Moonshae Isles delivered their terms to Callidyrr to end its sovereignty over them, the northmen kingdoms then invited everyone to witness an impending invasion unless they relinquish all claims to the northmen controlled islands, and many of the nobles of Callidyrr jockeyed for positions and power.

Tristram left Callidyrr along with many others from the High King's court and used the good will he had engendered with the King of Corwell during the war with the firbolgs, to secure a position as Laird of a dwindling settlement on the west coast of Corwell.

It was here that Laird Greystone of Cantrev Greystone discovered what happened to the wolf he injured so long ago. It had been banished by the Darkmoon Clan (of which it was a member) for failing to assassinate the king, and travelled to the moor in the west of Corwell where it dominated a local pack of canines of Tethyrian origin that were flourishing in the cold climate (all others of their kind having died out long ago).

The wolf fathered litters of puppies, one of which attained the position of alpha and set the Grimmulf pack against the folk of Cantrev Greystone. By the time of Laird Greystone's arrival in 946 DR, the folk were huddled in their homes as the pack roamed the moor, killing livestock and even venturing into the streets to carry away those that could not defend themselves.

Tristram Greystone took up his sword and armour once more and led the peasants onto the moor to confront the pack. The dogs attacked in waves, striking the slow or weakened villagers and forcing them into a circle, and then the alpha appeared. The alpha singled out Tristram, showing an intelligence far beyond normal for a dog. In single combat the "dog" (although it was nearly 4 ft in height and as long as a man is tall) and the elder Laird duelled while others looked on. The alpha tore at Tristram's legs and arms, forcing him to the ground before closing in for the kill. As its jaws reached his throat Tristram thrust a dagger into its belly and pulled with all his might.

With the alpha dead the dogs dispersed into the moor. Some magical force removed whatever fell taint they had inherited from the Darkmoon wolf. Tristram was infected with a form of lycanthropy but rather than becoming a werewolf he became the first weredog, and instead of inheriting the evil nature of the wolf he showed kindness, loyalty, and courage while in animal form.

Unbeknownst to Tristram a chance meeting with a peasant girl years before named Emurra Scaradath, to whom he gifted a pack of furs so she could sell them at market, had a lingering legacy. The girl blessed his kindness and left with her family to travel to the mainland. What neither Tristram nor Emurra realised was that she carried a sacred relic of Selûne and the blessing was made all too real as a result.

The Sword of Cymrych Hugh that he wielded once in his youth also left its mark and so when he contracted the curse of lycanthropy its effect was muted so that he would not become the ravening wolf that hunted people in the darkness, but instead he would become the loyal moorhound that protected people from harm.

Thus Tristram Greystone became the first weredog and the founder of the Greystone Pack. His transformation gave him many years more life and he fathered several children, as well as bestowing his gift upon those worthies, ever mindful of the wolf that had attacked him and the king.

His descendants (both through blood and lycanthropy) continued their search for the wolf, for sightings of the Grimmulf were being heard with increasing frequency. Together the pack set up a small



trading company that operated a caravan between Cantrevs Greystone and Corwell, and used this to gather rumours and make contacts.

In 1050 DR northmen raiders landed at Cantrev Greystone and sacked the settlement nearly burning it to the ground. A group of mercenaries from Moray happened to be travelling through the area and drove off the raiders. Many of the inhabitants, including the Greystone Pack decided to move to Moray where they hit upon the idea of providing a trading company that operated between the ffolk and northmen kingdoms.

Since that day the Greystone Pack, or Greystone Trading as they are known to the outside world, has operated as a company of sea traders that travels between the islands trading goods and information. They have excellent contacts in the settlements and noble courts of all kingdoms which the alpha uses as his eyes and ears to watch for sightings of the Grimmulf.

### **Deeds of the Greystone Pack**

The deeds of the Greystone Pack are few and small and would be unrecognised by most as important. As an information and trading service the Greystone Pack operate primarily as merchants and spies, thus heroics are not part of their everyday lives.

What the Greystone Pack are good at is acquiring information on current events across the Moonshae Isles and feeding it to the right people so that problems can be solved, rights can be wronged, and the Greystone Pack can extend their influence.

The occupation of Moray in 1324 by northmen was brought to the attention of King Bryon of Corwell by Tannistan Greystone who heard from his contacts on Moray about the troubles there. During the Witch Winters, the Greystone Pack brought the plight of Corwell to the attention of the courts in both Moray and Callidyrr, but unfortunately neither kingdom's forces could break the drathak hordes enough to help Corwell.

Whenever there is a threat to the ffolk kingdoms (and sometimes the northmen kingdoms) it is the Greystone Pack that alerts everyone to the plight and lends its advice to the kings; through well placed courtiers, to take decisive action.

### **Organisation**

This organisation operates like an animal pack (although one tempered with the intelligence of humans).

**Members:** 1 alpha, 3 betas, 12 runners (traders), 18 watchers (informants)

**Hierarchy:** Strict

**Leader:** Alpha Tannistan Greystone

**Religions:** Any

**Alignment:** Any good

**Secrecy:** None. This group operates as a trading organisation of which most in the coastal cantrevs of the Moonshae Isles are aware. However only its members know the true purpose of organisation

**Symbol:** A black moorhound on a rocky field

### **Hierarchy**

The Greystone Pack is led by the alpha Tannistan Greystone, a direct descendant of the original Laird



Greystone. Beneath him are 3 betas that dwell at Cantrev Corwell and remain there all year round to collect and filter the information coming in from the traders.

Beneath the betas are the traders that operate a continual shipping business between the kingdoms of Callidyr, Corwell, Flamsterd, Gnarhelm, Moray, Norland, Norheim, Oman, and Sunset (they ignore Snowdown because the competition is too great). On the trips they communicate with informants in the coastal towns of those kingdoms (using a combination of scent markings and written words to form a code indecipherable and nearly undetectable to those without the scent ability), before bringing the information back to Cantrev Corwell on the return journey.

The informants occupy varying positions within the courts and cantreves of the various settlements in which they dwell, but they maintain a close contact with the Heralds present at each court as both groups find each other to be excellent complimentary sources of information.

All listed members are either true weredogs, infected weredogs, or some kind of shifter that has at least one weredog ancestor.

**Alpha Tannistan Greystone:** Alpha Greystone is one of the few beings on the Moonshaes (and indeed Faerûn) to know the truth about the Grimmulf and that it is not one wolf monster, but a whole family of wolf like assassins (the Darkmoon Clan) that strike out from the Plane of Faerie. While he and his ancestors know about the Darkmoon Clan, none of them are aware of Kazgoroth's involvement with that secret organisation.

He uses the meagre resources at his disposal, leftovers from the Lairds of Cantrev Greystone and added to by his company Greystone Trading, to position his agents in the courts of neighbouring Ffolk kingdoms so that he can keep tabs on the Darkmoon in their guise as the Grimmulf.

As a result of this, Alpha Greystone is one of the most well informed individuals in the whole of the Moonshaes, but few realise his level of connections.

From 1346 DR onwards, sightings of the Grimmulf have increased dramatically, and Tannistan believes that something is afoot in the Moonshaes. The disappearances of priests of Chauntea, and the arrival of priests of other mainland gods is, he believes, related to the Grimmulf sightings, and he has suspicions that the Council Sorcere may also be involved.

Tannistan Greystone like his ancestors are viewed as honorary members of the Heralds of the High King. While he has never (nor has any member of the Greystone Pack) requested to formally join that organisation, he maintains a close contact with the Alders and they frequently pass important information to one another.

**Ceilandre Rhydian:** This brave woman volunteered to be Tannistan's eyes and ears among the northmen. The pretty maid allowed herself to be captured by the northmen of Oman's Isle where she now dwells as the concubine of Konungr Thelgaar Ironhand.

Using scent markings and claw marks for communication during visits to the latrine, Ceilandre is able to communicate to a passing weredog trader from Moray that passes on information to Tannistan at least once a month.

Ceilandre has recently warned Tannistan that the northmen are preparing for a large incursion, presumably into Ffolk territory.

## **Motivation and Goals**

The Greystone Pack are primarily concerned with sightings and rumours about the Grimmulf. When



Tristram Greystone first encountered the Darkmoon assassin in King Byron's hall he was terrified. When he moved to Cantrev Greystone in 946 DR he instantly recognised the similarity between the moorhounds he faced and the wolf like creature he injured in 888 DR.

Over the years more and more sightings of the Grimmulf were made, and wherever they were sighted death usually followed. It was Tristram's son that first theorised the existence of the Darkmoon and ever since the alpha has passed on the secret to his successor (either by word of mouth or in the memoirs of the Greystone Pack which is documented by each alpha and kept in the Greystone Trading headquarters in Cantrev Corwell) so that the next generation can guard against the Grimmulf.

Apart from this duty, the Greystone Pack as a whole are working towards keeping the ffolk kingdoms of the Moonshae Isles connected. Far too often the kings of the ffolk view themselves as isolated realms, not realising they can and should have an impact on their neighbours (preferably for good). All informants are tasked with keeping an eye and an ear out for unusual activity and most think they are working towards the good of the ffolk. Only the alpha knows the truth and only the betas have any suspicion as to what motivates him.

### **Recruiting**

Joining the Greystone Pack is a simple matter of contracting lycanthropy as a weredog. Typically this means membership in the organisation is hereditary, but it is not unheard of for new members to be welcomed into the pack by infecting them with lycanthropy (although never without their consent). Those that attack members of the pack and contract lycanthropy are given the chance to join, refusal results in a death sentence carried out immediately.

### **Resources**

The resources of the Greystone Pack are not inconsiderable. They have at their disposal 8 small, single sail trading vessels that are capable of outrunning all but the fastest and most determined of northmen dragonships.

The information network includes 18 informants spread throughout the ffolk kingdoms, and each of them has their own list of contacts and allies to call upon (who are not part of the group but well disposed towards it).

This goods and information brokering have made the Greystone Pack prosperous (although not exceedingly wealthy) and so can afford to buy most goods in the Moonshae Isles in large number, and even hire a unit of 10 mercenaries for a ten-day if required.

The greatest resource of the Greystone Pack however lies in its abilities.

Every member of the pack is a weredog or shifter with weredog ancestry and so most possess a resistance to all but silvered weapons, they have an enhanced sense of smell, superior strength and agility and above all they possess the ability to sense creatures on the transitive Plane of Faerie.

This super sense manifests as patches of goose bumps whenever a creature on the Plane of Faerie passes close (relatively speaking since they are a plane apart) to the position of the weredog on the Material Plane. Should that creature be a shapeshifter then the goose bumps spread across the weredog's entire body.



## Alternate Dimensions Presents: Moonshae Isles - High Lady Ordalf Moonshayl

High Lady Ordalf is one of the few remaining members of the mysterious and enigmatic LeShay; a race of fey beings that once dominated the surface of Faerûn until their empire was destroyed before it even existed.

High Lady Ordalf is responsible for much in the Moonshae Isles (including its name), she created the philosophy of “The Balance”, she imprisoned Kazgoroth to prevent the destruction of all humanoid life on the isles, she enchanted the Moonwells to keep Kazgoroth in prison, and ultimately she fled the Material Plane with her people to preserve the magic of the Moonwells and possibly her own life.

Now High Lady Ordalf is tortured by prophetic dreams of her own demise and so she must decide whether to leave the Moonshae Isles to its fate, or fulfil the prophecy of her death and return to the Material Plane.

### **High Lady Ordalf's Lair**

High Lady Ordalf Moonshayl is the “leader” of the LeShay people and she lives with them on the Plane of Faerie. The title of leader is something of a misnomer since the LeShay are independent almost chaotic beings that live their own lives focusing on their own interests in isolation from other LeShay (with the occasional cooperation when their interests overlap). The reason Ordalf is recognised as the leader is because all the LeShay remain close to her for various reasons and only she can command them all to act in unison (an event that happens rarely).

The LeShay live together in the city of Karador in a Faerie analogue to the Myrloch Vale where they rule over the paradise as Lords of the Fey.

**Karador (Hamlet, 36):** This city of the LeShay would not be recognised as anything of the sort to the humanoids of Faerûn. It is a collection of many hundreds of habitable sculptures (for they are truly works of art) arranged at random around the tall, slender, emerald green spire that is home to the High Lady, where she spends all her time in contemplation.

Each “building” represents a lifetime (in humanoid terms) of love and attention devoted to giving the latest interest of a particular LeShay a physical representation. Almost all of these buildings remain empty as the LeShay move in and out of them as takes their fancy while they focus on their latest idea.

The entire city of Karador sits upon a large island in the Myrloch on the Plane of Faerie. At one point in the distant past of Toril this island existed in the Material Plane, but High Lady Ordalf used her considerable magical powers to shift the entire island and everything on it into the Plane of Faerie.

**The Emerald Tower:** This slender spire looks like it has been grown out of solid emerald. There is not a single flaw or crack in the entire tower and it is rounded rather than faceted which gives it an odd, almost alien appearance.

Inside the tower, High Lady Ordalf spends all her time in commune with some greater being as she stares into a shimmering pool of water in an emerald font that stands at the very top of the tower (the font is known as the High Lady's Looking Glass). It is unknown who High Lady Ordalf is in communication with during her lengthy contemplations and no-one sees anything in the water other than shimmering colours and the occasional swirl of darkness, but it is presumed that High Lady Ordalf spends



much of her time divining her own death in the Looking Glass.

### **Deeds of High Lady Ordalf**

High Lady Ordalf is a being of mystery. Even the other LeShay can not recall a time when she did not exist, and to them she is known as the “first among the few that may have been many but no more”. All LeShay have a fleeting “memory” (if it can be called that for it is more a feeling than a memory), that they were once part of something greater, a large empire that dominated the surface of Faerûn, filled with others like themselves who were masters of fey creatures of all kinds in an abundant paradise that stretched from ocean to ocean.

This empire was ended before it even existed and the LeShay now exist as a few individuals that were scattered across the planes and felt an overwhelming urge to return to Toril around -15,000 DR, called by the High Lady Ordalf.

Ordalf Moonshayl was the only LeShay that survived the catastrophe on Toril that annihilated her species before it even existed. Even she cannot recall the events that ended the LeShay Empire and reduced their people to a few score individuals, but she felt an overwhelming urge to travel to the Moonshae Isles where she called to her remaining brethren. There she found the Earthmother shattered and broken and so resolved to help piece her back together.

As one of the few beings that can communicate with such a powerful primordial entity, High Lady Ordalf learned of the damage caused by the Sunderings and of the monstrous Kazgoroth that remained inside the Earthmother. Gathering the LeShay to her side, Ordalf proposed preserving “The Balance”, wherein the LeShay would take no direct action and have no lasting impact on the Earthmother except to preserve the Balance, for in doing so the Earthmother would heal faster (Ordalf also knew that any lasting presence on the island could provoke a response from the Earthmother in the form of The Children) and the LeShay would have a permanent home.

It was Ordalf Moonshayl’s twin sister; Lorador (two identical twins separated by the planes and their memories lost to the swirling mists of time, the reason it is assumed they are twins is because they appeared identical in every way) who first broke the laws of “The Balance” by bringing other races through various means to the islands (portals, visions, etc), supposedly to help the LeShay in their task. A strangely motivated LeShay, Lorador tired of the constant toil to preserve the Balance and her own motivations may have included jealousy of her twin sister, and or a desire to carve out her own destiny using the lesser races as a platform

For such meddling Lorador was outcast from the Myrloch Vale between -7000 DR and -6000 DR and fled north and east to other islands in the chain, there she took to preserving her now mortal life by consuming the energies (and bodies) of others while at the same time meddling in the rarely encountered field of Bloodline Magic to create a race of children capable of conquering the islands so that she could rule. (Bloodline Magic is an exotic and rare branch of magic whereby people manipulate and combine the bloodlines of powerful individuals and their children to form a race of super beings that are capable of exceptional feats which the creators then harness for themselves, and true masters steal those abilities and bloodlines to mix into their own form – Iyrauroth a black dragon from Thar is also known to dabble in Bloodline Magic).

When Kazgoroth appeared, Lady Ordalf had to break the laws of the Balance herself after her nephew Myrggin Shadowcloak (a half LeShay, half elf) alerted her to Kazgoroth’s escape and the danger he posed to all life and the Balance. Myrggin shared with Lady Ordalf the secret weakness of Kazgoroth,



music soothes the savage beast.

Therefore in order to preserve the Balance, Lady Ordalf and the LeShay interfered in life on the islands and went to war with Kazgoroth and his berserker minions. She and her fellow LeShay battled from island to island enchanting the birthing pools of the Earthmother and turning them into Moonwells which would act as a web that would imprison Kazgoroth and prevent his escape as well as render him powerless while inside the web.

On the final day of the war as the LeShay finished enchanting the last Moonwell, Kazgoroth was wracked with pain and began to diminish, he turned to Ordalf and cursed the High Lady, predicting that he would one day have his revenge and his blood would one day end hers. Lady Ordalf has been plagued by macabre visions of her death ever since that have gradually become more and more revealing and disturbing as time passes.

In -500 DR, High Lady Ordalf, the LeShay, and the entire island city of Karador shifted from the Material Plane into the Plane of Faerie where it remains to this day. The Plane of Faerie is naturally infused with energy from the Positive Energy Plane and so old age and disease are an unusual occurrence in this plane, and everything remains preserved forever in a state of beauty unless outside forces end it prematurely. Thus Lady Ordalf hoped to preserve her own life (and the magic of the Moonwells) forever and escape the curse that Kazgoroth laid upon her.

### **High Lady Ordalf's Magic**

Like all LeShay, High Lady Ordalf is naturally powerful, on a par with some of the lesser primordial of Toril's distant past (they are 20 HD fey before any advancement). Lady Ordalf herself is a powerful enchantress and has devoted herself to the beauty of life in all its forms which she uses her magic to protect against needless destruction.

**The Moonwells:** The Moonwells are pools of shimmering waters that are dotted around the Moonshae Isles and come in two varieties; greater and lesser Moonwells.

They are named after their creator High Lady Ordalf Moonshayl and were originally called Moonshayl Wells by the elves and other lesser races (the name Moonshayl then came to represent the entire island chain while the wells themselves were shortened to Moonwells). However the wells themselves existed long before the arrival of the LeShay for they are part of the most ancient of primordials; the Earthmother, and are actually a means of giving birth to the primordial children the Earthmother created.

These pools naturally possessed no magical enchantments but they were the focus for a means of travel known as Fey Crossroads. Using these pools creatures native to the Plane of Faerie could travel to and from that plane at will and also travel between other pools on other islands, thus it existed as a ready made portal network of sorts for fey creatures and enabled them to thrive on the separate islands in the chain which explains the high concentration of fey creatures in the islands today.

Beginning in -2000 DR, Kazgoroth the Beast clawed his way out of his prison and began to stalk the Moonshae Isles, gathering an army of berserk monsters that were infected by his touch. High Lady Ordalf and the LeShay were drawn into a war on the side of the lesser races (the humanoids such as the elves, dwarves, and firbolgs) against Kazgoroth so that they could preserve the Balance and help save the Earthmother.

High Lady Ordalf could not bear to kill a child of the Earthmother and so she and the LeShay



turned the Moonwells into a web that would imprison Kazgoroth and render him impotent. Enchanting each Moonwell with powerful magic and linking it to her own soul, the Ordalf, the LeShay, and the alliance of goodly races banished Kazgoroth from each island until only Nomans Isle (Modern: Oman's Isle) was left available to him. There High Lady Ordalf ordered the other races to depart and she and her LeShay followers completed the network causing Kazgoroth much pain as he was trapped inside the web of Moonwells. In agony, Kazgoroth uttered a curse upon Lady Ordalf and predicted her death by his hands before he fled into the mountains of Oman's Isle.

The Moonwells are split into two varieties. The Greater Moonwells represent those original pools tied to the Earthmother, and they possess the greatest of enchantments as laid upon them by the LeShay. The Lesser Moonwells are more recent and were/are created by the elves and later the Druids of Moonshae to help preserve the Balance and extend the influence of the Moonwells.

Lesser Moonwells are enchanted to act as spell pools for those attuned to them; magic users may cast druid spells into the waters to increase the power of the spell pool. Those that have attuned themselves to the pool (in a ritual taking 12 hours of meditation and bathing) that are within 100 ft of the pool may cast spells from the druid spell list without expending any prepared spells (they are instead drawn from the Moonwell itself) until the magic of the pool is exhausted (and must be replenished by casting spells into it).

Lesser Moonwells have the ability to heal wounds, neutralise poisons, and cure diseases (even those magical in nature) by submerging the afflicted in the waters of the pool for a number of minutes. If the waters are removed from the pool then they purify a far greater volume of water to which they are added (just like a purify water spell).

Finally a Lesser Moonwell emits a soothing melody in a 10 mile radius that calms the emotions of all beings (animals, humanoids, fey, etc) who remain inside the area, this effect prevents creatures from entering or maintaining a raging frenzy.

Greater Moonwells possess all the powers of their lesser versions but greatly amplified so the spell pool can be much larger, it can heal greater wounds, poisons, and diseases, and the aura of soothing music extends out to 50 miles in radius.

As well as these powers a Greater Moonwell can be used to recharge any magic items that are submerged into their waters for a full 24 hours.

A Greater Moonwell acts as a focal point for a method of travel and communication known as Fey Crossroads. Those that know about it need only picture their destination and can travel instantly to any other Moonwell or communicate to any other being at another Moonwell, they can also shift instantly to the Moonwells location on the Plane of Faerie. This method of travel has been used by the fey of the Plane of Faerie for millennia to travel between Faerie and Faerûn with ease and relative secrecy.

Lesser Moonwells can only be used as destination points for communication and travel (so you can speak to someone at a Lesser Moonwell from a Greater Moonwell, but they cannot speak back to you) but cannot be used as points of origin in the Fey Crossroads.

The last ability of note is note strictly one possessed by the Moonwells themselves. As artefacts of exceptional power they have a tendency to attract powerful creatures to them that then act as guardians. The soothing music emitted by the Moonwells calms these creatures and makes



them much more receptive to the words of the Druids of Moonshae that often teach them about the powers of the Moonwells (although not all) and so the Moonwells, the guardians, and the Druids enter into a symbiotic relationship with one another.

These powers are those possessed now. In the ancient past the Moonwells were much stronger in power and the music of the Moonwells inflicted great pain upon Kazgoroth and his berserker minions. However following the death of Mystra and weakening of the Weave this music became much less pronounced (now it is little more than a background whisper of a tune that is barely audible to those on the islands, but still influences the land with an exceptional number of bards hailing from the Moonshae Isles) and so is only able to cause mild discomfort in Kazgoroth the Beast (although it still prevents his rage from functioning and keeps him imprisoned within the web so that he cannot escape the Moonshae Isles).

The Moonwells are tied directly to the soul of Lady Ordalf Moonshayl and the music they emit is an audible representation of the music in her soul. As each Moonwell is polluted and the enchantments dulled, so too is Lady Ordalf weakened.

### **High Lady Ordalf's Allies**

High Lady Ordalf is the leader of the LeShay people; as such she can count 30 or more incredibly powerful beings as her loyal allies in whatever course of action she performs.

The Llewyr elves have a longstanding alliance with the LeShay and Lady Ordalf whom they view as teachers and parental figures that have helped guide the elves during their habitation of the Moonshae Isles (much as the elves then did for the Ffolk when they arrived).

The original alliance against Kazgoroth was composed of dwarves and firbolgs as well as the elves and LeShay and so it is possible that those people may side with High Lady Ordalf and the LeShay of Karador should they choose to return to the Moonshae Isles and finish what they began millennia ago.

### **High Lady Ordalf's Enemies**

The greatest enemy of the LeShay and High Lady Ordalf Moonshayl is the being known as Kazgoroth the Beast. This monster rages against all humanoids and works tireless conflict against them trying to destroy them all in revenge for the pain he has suffered through the millennia and the future that was stolen from him by the Sunderings.

When High Lady Ordalf set herself and her LeShay against the Beast she earned his undying enmity. Worse still is the fact that Kazgoroth and the LeShay may be loosely related and there may be an element of sibling rivalry here with Kazgoroth being jealous of Lady Ordalf because she has so much that was denied to him.

Strangely High Lady Ordalf's most numerous enemy could also be her strongest ally given their dominating presence on the isles. The humans of the Moonshae Isles undoubtedly embody much that Lady Ordalf and the LeShay despise. They despoil the land and the creatures on it, slaying wantonly and without cause. They build large structures and kingdoms that spread across the land like a plague. They wage war with one another and everything else around them and use magic as a weapon rather than a gift.

The short, almost insignificant lives of the humans may lead Lady Ordalf and the LeShay to disregard them entirely as potential allies and so she could end up making an enemy of them by using them as tools in her attempt to defeat Kazgoroth the Beast.



### **High Lady Ordalf's Fate**

The final fate of High Lady Ordalf Moonshayl rests with herself and Kazgoroth. When she fled the Material Plane she set in motion a chain of events that would allow Kazgoroth to escape his prison on Oman's Isle and although he was defeated by the humans, elves, dwarves, and firbolgs, he survived after a fashion, and may have possibly become even more dangerous than before.

Kazgoroth intends to pollute all the Moonwells on the Moonshae Isles. This will either allow him to leave the island chain entirely (although he is not sure if they need to be polluted or destroyed to allow his escape), or it will draw the attention of Lady Ordalf and cause her to return to the Material Plane (and in a much weakened state).

Once Lady Ordalf returns, Kazgoroth will march his armies upon the Myrloch Vale and destroy Karador, the LeShay, and Lady Ordalf, thus achieving his revenge before turning his attention to the lesser races once more.

High Lady Ordalf has two choices; remain in the unchanging Plane of Faerie and hope that the pollution of all the Moonwells does not kill her, or return to the Material Plane and do battle with Kazgoroth and hope that he does not kill her. Either way Lady Ordalf's life hangs in the balance.



## Alternate Dimensions Presents: Moonshae Isles – The Banshrae

The Banshrae are a loose knit group of formerly living people that are outcast from their previous societies and now roam the isle of Gwynneth cursed with undeath. They spend their eternity striving for ways to atone for their current circumstances and combat Kazgoroth and his minions

### **History of the Banshrae**

The Banshrae began in 562 DR with the death of an elf maiden named Anhaern Rhyllgallohyr. This veteran warrior was captain of the Sword Sisters of Synnoria, an organisation dedicated to protecting Synnoria and the Myrloch Vale from evil. Like most groups in Synnoria the Sword Sisters were almost entirely female in membership because the elves of Synnoria produced very few males (another by-product from their duty as protectors of Kamerynn the unicorn).

In 562 DR the firbolgs of the Black Mountains had grown in numbers and boldness once again and were plaguing the Myrloch Vale, despoiling nature, attacking the elves, druids, and travellers.

The Sword Sisters of Synnoria were mobilised to deal with the threat and engage them in battle.

Unfortunately the firbolgs were ready for them and ambushed the knights as they charged through the vale on their half unicorn steeds. A number of the Sword Sisters were slain before they could retreat and regroup, the captain Anhaern Rhyllgallohyr died covering their withdrawal and her body was taken by the firbolgs as it rampaged south towards the Fens of the Fallon.

There in the stinking, death infused quagmire, the firbolgs unceremoniously chucked Anhaern Rhyllgallohyr's remains; and those of her slain companions, into the corrupted Moonwell. They watched with evil glee as the bodies were animated by Kazgoroth's power, and then fled as the maidens took up arms and charged the deformed giant-kin.

The now undead Sword Sisters found that they could not be destroyed by weapons, fire, or other magic, and could regenerate all wounds quickly and cleanly. They also found themselves unwelcome among the elves, who attacked them on sight, mistaking them for monsters.

Anhaern Rhyllgallohyr and the Sword Sisters fled west over the Highlands and found an unwanted and mostly barren land where they could live in peace.

From their new found home Anhaern Rhyllgallohyr would ride Corwell, hunting down and dispatching evil doers in an attempt to atone for her undead condition in the hopes that the Earthmother might give her eternal rest. She earned the name "the Banshee Rider" for the keening howl she emitted when charging, and her ability to turn incorporeal like a banshee. Over time this title was corrupted by the former Sword Sisters and newer members who took to calling themselves the Banshrae.

The newer members came from the same source as the undead Sword Sisters; the firbolgs would periodically rise out of the Black Mountains and make for the Fens of the Fallon, once the area was under their control they would murder nearby individuals and throw them into the Moonwell to watch them rise again. The Banshrae tried to stop them, sometimes successfully, sometimes not, and so the ranks of the Banshrae gradually grew as the firbolg achieved their goals.

### **Deeds of the Banshrae**

The Banshrae are very much the unsung heroes of the Myrloch Vale. As Synnoria has dwindled over time the Banshrae have become more and more the only means of defence the Myrloch Vale has from the ravages of the firbolgs.



The swelling of firbolg numbers that resulted in attacks on Corwell during the 8<sup>th</sup>, 9<sup>th</sup>, and 10<sup>th</sup> century Dalereckoning could have been much worse were it not for the constant vigilance of Anhaern Rhyllgallohyr and the Banshrae.

Unfortunately the Banshrae have not always been able to defeat the firbolgs and their uprisings have resulted in costly wars for Corwell which even resulted in the death of High King Tanner and the loss of the Sword of Cymyrch Hugh, an event that ultimately led to the dissolution of the office of High King and the end of the High Kingdom of Moonshae.

### **Organisation**

The Banshrae are split into two sub groups, the elitist elves that remain in the settlement of Elyssyrr, while the humans and other races live in the settlement of Fenton on the other side of the Meirig Peatlands. The reason for this separation is both because one of ideology and for tactical reasons, while the elves do not welcome the presence of the other races they primarily remain in Elyssyrr because they wish to remain close to the Fens of the Fallon and use secret ways through the mountains so they can quickly gather to defend that site.

The humans and other races are less zealous about combating the firbolgs and so cannot be relied upon by the elves to join in battle, but when they are roused they have easier access from Fenton to the rest of the Myrloch Vale, through Aspenheight Gorge, and can attack the firbolgs on the flanks when they choose to mobilise.

**Members:** 51 (11 elves, 35 humans, 3 dwarves, 2 firbolgs)

**Hierarchy:** None

**Leader:** None (although most obey the orders of Anhaern Rhyllgallohyr and Dwi Merrickson)

**Religion:** None

**Alignment:** Any Neutral

**Secrecy:** None. Although this group makes no deliberate attempt to remain secret, very few people know the Banshrae exist (apart from the legends of the Banshee Rider) because of their isolation and activity in an equally isolated area.

**Symbol:** A flaming sword emerging from a lake

### **Hierarchy**

The Banshrae are not a united organisation in any sense of the word. All of them suffer under the same current circumstances; their eternal undeath and exclusion from the rest of the world, but apart from that there is little that keeps them together or makes them work towards a common goal.

The Banshrae exist as two distinct sub-units; the elves live in the settlement of Elyssyrr and fervently obey the orders of their leader Anhaern Rhyllgallohyr, the humans and other races live in the settlement of Fenton and while many of the humans and dwarves follow a man called Dwi Merrickson not everyone is so obedient.

**Anhaern Rhyllgallohyr (N ef Ftr 9):** The eldest and most powerful among the Banshrae, Anhaern Rhyllgallohyr was the first to be created by the firbolgs who dumped her body into the Fens of the Fallon and watched her become animated by the energies of Kazgoroth.

Like all Banshrae, Anhaern is; as far as she can fathom, an immortal being that cannot be killed by weapons, age, disease, magic or anything native to the Material Plane. She has not tested her defences against the divine magic of priests and their ability to destroy undead with positive



energy, but thankfully such followers of the gods are rare on the Moonshae Isles.

Anhaern Rhyllallohyr is zealously devoted to ending the firbolg threat and Kazgoroth. She was alive when Kazgoroth returned a second time and took part in the war against him as a member of the newly founded Sword Sisters of Synnoria. Over the centuries since (until her undeath) she rose through the ranks before becoming captain.

Since her undeath she has chosen to continue her duty to protect the Myrloch Vale (and her obedience to the bearer of the Sword of Cymrych Hugh) despite her being outcast from Synnoria forever. In her early years she rode almost solo throughout Corwell, slaying evil doers in the hopes that she would be granted the rest she feels she deserves. When no salvation came, Anhaern decided her eternity could be put to better use trying to end the legacy of Kazgoroth and watch for his return.

Anhaern possess the ancient elven armour (platemail) and weaponry (a magical sword) that she was carrying when killed. She also rides her also undead half unicorn steed, complete with his original elven barding, which was also thrown into the Fens shortly after her own body was. Whenever she wishes, Anhaern can utter a keening howl akin to that of a banshee. This howl has the potential to paralyse any foe that hears it within a hundred feet. Her use of this howl to render foes immobile before she severed their heads from horseback is one of the reason she has entered the history of Corwell as the Banshee Rider.

Anhaern can also turn incorporeal (along with whatever she is wearing or riding) whenever she wishes, shifting partially into the Plane of Shadow. While she is incorporeal, Material Plane magic and weapons only affect her half of the time (unless it is a force or positive energy effect) and this is another reason for her acquiring her current title.

Anhaern has the complete loyalty of every elven Banshrae member, as well as the loyalty of a few human members from Fenton. She appears to always be apologetic around Dwi Merrickson (leader of the Banshrae in Fenton) and usually defers to his advice (except when he counsels not to defend the Fens of the Fallon), although no one is quite sure why since she is the elder and more powerful of all the Banshrae.

**Dwi Merrickson (N hm Ftr 7):** This tall, grey-haired man is of slight build, and his ashen grey face is lined with wrinkles that make him look about 60 years old. Dwi possesses a booming voice that somehow compels the listener to obey, but it is rarely heard unless he is angered somehow.

Dwi joined the Banshrae in the 10<sup>th</sup> century Dalereckoning and almost instantly assumed a position of leadership among the humans of Fenton, mostly because of his voice.

Dwi is a quiet man that speaks seldom and never talks about his former life when he was alive. Ever dressed in chain armour, with a sheathed sword at his side, this unassuming man can be found quietly enjoying the everyday tasks of fishing, farming, and practising his swordcraft with others in the village. Although he has no need to eat, sleep, or drink, Dwi ensures that Fenton remains a working village and trades the crops he grows to Greystone Trading whenever it passes by.

Dwi hates the firbolgs as much as any member of the Banshrae, and in his first 2 centuries of undeath he would often lead the humans of the Banshrae into battle. Since the first half of the 12<sup>th</sup> century Dalereckoning he has rarely mounted an expedition against the firbolgs and is nowadays seen arguing with Anhaern whenever she comes to ask for his aid (his booming voice



has no effect on her and she always defends the Fens of the Fallon despite the continual losses and against his advice).

### **Motivation and Goals**

The Banshrae are motivated individually by whatever motivated them in life. Some mope around the settlements in bouts of depression that last decades while they ponder a means to escape undeath. Others throw themselves into their work and after centuries of practice have become masters of many crafts.

A select few have dedicated themselves to the higher calling of combating their creator; the firbolgs and their master Kazgoroth. These few try to motivate the other Banshrae to join them in their forays against the forces of evil.

That these motivated few achieve any measure of success is down to the respect the Banshrae have for the two leaders. Anhaern Rhyllgallohyr is highly respected among the elven Banshrae as the former captain of the Sword Sisters of Synnoria. The humans and other Banshrae look to Dwi Merrickson for leadership, and many believe that he may once have been a leader among men in his past life.

Those that are aware of the nature of their curse; and the role Kazgoroth has played, quite correctly suspect that should the Beast return then he may well be able to exert his control over them, at which point they and all the Banshrae will become servants of evil. Dwi, and Anhaern and those that study history know the Fens of the Fallon is the site of Kazgoroth's death and it is his energies that animate them. As a result they seek to atone know for any evils they may do in the future and for what role they may play in the end of life on the Moonshae Isles if he comes back.

What few realise is that Kazgoroth has already returned in a fashion and as his vestiges grow in power he is able to exert more and more control over them. The firbolg uprisings have gradually increased in number and power 201 DR and the objectives of their raids became more focused as his influence grew (the targeting of the Fens of the Fallon and throwing bodies into the Moonwell is evidence of his growing power). Kazgoroth/Amye is already influencing the Banshrae in subtle ways; the deep melancholy most of them feel is down to Kazgoroth's growing power, and it is only lifted with battle and slaughter, which influences them to kill more and more.

The elves are the most resistant to Kazgoroth's grasp and so still fervently oppose him, but there may soon come a time when all the Banshrae begin attacking and murdering innocents in Kazgoroth's name.

### **Recruitment**

In order to become a Banshrae, first one must be killed, and then one must be plunged into the corrupted Moonwell at the centre of the Fens of the Fallon (it is unknown what effect it would have if a living being were plunged into the Moonwell but the corrupted waters would probably slay them outright and then animate them). As a result, the Banshrae are a very small and select group, with its membership changing little over the 800 years of its existence.

### **Resources**

The resources of the Banshrae are few, and usually consist of whatever gear they were carrying at the time of their death, plus whatever gear they can scavenge from the surrounding area or take from the firbolgs.



However each Banshrae has a potent ability they acquire as part of the undeath process. For Anhaern Rhyllgallohyr this manifested as the ability to become incorporeal and utter a keening howl, for Dwi Merrickson he gained the power of command using his voice. Some are able to fly for a short time, possess enhanced strength, speed, or other characteristics; some are even able to engulf themselves in flames when angered.

Most of these abilities are unique (although occasionally the same ability pops up again in related individuals), but all Banshrae possess the power to heal any wound, and the immortality this provides is an incredibly powerful weapon once the bearer learns to overcome their fear of pain and death.

**The Sword of Cymrych Hugh:** This potent magical blade was forged by the dwarves of Highhome and enchanted by the elves of Synnoria before it was given to Cymrych Hugh to forge an alliance between the three races to combat Kazgoroth the Beast.

The sword is made of mithril and enchanted to be the bane of all shape-changers. Upon command the sword is sheathed in fire and at critical moment it bursts into a shower of flames that combusts those it strikes. Those wielding the sword are protected from the draining attacks of undead and are immune to all diseases (magical and non-magical).

The sword possesses a form of glimmer of intelligence that impels the wielder to seek out and do battle with Kazgoroth the Beast. Such manipulations by the sword are subtle, such that the wielder feels invigorated and flush with adrenaline whenever it hears about Kazgoroth or encounters the Beast.

The Sword Sisters of Synnoria were formed at the enchanting of the blade and the organisation is honour bound to obey the wielder of the sword. Sometime during the 6<sup>th</sup> century Dalereckoning the Sword Sisters of Synnoria were struggling to replace their unicorn herds after the extensive damage done to them by firbolgs. A Laird of Corwell gifted them with horses from Tethyr and the elves were able to breed half unicorn, half horse steeds from the stock. In return they pledged to aid the human for aid whenever he called upon them. This event has often been confused with the Sword Sisters and their service to the bearer of the Sword of Cymrych Hugh so that most humans believe a king of the ffolk riding the stallion of the Sword Sisters herd will gain their service for a year. The elves themselves do nothing to quash this fallacy.



## Credits

Alternate Dimensions Presents: Moonshae Isles – Kazgoroth the Beast	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Druids of Moonshae	G.Dallison
Deities With a Difference: The Earthmother	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Dynasties of the Ffolk	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Heralds of the High King	G.Dallison
Deities With a Difference: Grond Peaksmasher	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – An Alternate History	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Cults of Fury	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Greystone Pack	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – High Lady Ordalf Moonshayl	G.Dallison
Alternate Dimensions Presents: Moonshae Isles – The Banshrae	G.Dallison

Special thanks to Sam Evans, Kenneth Fabacher, and Ryan Rahuba for proof reading and idea development, and to S.K.Rush for the new background and artwork.

## **Final Word**

Just to note that this is in no way to be considered canon material; it is a fan-made representation of different versions of the Forgotten Realms. It uses some canon information as a base but may remove some pieces of the Realms, alter others, and add many homebrew ideas to develop it further.